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. Home team will provide a new ASA .52 core softball; visiting team will provide a good used ball.
2. The count will start at 1-1 with a courtesy foul.
3. Teams will be allowed to start and end a game with 9 players.
    A. There will be an automatic out in the 10th batting position for teams starting with 9 players. If a team starts with 10 players and a player has to leave the game due to an injury or for any other reason, 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. ***Extra Player Rule:*** If a team has 8 or 9 players it is allowed to pick up 1 or 2 players from any team registered in the SPRD softball league so it can play with 10 players as long as both teams managers/coaches or captains are in agreement with the use of the player. Violations may result in application of penalties as described in the Player Code of Conduct.
    C. Teams can use the Extra Player rule above, only if they have less than 11 to start with. Any team starting with 11 may not pick up another player to make 12.
    D. 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.
4. ***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.
5. ***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 will be in effect.
    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).
6. Time limits: No new inning will start after I 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.
7. Players must sign Indemnity Agreement before playing their first game.
8. No Metal Cleats, only rubber / molded will be allowed.
9. 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.
10. See the SPRD Bat Testing Policy for any bat related issues.
11. In ***Men's D League*** an alternative home plate will be used and rules that accompany it.

Updated April 2017