



2012 CO-ED ANNEX RULES

THE PLAYING RULES FOR THE CO-ED DIVISION (LEAGUE) ARE GOVERNED BY THE 2012 OFFICIAL ASA SOFTBALL RULE BOOK EXCEPT WHERE LOCAL RULES SUPERSEDE.

1. THERE IS NO ELIGIBILITY REQUIREMENTS AS FAR AS EMPLOYMENT IF A TEAM IS SPONSORED BY A COMPANY.
2. THE OFFICIAL BALLS ARE ANY WHITE OR YELLOW 11" .44 COR OR LESS-375 COMPRESSION (WOMEN) AND SB-12 " RF (RESTRICTED FLIGHT) .44 COR OR LESS-375 COMPRESSION (MEN). BOTH MUST BE ASA APPROVED WITH THE ASA STAMP.
3. FIVE MALE AND FIVE FEMALE PLAYERS MUST BE IN THE LINE-UP (SIX AND SIX IF THE ADDITIONAL HITTER IS USED). TEAMS MUST ALTERNATE THE BATTING ORDER.
4. TEAMS MUST HAVE TWO MALES AND TWO FEMALES IN THE OUTFIELD AND TWO MALES AND TWO FEMALES IN THE INFIELD. TEAMS MUST ALSO HAVE A MALE AND FEMALE PITCHING OR CATCHING.
5. IN THE EVENT THAT A TEAM ONLY HAS NINE PLAYERS, (FIVE FEMALES AND FOUR MALES OR FIVE MALES AND FOUR FEMALES), THE TEAM MAY PLAY BUT MUST TAKE AN OUT IN THE VACANT SLOT OF THE BATTING ORDER (9TH OR 10TH SLOT DEPENDING ON GENDER). IF A TENTH PLAYER SHOWS UP, HE/SHE MAY ASSUME THE VACANT SPOT PROVIDED THEY BALANCE THE NUMBER OF MALES AND FEMALES.
6. ALL PLAYERS WILL ENTER THE BATTER'S BOX WITH A 1 BALL AND 1 STRIKE COUNT. A SECOND FOUL BALL WILL BE AWARDED ON THE THIRD STRIKE BEFORE AN OUT IS CALLED.
7. ANY WALK TO A MALE BATTER WILL RESULT IN A TWO BASE AWARD. THE NEXT BATTER (A FEMALE) WILL BAT. **EXCEPTION:** WITH TWO OUTS, THE FEMALE BATTER HAS THE OPTION TO WALK OR BAT.
8. **WHEN A FEMALE IS BATTING, ALL OUTFIELDERS MUST BE POSITIONED BEHIND THE ARC THAT IS SET (PAINTED) AT 200 FEET. THEY MUST STAY BEHIND IT UNTIL THE PITCHED BALL REACHES THE PLATE.**
9. NO STEEL SPIKES OR METAL CLEATS ARE ALLOWED.
10. **ALL ROSTERS AND WAIVERS MUST BE TURNED INTO THE ATHLETICS OFFICE BY 5 P.M. ON THE FIRST DAY OF THE REGULAR SEASON.** THEY CAN BE EMAILED TO MICHAEL.SAPP@SPARTANBURGPARKS.ORG OR FAXED TO (864) 433-1718 ATTN: ATHLETICS.
11. NO INNING WILL START AFTER ONE HOUR AND FIVE MINUTES FROM THE STARTING TIME OF THE GAME, UNLESS GAME IS TIED. RUN AHEAD RULE IS AS FOLLOWS: IF A TEAM LEADS BY 20 OR MORE RUNS AT THE END OF THREE INNINGS OF PLAY, BY 15 RUNS AT THE END OF FOUR INNINGS OF PLAY, OR BY 10 RUNS AT THE END OF FIVE INNINGS OF PLAY, THIS WILL END THE GAME.

