

# **Softball League**

## **CO-ED** Division Special Rules

# USA Rules apply unless otherwise stated below. All SPRD special rules listed below will supersede USA rule book.

- 1. Both teams will provide an ASA/USA stamped .52 Core, 300 compression 12" Men's ball in good condition, and an ASA/USA stamped .52 Core, 300 compression 11" Women's ball in good condition to the umpire prior to the double header beginning.
- 2. The count will start at 1-1 with a courtesy foul.

## 3. **Rosters:**

- A. All players must have a valid player card on Spokanesportsleagues prior to playing their first game of the season.
- B. Team captains must enter a complete roster into Spokanesportsleagues by the established deadline, and maintain the online roster throughout the season.
- C. The last time to add new players to the roster is two weeks prior to the final week of league play.
- D. A roster check can only be requested prior to the first pitch of each game of a doubleheader.
- 4. **Number of Players:** Teams will be allowed to start and end a game with 9 players.
  - A. If a team starts with 10 players and a player has to leave the game and there is no *rostered* substitute to take his/her place, that position in the batting order will be an automatic out when his/her turn comes to bat.
  - B. A starting player and a <u>rostered</u> substitute may be re-entered into the lineup once as long as that player assumes the same position in the batting order. This will permit coaches to get all players into the game.
  - C. Teams are allowed to bat <u>14 players max</u>. **NOTE:** Whatever number of players start the game must finish with the same number of players. Any number of players dropped from the line-up without a legal substitution will be an *automatic out*.
  - D. Max number of players per team is 18.

## 5. **Courtesy Runners:**

A. One courtesy runner per inning, per gender unless there's an injury during the same inning. Courtesy runner can be anyone in the lineup. If the courtesy runner is on base when their turn to bat comes up, the runner will be declared out and removed from the base path. The courtesy runner will take their turn at bat if there are less than 2 outs. A second courtesy runner is not permitted at this time.

## 6. **Co-Ed Batting Rules**

- A. Batting 2 men back to back is an automatic out. No exceptions
- B. If a man is walked, they are granted 2 bases.
- C. If there are two outs, the woman has the option of hitting or walking as well. If there are less than two outs, the woman must take her turn at bat.

## 7. **Scoring**:

A. **(3)** Home runs and then progressive. After team hits 3 home runs it cannot go ahead of the other team by more than 1 home run. A batter hitting the ball over the home run limit will be declared OUT and no runners advance.

NOTE: In the bottom of the last inning the Home team can only *equal* the number of Home Runs by the Visitors (in excess of 3). If neither team has hit 3 Home Runs by the bottom of the last inning, the Home team can hit their third.

- B. **Run Rule:** 20 after 3 innings, 15 after four innings, and 10 after five innings.
- C. *Tie Breaker:* The USA tie-breaker rule will be in effect if a game is tied after 7 innings or if the game is tied after the umpire had declared "Last inning"
  - The **last batter** is placed on 2<sup>nd</sup> base at the start of the inning, with **NO** outs.
- 8. **Run Limit:** The league will have a limit of 7 runs per inning.
  - A. If a team starts their turn at bat behind by more than 7 runs the team behind can score as many runs necessary to tie the score, but cannot go ahead.
  - B. Last inning NO RUN LIMIT- this could be the 7<sup>th</sup> inning or whichever inning has been declared the final inning.
- 9. *Time Limits*: No new inning will start after 1 hour and 15 minutes (75 minutes).
  - A. The umpire will declare "Last inning" at the beginning of an inning if they feel the end of the game will not happen before 75 minutes.
  - B. A 15-minute delay allowed for the start of the  $1^{st}$  game of the DH only. Games will still end at their scheduled time. If teams are short but, have players on route they will have 15minutes from the time a forfeit is called for the first game by the umpire to get players to the field to play the  $2^{nd}$  game.

## 10. Pitching:

- A. Pitcher may stand up to 6' behind the pitching rubber. No contact is necessary with the pitching rubber.
- B. Strike Mat & Plate: A pitched ball hitting the strike mat or home plate is a strike; no other strike zone issued. Pitches must comply with height requirement of 6'-10'.

## 11. **Equipment:**

- A. No Metal Cleats. Only rubber / molded will be allowed.
- B. SPRD may randomly test bats throughout the league. Any bat that does not pass the compression test will be deemed illegal for any further use. Player and bat information will be written down to ensure bat is not used going forward. If an illegal bat is used at any point after it has been tested and deemed illegal, the current game it is being used in will be an automatic forfeit and the league officials will meet to discuss possible player suspension. (See the SPRD Bat Testing Policy for any bat related issues).

## 12. *Re-Entry:*

A. If players on  $1^{st}$  or  $3^{rd}$  base choose to step into the coach's box, they MUST re-tag the base before running.

<sup>\*\*</sup>At no point will teams be allowed to switch fields from their assigned schedule field once the game has officially started. Moving fields takes time away from the 75 minute game time limit. Moving fields creates multiple variables that lead to unfair advantage to other teams playing on non lit fields throughout the course of a season. \*\*