

## Winter Saturday Copper League Rules

- Substitute players will be chosen with like numerical rating or higher. If necessary, substitute players may be no more than .1 lower than the player being substituted for. As an example, a player with a 2.7 rating will be substituted with another player at 2.7 or 2.8 as the first choice. If there are no available 2.7 or 2.8, then a 2.6 will be selected from the Sub List. If there are no substitutes available then a player from an existing Team will be the next choice. The Commission can approve an exception. Available Subs will be 2.8 to 1.5 with no active Bronze Division Player being allowed to sub in the Copper Division.
- Players on active rosters and/or on the sub list may only play a maximum of three games a week per league. All players are limited to substituting for the same team, 4 times a season. Any discipline for any violation will be handled by the Commissioner on a case by case basis.
- There will be a 4 run limit per half inning, except the final inning which will be unlimited.
- If one game is rained out, all games are considered rained out even if some of them have been played to conclusion. Unless, games can be rescheduled in later weeks.
- Use the Senior Softball sub running rule. A player can sub run once per inning. If a potential sub runner touches a base, he or she may come off the base and another sub may run, if the pitcher has not yet made a pitch. If a sub runner is on base and is due to bat, the team can use another sub (counts towards the 3) but not until it is their turn to bat.
- Home Run Rule – 3 per Team. Any Home Run after the 3<sup>rd</sup> will be a Walk (Club Rule) – but listed as awareness.
- Sliding is will be allowed.
- Copper League will utilize 70' Base Paths
- Each Manager is allowed two challenges or an “ask” for help” per game. (Please note: This does not include appeals, such as missing a base or leaving early on a fly ball/tag up situation because umpires do not call these proactively and a manager must make an appeal to the umpiring team.
- Pitching Screen is Optional.
  - If Not Used:
    - Follow Club Rules on Mask and Chest Protection
  - If Used
    - Once you start with the Screen you can't change in the middle of the inning.
    - Batted Ball hitting the screen with less than 2 strikes will be a Strike. All other times it will be dead ball.
    - Pitched balls hitting the screen will be called a ball.
- If you are assigned to a Duty, the player is responsible for getting a replacement. If you, or your replacement does not show up it will be a one game suspension for the original person assigned (Players need to follow up to ensure their sub remembers and not just ask once and hope).
- Club Rule VIII D - says Batter Must Run to Orange Bag and cannot touch the white bag on a play at first. And under no circumstance can the first baseman touch the orange bag. To avoid a collision, if the first baseman does drift onto the orange bag, the runner can go to the White bag with no penalty. If the first baseman only touches the Orange bag the runner is safe