

Coed League Softball Special Rules

(ASA Rules apply unless otherwise stated below.
All SPRD special rules listed below will supersede ASA rule book.)



1. Home team will be decided by coin flip (during league play). During end-of-season playoff, home team is higher seed.
2. Home team will provide a new ASA .52 core softball; visiting team will provide a good used ball.
3. **The count will start at 1-1 with a courtesy foul.**
4. 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 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 player may be substituted twice and may be returned to the lineup, as long as that player assumes the same position in the batting order. This will permit coaches to get all players into the game.
5. **Courtesy Runners:** There are no restrictions on the number of courtesy runners per inning. However, the runner who takes the batters place must be the next available person. If that batter cannot run due to injury then the batter that preceded them will be the replacement.
6. **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.
 - B. **Run Rule: 20** after 3 innings, **15** after four innings, and **10** after five innings.
 - C. The ASA tie-breaker rule (a runner is placed on 2nd base at the start of the inning) will be in effect if a game is tied after 7 innings or if the game is tied after time limit (75 minutes).
7. **Time limits:** No new inning will start after 1 hour and 15 minutes (75 minutes).
 - A. **It is the responsibility of the coach of each team to monitor the time remaining; it is NOT the responsibility of the umpire to announce the last inning.**
 - B. A 15 minute delay allowed for the start of the 1st 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 15 minutes from the time a forfeit is called for the first game by the umpire to get players to the field to play the 2nd game.
 - C. The ASA tie-breaker rule will be in affect if the game is tied after 7 innings or after time limit. Place the last batter from prior inning on 2nd base.
 - D. Last inning - NO RUN LIMIT- this could be the 7th inning or whichever inning has been declared the final inning.
8. **Pitching:** Pitcher may stand up to 5' behind the pitching rubber. No contact is necessary with the pitching rubber.
9. **Rosters:** All players must sign Indemnity Agreement to be eligible to play during end-of-season playoff.
 - A. Players must play one week of league play with team to be eligible to play during end-of-season playoff.
 - B. The last time to add any new players is the final week of league play.
10. **Coed D and E League:**
 - A. The league will have a limit of 7 runs per inning. Exceptions:
 - I. If a team starts the inning behind by more than 7 runs the team behind can score as many runs necessary to tie the score, but cannot go ahead.
11. **No Metal Cleats, only rubber / molded will be allowed.**
12. Players must sign Indemnity Agreement before playing their first game.
13. SPRD may randomly test bats throughout the league. Any bat that does not pass the compression test will be thrown out and ineligible for all remaining play. If that bat was used at any point during play the team will be given a warning. If after warning bat is still being used game(s) it was used in will be an automatic forfeit. (See the SPRD Bat Testing Policy for any bat related issues).

Women's League Softball Special Rules

(ASA Rules apply unless otherwise stated below.
All SPRD special rules listed below will supersede ASA rule book.)



1. Home team will be decided by coin flip (during league play). During end-of-season playoff, home team is higher seed.
2. Home team will provide a new ASA .52 core softball; visiting team will provide a good used ball.
3. **The count will start at 1-1 with a courtesy foul.**
4. 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 substitute to take her place, that position in the batting order will be an automatic out when her turn comes to bat.
 - B. A player may be substituted twice and may be returned to the lineup, as long as that player assumes the same position in the batting order. This will permit coaches to get all players into the game.
5. **Courtesy Runners:** There are no restrictions on the number of courtesy runners per inning. However, the runner who takes the batters place must be the last person out. . If that batter cannot run due to injury then the batter that preceded them will be the replacement.
6. **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.
 - B. **Run Rule: 20** after 3 innings, **15** after four innings, **10** after five innings.
 - C. Limit of 7 runs per inning. Exceptions:
 - I. If a team starts the inning behind by more than 7 run the team behind can score however many runs necessary to tie the score, but, cannot go ahead.
 - D. Last inning - NO RUN LIMIT - this could be the 7th inning or whatever inning has been declared the last inning. (Time, weather, etc.)
 - E. The ASA tie-breaker rule (a runner is placed on 2nd base at the start of the inning) will be in effect if a game is tied after 7 innings or if the game is tied after time limit (75 min).
7. **Time limits:** No new inning will start after 75 minutes.
 - A. **It is the responsibility of the coach of each team to monitor the time remaining; it is NOT the responsibility of the umpire to announce the last inning.**
 - B. A 10 minute delay allowed for the start of the 1st game of the DH only. Games will still end at their scheduled time. If teams are short but have players enroute they will have 15 minutes from the time a forfeit is called for the first game by the umpire to get players to the field to play the 2nd game.
 - C. The ASA tie-breaker rule will be in affect if the game is tied after 7 innings or after time limit. Place the last batter from prior inning on 2nd base.
8. **Pitching:** Pitcher may stand up to 5' behind the pitching rubber. No contact is necessary with the pitching rubber.
9. Players must sign Indemnity Agreement before playing their first game.
10. **Rosters:** All players must sign Indemnity Agreement to be eligible to play during end-of-season playoff.
 - A. The last time to add any new players is the final week of league play.
 - B. Players must play one week of league play to be eligible to play during end-of-season playoff.
11. **No Metal Cleats, only rubber / molded will be allowed.**
12. SPRD may randomly test bats throughout the league. Any bat that does not pass the compression test will be thrown out and ineligible for all remaining play. If that bat was used at any point during play the team will be given a warning. If after warning bat is still being used game(s) it was used in will be an automatic forfeit. 14. See the **SPRD Bat Testing Policy** for any bat related issues.

Men's League Softball Special Rules

(ASA Rules apply unless otherwise stated below.
All SPRD special rules listed below will supersede ASA rule book.)



1. Home team will be decided by coin flip (during league play). During end-of-season playoff, home team is higher seed.
2. Home team will provide a new ASA .52 core softball; visiting team will provide a good used ball.
3. **The count will start at 1-1 with a courtesy foul.**
4. 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 substitute to take his place, that position in the batting order will be an automatic out when his turn comes to bat.
 - B. A player may be substituted twice and may be returned to the lineup, as long as that player assumes the same position in the batting order. This will permit coaches to get all players into the game.
5. **Courtesy Runners:** There are no restrictions on the number of courtesy runners per inning. However, the runner who takes the batters place must be the last available player.
6. **Scoring:**
 - A. **(3)** Home runs and then progressive. After teams 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.
 - B. **Run Rule: 20** after 3 innings, **15** after four innings, and **10** after five innings.
 - C. No run limit per inning, except D League (please see below).
 - D. The ASA tie-breaker rule will be in effect, if a game is tied after 7 innings or if the game is tied after no new inning time (75 min).
7. **Time limits:** No new inning will start after 1 hour and 15 minutes (75 minutes).
 - A. **It is the responsibility of the coach of each team to monitor the time remaining; it is NOT the responsibility of the umpire to announce the last inning.**
 - B. A 10 minute delay allowed for the start of the 1st 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 15 minutes from the time a forfeit is called for the first game by the umpire to get players to the field to play the 2nd game.
 - C. The ASA tie-breaker rule will be in affect if the game is tied after 7 innings or after time limit. Place the last batter from prior inning on 2nd base.
 - D. Last inning – NO RUN LIMIT – this could be the 7th or whichever inning is decaled the final inning.
8. **Pitching:** Pitcher may stand up to 5' behind the pitching rubber. No contact is necessary with the pitching rubber.
9. **Rosters:** All players must sign Indemnity Agreement to be eligible to play during end-of-season playoff.
 - A. The last time to add any new players is the final week of league play.
 - B. Players must play one week of league play to be eligible to play during end-of-season playoff.
10. **Men's D League:**
 - A. The league will have a limit of 7 runs per inning. Exceptions:
 - I. If a team starts the inning behind by more than 7 runs the team behind can score as many runs necessary to tie the score, but cannot go ahead.
11. Players must sign Indemnity Agreement before playing their first game.
12. **No Metal Cleats, only rubber / molded will be allowed.**
13. SPRD may randomly test bats throughout the league. Any bat that does not pass the compression test will be thrown out and ineligible for all remaining play. If that bat was used at any point during play the team will be given a warning. If after warning bat is still being used game(s) it was used in will be an automatic forfeit. (See the SPRD Bat Testing Policy for any bat related issues).

Master's League Softball Special Rules

(ASA Rules apply unless otherwise stated below. All SPRD special rules listed below will supersede ASA rule book.)



1. Home team will be decided by coin flip. Home team will provide one new softball; visiting team will provide a good used ball.
2. The count will start at 0-0 (a foul on the 3rd strike will result in an out).
3. Batting order may consist of more than 10 players (a team can bat its roster). If more than 10 bat, any 10 can play defense.
 - A. Teams can start with 8 players. When additional players arrive - or other players arrive - if a team starts with 10 or more - they will be placed on the bottom of the batting order. Players not listed as substitutes can play if they are on the team roster. If a player leaves the game for any reason, skip their spot in the batting order. No automatic out unless player was ejected.
4. **Courtesy Runners:** ASA rule: No restrictions on the number of courtesy runners per inning, however a player may be used as a courtesy runner ONLY ONCE AN INNING. If they are on base and their turn to bat comes up, they are removed from the base, called out, and take their turn at bat.
 - A. A team cannot replace a courtesy runner with a courtesy runner.
 - B. There will be no courtesy runner of home plate.
5. **Scoring:**
 - A. On fenced fields only, one **(1)** over-the-fence per team per game, plus the progressive rule. Once each team has hit its home run, each may hit another. No team may be more than one **(1)** home run ahead of its opponent. In excess, a single is ruled.
 - B. **Run Rule:** 15 runs after 4 innings and 12 runs after 5 innings
 - C. The league will have a limit of 5 runs per inning, except for the final inning which is unlimited.
 - i. If a home run over the fence causes more than 5 runs to be scored, only 5 runs will count and the team will not be charged with a home run under the home-run rule.
 - D. At end of 7 innings, if tied ASA tie breaker rule will be played (Last batter of previous inning starts at 2nd base with no out). If a game is tied, and the game has been called due to weather or after 7 innings and the time limit has expired, the teams will revert back to the score of the prior inning to determine the winner. If the prior inning's score still results in a tie, the game will be deemed a tie.
6. **Time limits:** No new inning will start after 1 Hour and 15 minutes (75 minutes). Last inning- NO RUN LIMIT – this could be the 7th or whichever inning has been declared the final inning.
 - A. A 10 minute delay allowed for the start of the 1st 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 15 minutes from the time a forfeit is called for the first game by the umpire to get players to the field to play the 2nd game.

7. Bats in the 60+ League:

- A. Only ASA Approved may be used. Please see the current SPRD Bat Testing Policy for further details on the use of illegal bats.

8. Bats in the 50+ League:

- A. Only Masters 50s are allowed to use “senior bats.” However, these bats MUST possess a manufacturer’s “Senior Softball” stamp (below).
- B. Masters 50’s bats must be Senior Softball and or ASA approved marked BPF 1.21 or less.
- C. The Miken Ultra is not allowed. The Miken Ultra II is allowed as long as it is not on the current ASA non-approved bat list.
- D. Any illegal bat use will be subject to the penalties found in the current SPRD Bat Testing Policy.

9. Strike Mat & Plate: A pitched ball hitting the strike mat or home plate is a strike; no other strike zone is used. Pitches must comply with height requirement of 6’-10’.

10. Pitching: A pitcher can pitch from up to 10’ feet behind pitching plate, but must be straight back, not off to either side of pitching plate.

11. Borrowed Players: Up to two registered Senior players can be picked up to start a game only if the team is short of the minimum or only has 7 players.

- A. The pickup player is only allowed to play outfield or catcher. If a team has 10 of its own players, no pickup players are allowed. A player can play down (a 60 player in the 50 league), but CAN NOT play up (50 league player in the 60 league).
- B. If only two pickup players are needed, a forfeit will not be called.
- C. An Extra Player (EP) may be used for a physically challenged player who can play only offense or only defense. This is called FLEX OPTION and must be made known prior to start of the game.

12. Second Home Plate & Commitment Line:

- A. Defensive players can only touch plate (not strike mat), and runners can only touch the scoring plate, which is eight (8) feet from the back tip of home plate.
- B. Runners touching/crossing home plate/strike mat will be out; ball will remain live.
- C. Prior to reaching the commitment line 20’ from plate, a runner may change direction only once, unless the defense is fielding or throwing ball. There are no tag outs from commitment line to scoring plate, only force outs at home.

13. Second First Base: If there is no double 1st base, a runner just has to run past 1B. If he arrives/goes past before ball arrives, he is safe. No appeal for missing base.

- A. The use of an “imaginary” scoring plate is permitted if necessary.

14. Softball: Men’s teams will bat a 12” ball. Only “Optic Yellow” balls will be used during games.

15. Base Running:

- A. Official distance between all bases will be 65 feet.
- B. No “run-bys” at 2nd or 3rd; sliding is allowed.
- C. Tag-outs OK anywhere except from commitment line to home.

- D. A runner must avoid contact with a defensive player if it is avoidable.
- E. A defensive player does not have to throw for it to be interference.

16. Under-Aged Players Grandfather Rule:

- A. ** We phased out the use of under-age players. In 2015, we decided no under-age players will be allowed. However, if a player turns 50 or 60 (depending on the league) within that calendar year they will be eligible. For example, if a player is playing in the spring 2017 league and they will turn 50 on or before December 31, 2017, they will be eligible to play.**
- B. Players are required to have picture identification at games. SPRD will be performing random roster checks. If you do not have valid ID, YOU WILL NOT PLAY.
- C. If a team is caught playing with 1 or more underage player(s), it will result in an automatic forfeit of the game and or games the underage players participated in.

Modified Pitch Softball Special Rules

*(ASA Rules apply unless otherwise stated below.
All SPRD special rules listed below will supersede ASA rule book.)*



Tuesday Division: ASA 9-Player rules (including pitching) with Limited Bats

1. **Pitching:** The pitcher must have BOTH feet in contact with the pitcher's plate to begin the pitching position. Once in the pitching position, the pitcher may NOT take a step back or to the side; the first step from the pitcher's plate must be FORWARD, toward the batter.
2. **Bats:** Any ASA-approved ****WOOD**** bat. Female players may use any ASA-approved metal or wood bat.
3. **Balls:** Game balls must be the balls provided by SPRD as part of the team registration fee. Each team must provide one of these balls - NEW - for each game.
4. Home team will be decided by coin flip. Home team will provide a new ASA .52 core softball; visiting team will provide a good used ball.
5. **Time Limit/Tie Games/Rain-outs:** Time limit per game is **1 hour 45 minutes**. The umpire and/or scorekeepers should start a game timing watch when "Play Ball" is first called. If there is a significant delay during the game, or a team is stalling, the umpire should temporarily stop the timing watch. The umpire should try to keep the game moving ("hustle in and out").
 - A. If an inning starts before the time limit is reached, that inning shall be played to completion. If the time limit is exceeded and the score is tied, the score at the end of the PREVIOUS inning determines the winner; If the previous inning score still results in a tie, the game will be recorded as an official tie.
 - a. If a game is ended by the umpire due to rain or other causes AND the game is a regulation game:
 - b. If the game is called during the bottom of the 5th (or later) inning, AND the Home team is ahead, then the final score is the score at that point.
 - c. If the game is called during the bottom of the 6th (or later) inning with the score tied, AND the Home team was behind but then tied the score during that inning, then the final score is the tie score.
 - d. If neither of the above applies, then the final score is the score at the end of the PREVIOUS inning (which may be a tie, resulting in an official tie game).
 - e. If the umpire ends a game and it is NOT regulation, the game shall be re-scheduled and resume at the exact point where it was stopped.

Refer to 5.3 REGULATION GAME in the REFERENCE to determine if a game is Regulation.

REFERENCE: "ASA Participant Manual 2015 Official Rules of Softball"
Rule Modifications -refer to the REFERENCE

To minimize the delay between half-innings, managers should try to use a courtesy runner for the catcher (or pitcher) when that player is on base with two outs.

4.1. **Shorthanded Rule**

D.

- 1.C. "NO out will be recorded when the vacant position in the batting order is scheduled to bat." "If the player leaving the game is on base, the player shall NOT be declared out, and the last preceding batter not on base may run for the departing player. If the player leaving is the current batter, the player shall be declared out." "When the player who has left the game is next scheduled to bat, an out shall be declared (may end the inning or game); after the first such out, NO out shall be declared for the departed player's remaining at-bats."

4.3. **Designated Player** [additional wording]: "If the manager does not know who will be DP when creating the initial

- A. line-up, the name of the DP may be left vacant. The DP name must be given to the umpire and scorekeepers prior to DP's first appearance in the game. If the DP has not been named prior to the DP's first at-bat, any legal substitute (including the FLEX player) must take the DP place in the batting order, using the substitution rules contained in this Section."

- 8.1 **Courtesy Runners (Fast Pitch / Modified)** Parts A. - F. are quite restrictive (and somewhat confusing); replace them with the following: "A courtesy runner may run for ANY on-base player. Only ONE courtesy runner may be used in a half-inning, unless the manager of the defensive team, upon request, allows a second courtesy runner in that half-inning.

A courtesy runner shall be a player who has not been in the game AND who has not previously been a courtesy runner; if such a player is not available, the courtesy runner must be the last preceding batter not on base."