



SPOKANE GIRLS' FASTPITCH SOFTBALL ASSOCIATION
Special Rules
(Effective November 13, 2014)

1. Spokane Girls' Fastpitch Softball Association ("SGFSA") league and league tournament play will be governed by ASA Junior Olympic fastpitch rules, except as modified by these special rules. NO CHANGES in these special rules will be made EXCEPT IN WRITING (*i.e.*, if it isn't in the ASA rule book or in writing from SGFSA, then it isn't a rule!) Note that these special rules have no effect outside of SGFSA league and league tournament play.
2. Team schedules are on the league website and were handed out at the coach's meeting. The home team is listed by the word "at" on the schedule. For example, if you are "at 10U Stealth", this would mean that the 10U Stealth are home team for that particular game.
3. Game time for single games or the first game of doubleheaders is determined by the first pitch. Game time for the second game of doubleheaders is approximately ten minutes after the final out (or the declaration of a forfeit) of the first game. Again, game time is determined by the first pitch. Any team unable to field a team by ten minutes after game time will forfeit the game.
4. Pick-up players are allowed in league play as stated in the Pickup Player Policy. Pickup players will be allowed for the league tournament in accordance with ASA rules, but must be picked up before the tournament begins, and may not be picked up from another team registered for the tournament.
5. The home team is responsible for putting out the bases prior to the start of the game if they are not already on the field.
6. The home team will provide the game balls (one new ball and one good used ball).
7. Single games, the first game of doubleheaders played on lighted fields, and the second game of doubleheaders will have no time limit. No new inning of the first game of doubleheaders played on unlighted fields will begin more than one hour and thirty minutes from the start of the first pitch, except a tie-breaker inning. Games tied when called due to darkness will not be resumed. It is the umpire's discretion to call games due to darkness. (10U and 12U ONLY: Any inning that starts after one hour and thirty-five minutes will be the last inning of regulation play. In the case of a tie after the last regulation inning, one tie-breaker inning will be played. This includes both games of a doubleheader.)
8. When a player is unable to continue play due to injury and no substitute is available under the ASA substitution and re-entry rules, any of the team's rostered players not in the lineup at the time of the injury may be used as a substitute. The ability of the injured player to later re-enter the game shall be determined in accordance with the ASA re-entry rule. Any abuse of this rule will be treated as a violation of the SGFSA Coaches' Code of Conduct.
9. The winning team is responsible for putting the bases away at the conclusion of the game and locking necessary gates. If a doubleheader is played, the winning team of the second game played will be responsible for putting away bases. Please see the Field Policy.
10. The winning team will be responsible for reporting the score, the status of the field preparations, and the presence (or lack) of an umpire to the league scheduler within 24 hours of the completion of the game. Failure to do so shall result in a loss being charged to both participants in that game.

11. Should either team have a lead of ten or more runs at the end of the fifth or any later inning, that game will be over.
12. (10-UNDER and 12-UNDER **ONLY**) A team's turn at bat shall end immediately when they score their fifth run in any inning, except the seventh inning (or any inning declared by the umpire, before play has begun in the top of that inning, to be the last inning).
13. If an umpire does not show up for a scheduled game, the game will be rescheduled. Parents and/or spectators are NOT allowed to umpire any league games due to insurance reasons.
14. If a league coach is ejected from an official SGFSA sanctioned game (this includes SGFSA league and tournament games), then the ejected coach will be suspended from the next scheduled official sanctioned game. "Suspended" means that the coach cannot ATTEND the team's next scheduled game. If the ejection occurs on the last game of the season, the coach will be suspended from the first game of the upcoming season. Additionally, if a coach is ejected for a second time in the same season, the coach will be suspended for the remainder of the season.