

Softball League Women's Division



Special Rules

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

1. During league play, Home team for the first game of the doubleheader will be decided by coin flip. Teams will switch home/away for second game of doubleheader.
 - A. During end season playoff, higher seeded team gets choice of being Home or Visitor.
2. Both teams will provide an ASA stamped 11" Women's ball in good condition to the umpire prior to the double header beginning.
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 starting player and a 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.
5. **Courtesy Runners:** One courtesy runner per 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.
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.
 - i Home team is not allowed to go plus one in homeruns during the last inning. They can only tie the amount of homeruns the other team has hit.
 - B. **Run Rule: 20** after 3 innings, **15** after four innings, **10** after five innings.
 - C. Limit of 7 runs per inning, except:

If a team starts their turn at bat behind by more than 7 run the team behind can score however many runs necessary to tie the score, but, cannot go

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ahead. Last inning - NO RUN LIMIT - this could be the 7th inning or whatever inning has been declared the last inning. (Time, weather, etc.)

- D. 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 the umpire had declared "Last inning".

- 7. **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 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 "Last inning". Place the last batter from prior inning on 2nd base.
- 8. **Pitching:** Pitcher may stand up to 6' behind the pitching rubber. No contact is necessary with the pitching rubber.

****New for 2018: 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'.**

- 9. **Rosters:**
 - A. All players must sign a Waiver of Liability/ Indemnity Agreement (paper roster) before playing their first game of the season.
 - B. Team captains must enter complete roster into TeamSideline by established deadline, and maintain the online roster throughout the season.
 - C. The last time to add any new players is the final week of league play.
 - D. Players must play one week of league play to be eligible to play during end-of-season playoff.
 - E. Teams are allowed to bat 14 players max.
- 10. **No Metal Cleats, only rubber / molded will be allowed.**
- 11. 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).