

Copper League Specific Rules - Spring 2025

1. Subs: a) Call players on the sub list first. They can be used 4 times per team. If a player from the sub list is unavailable, you may request a rostered player as a sub. They can only be used 2 times per team. A player going in mid game for an injured player does not count against their total. b) We are using an A, B, C etc. classification for subs (not the one tenth system) List will be provided. c) Any exceptions see a commissioner.
2. Maximum of 5 subs can be used per game. (Because of tournament play and the early departing of players heading home, the commissioner and/or assistant commissioner may make an exception to this rule).
3. Sliding is allowed going into a base (a runner who has overrun a base may slide back into the base).
4. Copper league will utilize the 70' base paths.
5. We are going to use the Senior Softball sub running rule. A player can sub run once per inning.
6. First base: We are going to use the Senior Softball rule in regards to use of white and orange bags.
7. Three Home Runs per team per game, After that they will be considered walks.
8. Only players with a minimum rating of 2.7 or better are allowed in the Copper League.
9. In the event neither Copper League game is completed due to weather before being considered a complete game (4 1/2 innings), no W-L-T will be recorded. If one game is completed and the other game is not, will result in a "tie" for two teams whose game was not completed resulting in 1 point for each team.
10. It is the commissioners desire that managers don't overuse the intentional walk. Two strategic walks will be allowed in a game.
11. 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.)