

- **No glass containers permitted around the fields (including stands) at anytime.**
  - Glass containers put all SROP permits in jeopardy, and therefore violators who refuse to comply with this policy risk banishment from participating in all future SROP sponsored events.
- **Live Catcher**
  - Teams will provide a single “live” catcher for the other team whenever the other team is short.
    - Example. If a team has 9 players a “live” catcher will be provided.
    - Example: if a team has 7 players ONE “live” catcher is still provided.
- **Pool Players:**
  - Background- prevent teams from forfeiting or from being so short of players (e.g., 7 players) as to make the game unpleasant for both teams and to provide an opportunity to those applicants that were not able to get on a team due to the league being full
    - a) teams may contact pool players on a first come first serve basis for regular season games only (i.e., no pool players may be used during playoffs)
    - b) can only select from pool of players approved by commissioners; no exceptions, and
    - c) teams may select as many players as needed but not to the point where the total # of players would exceed 9 players. For example, if you had only 6 players available for a game, you could choose an additional 3 players from the pool for a total of 9 (remember the opposing team provides a live catcher so you now have 10 players).
    - d) pool players are “free agents.” Any team wishing to add an additional player to their team can pick up the “pool player” of their choice as a full time player at any time. \*contingent on 1) the pool player wanting to play full time and 2) that he agrees to a pro rata fee charge.
- **Illegal Bats:**
  - See the current SROP Softball Bat Policy which can be accessed at the bottom of the main SROP Softball Website Page: <http://www.srop.org/sports/softball.html>
  - Bat policy as of 7/14/2006 is also pasted below (list of illegal bats may be outdated).
- **“Leading” in foul territory:**
  - You may stand away from first or third base in foul territory (for instance against the fence behind third base coach if a right handed batter is up); however you must retouch third base before scoring. If you do not retouch third base this will be scored an out, just as if you left the base prior to the batter making contact.
- **Pinch Runners:**
  - Someone may take a pinch runner at any point; however the pinch runner must be the last out made. If this is the pitcher, it is OK to go to the previous out.
  - If the last out needs a pinch runner himself, then it defers to the previous out.
  - If a pinch runner is needed with no outs in the first inning, it is the last batter in the lineup.
- **Home Run rule:**
  - If one team goes ahead by two homeruns, the second is counted as a single (the first time only, like a mulligan). The runners advance only if forced to advance. For instance, if there was only a man on second when the HR was hit, he remains at second.
  - If the other team hits a HR, the teams are now tied 1 each (since the second HR only counted as a single. HRs are only counted when the batter goes 4 bases). If either team hits a homerun at this point, it is considered a HR.

- If the original team that used their single hits a homer to go ahead by two again, it counts as a foul ball.
- For the first game, no inning can start after 8:25. One exception, in a tie game one extra inning can start no later than 8:30. The managers for the late game are responsible for warning the playing teams of the current time so that it is not a surprise when the game is called.
  - In order to complete all games, please do not bring a ball out to the infield after the first inning.
  - To avoid games being slowed down, home team to have an extra ball by the backstop in the event of a foul ball or HR.
    - Team who hits foul or HR immediately replaces ball by backstop (this allows the option of “chasing” the ball or simply replacing it. Either way the team that hits it is responsible for replacing it).

Summary of SROP Softball Bat Policy (7/14/06)

This policy is applicable to all SROP softball leagues (Open, Masters, March Tournament, and OTL)

The commissioners of the SROP softball leagues met to address their respective concern with the safety of all players.

With safety in mind, the following was discussed and agreed upon:

1. Non-ASA approved bats are illegal\* for use in all SROP leagues beginning after 1/1/06. (See list of illegal bats below).

Consequences for using banned bats:

- a. 1<sup>st</sup> offense- batter using illegal bat is called “out.” (We ask that manager who caught it sends email to commissioner of that league notifying the commissioner of the offending player).
- b. 2<sup>nd</sup> offense- player using illegal bat is out of the league and can no longer play that season (again please email the commissioner).

\*If there are questions as to which bats are legal or not, the “rule of thumb” is that the bat in question must have a ASA approval stamp on it to be permitted for league play. Additional details below.

\*\*The ASA stamp began in 2000. The current stamp is shows 2004. Additional details below.

2. SROP leagues will implement a “single-wall” only bat policy beginning with any new league starting January 2007. All double-wall\*\*\* softball bats will no longer be permitted for use in SROP softball leagues.

\*\*\*All double-wall bats will say double-wall on them. If it doesn’t specify it should be a single-wall bat (all Demarini’s are that way).

We ask that all managers and players keep in mind there is nothing more important than the safety of our players and appreciate your cooperation.

**The official bat in ASA Championship Play must:**

1. **bear either the ASA approved 2000 certification mark or the ASA 2004 certification mark as shown below, and must not be listed on an ASA non approved list, or**



2. **be included on a list of approved bat models published by the ASA National Office; or**
3. **in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.**

ASA Non-Approved Bat list as of 7.14.2006

<u>Manufacturer</u>	<u>Model</u>
Anderson	Techzilla Reborn
Anderson	Rockettech Reloaded
CE Composites	B1 Da Bomb
CE Composites	B1 Da Bomb COMBAT
CE Composites	Uncensored
Demarini	Dark
Demarini	DXEVO - Yellow Barrel EVO
Demarini	Juice
Easton	SCN2 Synergy + CNT
Easton	SCX2 Synergy
Easton	SCX23 Synergy +
Easton	Synthesis
Easton	SCN4 Stealth Comp CNT+
Louisville Slugger	FPC 305 Catalyst (-8)
Louisville Slugger	SB34 Genesis
Louisville Slugger	SB105 Catalyst
Louisville Slugger	SB305 Warrior XXL Balanced
Louisville Slugger	SB405 Warrior XXL End Load
Miken	Freak Plus
Miken	MSMM Maniac 585
Miken	MSTC T22C6
Miken	Ultra
Miken	Ultra (Maxloaded)
Miken	Ultra II
Miken	NRG600 Pro-Series 600 Maxload-MSNRGM-6
Miken	NRG600 Pro-Series 600 MSNRGM-6
Mizuno	Blur Advanced Series
Mizuno	Wrath-120
Nokona	Tomahawk

<b>Rawlings</b>	<b>Liquidmetal Plasma Fusion 120 SBLMPFU</b>
<b>Rawlings</b>	<b>Plasma SBLMP 120</b>
<b>Schutt</b>	<b>Schutt +</b>
<b>Worth</b>	<b>ASY 120 (Asylum)</b>
<b>Worth</b>	<b>EST9</b>
<b>Worth</b>	<b>MAX 120</b>
<b>Worth</b>	<b>MAY 120 (Mayhem)</b>
<b>Worth</b>	<b>Mayhem M7 120 (M7120)</b>
<b>Worth</b>	<b>Mayhem M7JH</b>
<b>Worth</b>	<b>Mayhem Reload (JH120)</b>
<b>Worth</b>	<b>PST 120</b>
<b>Worth</b>	<b>PSTOC (PST)</b>
<b>Worth</b>	<b>QESTFP</b>
<b>Worth</b>	<b>SBWK (Wicked)</b>
<b>Worth</b>	<b>WIC 120 (Wicked)</b>
<b>Worth</b>	<b>XEST9X</b>
<b>Worth</b>	<b>XWICKX (Wicked Slow Pitch Version Only)</b>
<b>Worth</b>	<b>Wicked (Wicked Slow Pitch Version Only)</b>
<b>Worth</b>	<b>WWSC Wicked Composite (Slow Pitch Version Only)</b>