



**2010
Handbook of
GUIDELINES AND PROCEDURES
and
PLAYING RULES**

INTRODUCTION

Adult softball, as played under the auspices of the Athletic Services Division of the Fairfax County Department of Community and Recreation Services, is administered by and through Fairfax Adult Softball, Inc. (FAS).

FAS is comprised of representatives from all leagues, which elect to join together for their collective common good. FAS exists to promote the general welfare of the adult softball program within Fairfax County, on behalf of the individual participants, at all levels of organizational emphasis and play. To this direction, therefore, the following rules, procedures, and guidelines are presented for the benefit of all participants and interested individuals and for the effective implementation and maintenance of the adult softball program in Fairfax County.

Fairfax County law prohibits alcoholic beverages at all game locations. Violation of this law will lead to forfeiture, player and/or team expulsion from the FAS program, and/or criminal prosecution.

The rules, procedures, and by-laws governing Fairfax Adult Softball, Inc. are determined by vote of the FAS Board of Directors and are available for review by any interested party. If you would like to view an electronic copy of the Procedures Manual, the FAS Bylaws, or this Handbook, please visit the FAS website and look under Rules. Every attempt has been made to avoid typographical and grammatical errors in this document; however, should one occur, FAS reserves the right to apply the intent of the ruling rather than the clerical mistake.

Any media programs or broadcasts involving FAS-sponsored play must be approved in writing by the FAS Executive Committee and signed by the FAS President, or in the absence of the President, an authorized officer. Officers are authorized signatories in the following order: President, 1st Vice President, 2nd Vice President, Treasurer, and Secretary. All media broadcast rights of all FAS-sponsored play are exclusively those of FAS.

For program information, tournament schedules, team schedules, game results, division standings, etc, please visit our website.

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An Umpire Will Be Dispatched To Your Game As Quickly As Possible

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PART I. PROGRAM FORMAT

LEAGUE STRUCTURE

Structure

- The FAS program is divided into the following categories:

Spring season

Coed, Men's, Women's, Women's Fast Pitch, Reston Men, Reston Coed, Reston Church, Social Saturday Coed, Special Olympics

Summer season

Men's, Reston Men, Coed, Corporate Coed, Reston Corporate Coed, Women, Men's Masters, Men's Seniors

Mini-season

Coed, Men's, Women's

Fall season

Coed, Men's, Women's, Men's Masters, Men's Seniors, Corporate Coed, Social Saturday Coed, Reston Men, Reston Coed, Reston Church

- League Coordinators will be appointed by the FAS President to coordinate the structured placement of teams within the respective categories.

Placement of Teams

- In order to arrive at the most balanced level of competition within each division of play, the following guidelines will be observed:

Each League Coordinator shall hold a meeting, on a date determined by the FAS office, for the purpose of placing teams in appropriate leagues and divisions for the Spring/Summer season. These placement meetings will be held as soon as possible after the application deadline. Those invited should include, but is not limited to, the League Coordinators of the previous year.

When seeding teams, it is the policy of FAS to consider the previous year's division or league record and postseason finish (championship play) and any personnel changes that have occurred since the past season. Team placement will be structured by filling the highest divisions first, and each team will be placed in a division with other teams with which it will be competitive.

- League Annual (Organizational) Meetings will be held after initial placement of teams for purposes of electing the Board of Directors and for reviewing new rules and the division options. Changes other than those which would result in additional team fees must be agreed upon by a majority of division meeting participants. Changes which would result in an increase in team fees may be made only by unanimous vote of the division's meeting participants.

PART II. PROCEDURES AND GUIDELINES

ADMINISTRATION

- FAS considers it's business day to be any Monday through Friday, excluding all Fairfax County government holidays, between the hours of 10:00 a.m. and 5:30 p.m. Close of business (cob.) for FAS is 5:30 pm. When FAS establishes a deadline of, or action required by, "not less than, or with at least, two (2) business days", it shall be interpreted as follows:

Event:	Required Action/Notification By:
A Monday Event	The previous Thursday
A Tuesday Event	The previous Friday
A Wednesday Event	The previous Monday
A Thursday Event	The previous Tuesday
A Friday Event	The previous Wednesday
A Saturday and/or Sunday Event	The previous Wednesday

Player Eligibility

- Players must be at least 18 years old on or before December 31 of the current year. Players in the Masters Leagues must be at least 35 years old on or before December 31 of the current year. Players in the Men's Seniors League must be at least 50 years old on or before December 31 of the current year. There is no maximum age for any league. Age restrictions do not apply to the Special Olympics League.

Exception: In Women's fast pitch play, players must be at least 18 years old on or before June 1 of the current year.

- A person may be on the roster of any team, provided they are not on more than one roster in any one division, and provided players play on only one team in any one tournament.
- No individual or team shall participate in any capacity in the FAS program if they owe money to FAS, or if such individual or team is responsible for the payment of such monies.
- All men's leagues, including Fall, are restricted to male players only. All women's leagues, including Fall, are restricted to female players only.

Team Eligibility

- A "returning team" shall be defined as (a) any group of ten or more players from a given team in the prior year or (b) team manager of record from the year and six returning players from the same team.
- A "legal team" shall be defined as the grouping of 12 or more players who have submitted a legal roster as required by the FAS program.
- Any team that forfeits four or more games in one season or drops out of the league after its league play has begun may be immediately suspended from

the program for one year. They may be replaced with a team from the waiting list. Upon notification of suspension, a team has 72 hours to appeal to FAS. A team which appeals will be permitted to play its scheduled games until a final outcome is reached. If the decision is upheld, then all fees paid by the team will be forfeited to FAS. Games played prior to or scheduled after this action will not count in the division or league final standings. Exception: If the fourth forfeit occurs in the team's final two games, then all game results will count in the final standings.

Roster

13. Each team roster must be submitted online to FAS on the Manager Home page using the "Create New Roster" link for verification no less than two business days prior to that team's first regularly scheduled game. **Exception:** Mini-season rosters must be received by FAS by the close of business on the first business day in August.
14. Each player on the roster must give his or her consent to be placed on that roster (player signature is not required).
15. A player's first and last name must be completed on the roster and must match at least one of the three acceptable FAS proofs of identity (e.g. an original valid military, DMV, or passport photo identification). Please note that manager and assistant manager information must be included on the roster in order to participate in a scheduled game.
16. Manager and assistant manager information must be listed as a player on their team roster to participate in that team's scheduled games.
17. When submitting team rosters to FAS, the appropriate total non-county fee as calculated from the online roster submission form, must be paid via credit card online, or by choosing the option online to send/hand carry payment to FAS. Proofs of county residence are **NOT** to be submitted with rosters. A legible proof of residency for each county resident verifying the exact address listed on the roster must be available at all games. Acceptable proofs of residency include a current and valid driver's license, DMV photo id, current military identification, utility bill, lease/rent agreement, or tax receipt. The \$30 non-county residency fee (\$31 by credit card) is payable per person/per team/per sport/per season and the season is defined as Spring, Summer, and Fall.
18. Any team that fails to comply with Rules 13, 14, 15 or 16 will be charged with a 7-0 loss for each game scheduled during the period in which it does not have an approved roster on file with FAS. A team that has not met the requirements of Rules 13, 14, 15 and 16 and has not played its first scheduled game(s) may pay a \$50 penalty fee to avoid the 7-0 losses and play the game(s) as scheduled. This penalty fee must be paid during scheduled business hours prior to their first scheduled game. This option is available only for the first scheduled game. FAS will notify the appropriate league officials of the canceled games. The affected teams are not required to report to the field.
19. The maximum number of players on a team's roster shall be 30. **Exception:** In Women's fast pitch play, the maximum is 25.

20. At all times, at least two-thirds of the players on a roster must be legal residents of, or property owners in, the County or City of Fairfax, or active military and reserve personnel and their immediate family members. At no time may more than a total of eight (8) non-county players be on a roster. **Exception:** In accordance with guidelines established by the Fairfax County Department of Community and Recreation Services (CRS), the residency requirement (NOT the non-county payment) will be waived for any team comprised entirely of full-time employees from one Fairfax County-based company or a team comprised entirely of full-time employees of the County of Fairfax. Any such business must provide the contact information of an authorized representative during their online roster submission process who can verify the status of employees listed on their roster and who is not on the team as a player or manager.
21. No player may participate in a scheduled game for a team until properly registered on that team's roster. This involves the online entry of the player's name and required contact information on the Manager Home page using the "Roster change Request" link, and adherence to all other required roster information. Violation of this rule may result in punitive action against the player and/or manager. See Rule 44.
22. No person while on suspension may be added to an FAS team roster.
23. A copy of the current team roster, with applicable proof of residency for each player that is a county resident, must be carried to all games.

Roster Restrictions

24. Corporate Coed: All players must be full-time employees of one company or one city or one county government or one military installation. To qualify as a full-time employee, a player must work the minimum number of hours per week normally worked in the industry by a full-time employee. Any such business must provide the contact information of an authorized representative during their online roster submission process who can verify the status of employees listed on their roster and who is not on the team as a player or manager.
25. Church: Rosters may include both males and females. There is no requirement for a minimum or maximum number of males or females for any game provided a legal team is fielded. For the purpose of lineups and playing rules, female players will follow all male rules (e.g., no requirement for alternating batting order, no automatic walks for females, and no use of an 11-inch softball for female batters.)
26. Women's Fast Pitch: No more than one-third of the players on the team roster may be under the age 19 on June 1 of the current year.

Roster Adjustments

27. Once the initial team roster has been approved, any changes to the roster must be done online on the Manager Home page using the "Roster Change Request" link. Any applicable non-county resident fee must be paid via credit card online, or by choosing the option online to send/hand carry payment to FAS.
28. In Women's fast pitch play, players who participate in more than one game must be added to the roster prior to that player participating in another game for that team.
29. A roster change request may be submitted when the FAS office is closed but it must be submitted prior to the first pitch of the game in which the player plans to participate, and is subject to final approval by FAS, and therefore penalties, if infractions are discovered. **Exception:** Mini-season roster changes do not require approval by FAS.
30. A rostered player shall not transfer to another team within the same division until the player or current manager/assistant manager submits a roster change request online deleting said player from the original team, and the new team manager submits a roster change request online adding said player to the new team. The added player may play for the new team once the roster change requests are submitted. FAS will notify the original team manager of the roster change when the player deletes himself.
31. All roster changes must be completed before the last four scheduled games of the team. Exceptions for regular-season play or buy-in tournaments only may be granted on a case-by-case basis by majority approval of the Executive Committee. **Exception:** Mini-season roster changes do not require approval by FAS.

Roster Checks and Penalties

32. CRS will conduct random roster audits, including visits to fields and matches with various Fairfax County databases. Teams found in violation of an audit check will be assessed a \$100 fine from CRS, payable before the team is allowed to continue in the FAS program, and will be subject to FAS disciplinary action.
33. A player may be asked to verify his name on the official team roster. A team manager has the right to challenge a player's roster spot; however there is a potential for delaying the game and therefore each manager is limited to two separate requests per game. Requests are to be made in the form of a protest to the home plate umpire between innings.

Failure of a questioned player to show an original or legibly photocopied valid military, DMV, or passport photo identification to the opposing manager and umpire will, at the option of the challenged team's manager, result in the questioned player, and the manager or acting manager:

- a. Being immediately ejected from the game being played; OR

- b. Continuing to play but the questioned player must show the valid identification to the opposing team manager and umpire before the last out of the game, or the questioned player's team will forfeit the game.

Failure of a manager to show proof that a questioned player is on the team roster may result in the questioning team filing a protest according to FAS procedures.

34. A hearing may be held to determine if a player, manager, or team should be disqualified from further play for violation of the roster rules. A request for such a hearing must be made in writing to the 2nd Vice President (Rules), who will determine the need for a hearing. FAS may also initiate appropriate action if evidence is found that indicates a possible roster violation.
35. Any FAS participant who believes that a team has used an illegal player in a game (e.g., one who is not on that team's roster or is on suspension) may report this allegation, in writing, to the FAS office for investigation. The written report must be received within three business days of the conclusion of the game in question and when submitted by a manager from the game in question, must be accompanied by a copy of the scorebook from the game that includes the challenged players in the lineup. FAS will review its internal documents to see if they substantiate the claim. If the allegation proves to be true, the player and manager in question shall be subject to sanctions in accordance with established FAS policy. The team will incur a 7-0 loss for any game(s) in which the player participated on the day in question.

CONDUCT

Player/Manager/Spectator

36. Participants in the FAS program (players, coaches, managers, and spectators) shall be expected to maintain at all times the highest level of personal conduct and sportsmanship.
37. A team manager or coach participating in any FAS-sponsored play must abide by all published rules and procedures regarding the FAS program. A manager or coach must attempt to control the conduct of team members during FAS-sponsored play. The manager or coach may be held responsible for, and therefore may be liable for, the conduct of team members during FAS-sponsored play.
38. FAS will not tolerate misconduct or any acts which are judged to be detrimental to the game of softball. FAS reserves the right to take whatever action it deems necessary to ensure the smooth and sportsmanlike conduct of its program and player participation therein. Misconduct may include, but is not limited to, physical and verbal abuse and commission of fraud. The judgment of misconduct is usually determined by the umpire at the time of the incident. Should, in the umpire's judgment, the incident require action, the umpire may:
 - a. Eject the person for the remainder of the game;
 - b. Eject the person for the remainder of the day;
 - c. Eject the person for the remainder of the day and ask FAS (or tournament director, if it's an FAS tournament) to take additional action; and/or

- d. Make a written request to FAS that further action be taken.
39. After an umpire ejects a person from an FAS game for misconduct, the ejected person must leave the field and playing area (at least 150 yards from the field.) Failure to do so within two minutes of being informed shall result in an immediate forfeit of the ejected person's team. Identification of an ejected person must be provided to the umpire and the opposing manager immediately following the ejection. The umpire and both managers must report any ejected person(s) to FAS within 72 hours. Three or more incidents by one individual will mandate a hearing.
40. An ejected person shall not confront the umpire who ejected him at that facility during and especially after the game without risk of suspension from FAS.
41. FAS will not tolerate the use of profanity at the ball fields. The judgment of profanity is determined by the umpire. Use of profanity may result in the penalties outlined in Rule 43 or the umpire may:
- On the first offense of a game, issue a warning to both teams.
 - On the second offense of a game, the offending team is penalized with an out:
 - If by the team at bat, and less than three outs are recorded after the violation, the umpire charges the team at bat with an out;
 - If by the team at bat, and the violation occurs after a third out is called, the umpire charges the team at bat with an out in the next time at bat;
 - If by the defensive team, the umpire will charge the team with an out in their next at bat.
42. "Unloading of the benches" (i.e., in a confrontational situation, a team comes to the aid of its player, en masse) shall result in game forfeiture; if both benches "unload," then it's a double forfeit.

Penalties

43. Participants who violate the laws of Virginia and/or Fairfax County concerning battery, assault, the consumption, possession, etc., of controlled substances and/or alcoholic beverages shall, in addition to state and county penalties and/or criminal prosecution, be subject to FAS disciplinary action, including ejection, forfeiture, and/or expulsion from the FAS program. Individuals are encouraged to bring infractions of these laws to the attention of police, park personnel, or the umpire(s).
44. For the following acts, a team manager, coach, team, or team member shall be penalized at the discretion of the hearing panel, or the 2nd Vice President (Rules) or his designee, at the conclusion of a thorough and complete investigation with all parties involved. If sufficient evidence is obtained by the 2nd Vice President, or his designee, from a thorough and complete investigation with all parties involved, the 2nd Vice President may, unless a hearing is requested, impose a penalty without a hearing.
- Unsportsmanlike conduct.
 - Verbal abuse (including cursing or taunting).
 - Failure to respond to a written notice to appear before a hearing panel.

- Any act deemed detrimental to the game of softball or the administration thereof, as determined by FAS.
 - Violation of any FAS or ASA rule, procedure or guideline as detailed in this handbook or the ASA Rule Book.
45. In addition to the discretionary penalties outlined above, the following acts may result in a loss of eligibility for a period of at least one year:
- Fraud (e.g., the use of illegal and/or non-rostered players).
 - Receiving money by capitalizing on athletic ability or by promotion of softball goods, with the exception of the FAS-sponsored Home Run Derby.
 - Use of altered, doctored, loaded, or banned bats or softballs.
46. Complaints alleging commission of fraud may, at the discretion of the FAS 2nd Vice President, result in the immediate suspension of those involved until the outcome of a hearing is determined.
47. In addition to the penalties outlined previously, some acts, including but not limited to the following, are so dangerous to the public health and safety and are so detrimental to the integrity of the program as to require severe action by the hearing panel:
- STRIKING WITH A FOREIGN OBJECT**
A team manager, coach, or team member shall be suspended for at least one (1) year for striking any individual with any foreign object or equipment, including but not limited to bat, ball, glove, base, dirt, and stone, other than in the normal course of play.
 - PHYSICAL CONTACT**
A team manager, coach, or team member shall be suspended for at least five (5) years for physical contact including but not limited to grabbing, pushing, bumping, striking with a part of one's body, throwing any individual to the ground, or any acts outlined in Part a.
 - ATTEMPTED PHYSICAL CONTACT**
A team manager, coach, or team member shall be penalized for a substantial period of time for attempting any of the acts outlined in 42 a. or 42 b.
 - THREATS**
A team, team manager, coach, or team member shall be suspended for a substantial period of time for written or verbal threats to an umpire or other participant in the FAS program.
48. Any participant accused of violating Rule 46 or any act involving physical violence shall be immediately suspended from all activities of the FAS program until such time as a hearing panel is convened and renders its final decision. Upon notification of the complaint, FAS shall immediately notify the involved individual, team manager, and appropriate umpire associations, as necessary.

Umpire Relations

49. Games shall be officiated only by umpires assigned through written contract between FAS and the respective umpire and/or umpire association(s), and all dealings with any umpire association under agreements with FAS shall be in accordance with the signed contractual agreements.

50. Umpires are required to courteously discuss a disputed call, but ONLY with team managers, or their designee, at their request, with the understanding that discussion will be brief and to the point.
51. Complaints (**not** protests) about an umpire's failure to impose proper rules or about an umpire's demeanor or conduct should be made in writing and directed to the FAS 1st Vice President for investigation and action.
52. Complaints against umpires under contract to FAS where a hearing is justified require the findings of the hearing panel to be forwarded in writing to the President of the appropriate umpire organization requesting that the matter receive review under the code, rules, or guidelines of the umpire organization. A report from the association in question is to be directed to the chair of the Umpires Committee outlining what action, if any, was taken.

PROCEDURES FOR PROTESTS, HEARINGS, AND APPEALS

Protests of Playing Rules

53. The 2nd Vice President, or his designee, shall adjudicate protests of playing rules. The 2nd Vice President shall mediate any league competitive disputes, serving to resolve any such questions or problems related to FAS rules.

Allowable Protests

54. Protests will be received and considered on the following items only:
 - a. Failure to comply with rules.
 - b. Umpire misinterpretation of a playing rule.
 - c. Umpire failure to apply the correct rule to a given situation.
 - d. Umpire failure to impose the correct penalty for a given situation.

Note: The umpire's actions during the game must reflect his professional responsibility and ability. The umpire's demeanor during the game is not justifiable grounds for a formal protest; however, it is justifiable grounds for a written complaint to both FAS and/or the umpire association.

Filing of Protests

55. The team manager must make protests to the umpire after play has stopped and before the next pitch is delivered. The umpire shall note in both score books the point of play at which the protest is lodged and must sign both scorebooks attesting to this protest at the time of the protest. Protests for field conditions must be made prior to the first pitch of the game unless conditions change during the game.
56. The protesting manager shall submit the protest in writing and deliver it along with the \$20 (\$21 by credit card) protest fee to be received (not postmarked) by the FAS office within three business days of the date of the protested game. Verbal protests will not be accepted.

57. A valid protest shall consist of the following (failure to provide this information will invalidate the protest):
 - a. A statement of the facts of the game (date, time, location, teams, umpire[s], etc.).
 - b. A statement of the facts surrounding the protest.
 - c. A statement of specific protest, including the applicable rule(s).
 - d. A photocopy of the signed score book pages of the protested game.
 - e. Payment of \$20 (\$21 by credit card).

Protest Resolution

58. The 2nd Vice President will review the protest with those involved and submit findings and recommendations in writing within one week of receipt of protest to the teams and/or individuals involved, and to FAS for filing.
59. If the protest is upheld, the fee shall be returned to the protesting team. If the protest is disallowed, the fee shall be deposited in the FAS general fund.

Protest Appeal

60. A team manager may file a written review request to the FAS President within 10 days of the date of the letter stating the original protest decision.
61. A new \$20 (\$21 by credit card) protest fee is required of the team requesting the review. If the outcome reverses the original protest findings, all fees will be refunded. If the appeal is disallowed, the fee shall be deposited in the FAS general fund.
62. The President's findings and recommendations shall be made in writing within one week to all concerned and will be added to the original file of the protest.

Hearings

63. Upon receipt of a written complaint, FAS shall conduct a preliminary inquiry to determine whether a hearing regarding the incident is appropriate. If sufficient evidence is obtained by the 2nd Vice President, or his designee, from a thorough and complete investigation with all parties involved, the 2nd Vice President may, unless a hearing is requested, impose a penalty without a hearing.
64. A complaint may originate from:
 - a. Any umpire/umpire association under contract to FAS;
 - b. Any FAS Officer;
 - c. Any individual involved in the FAS program holding a responsible position;
 - d. The Fairfax County Park Authority.
65. The nature of the complaint may include:
 - a. Conduct of a manager, coach, team, team members, or spectators of a team on or off the field of play;
 - b. Conduct of an umpire or umpires on or off the field of play from umpire associations under contract to FAS.

Hearing Procedures

66. If, as a result of the written complaint, FAS determines that a hearing is required:
 - a. Individual(s) involved will be suspended from participation in any FAS program until a hearing is held and a decision regarding the incident is made.
 - b. Notification of time, date, and location of the hearing shall be furnished to all principals by certified mail not later than seven days prior to the scheduled date.
67. Membership on the hearing panel shall consist of:
 - a. The Protest Committee chair or the 2nd Vice President (Rules), or a designate appointed by the FAS President, as chair.
 - b. Not less than four FAS representatives, a majority of who are members of the Board of Directors. Team managers may also be selected.
 - c. If the hearing involves an umpire-related issue, one of the four FAS representatives shall be an umpire representative as appointed by the 1st Vice President.
68. An umpire representative under contract to FAS may be invited to the hearing, provided no conflict of interest exists. Each representative shall serve in a non-voting, advisory capacity only.
69. One representative from each complainant and defendant shall be permitted to sit in during testimony; however, it is understood that these representatives forego the right to testify and must remain silent during the testimony of others. The hearing board may grant relevant statements and/or questions from these representatives after initial testimony.

Hearing Appeal

70. Any person suspended pending a hearing may appeal that suspension to FAS. FAS shall then conduct a preliminary investigation to determine whether the suspension should be revoked. FAS shall notify all concerned parties of its actions.
71. Any person(s) penalized by an FAS hearing panel or the 2nd Vice President (Rules) may appeal any such decision to the FAS President, or his designee in the following order of succession: 1st Vice President, 2nd Vice President, Treasurer, Secretary, who shall determine if a fair hearing was held and an equitable decision reached. Any person who desires to appeal must notify the FAS President in writing of the intention to appeal within ten (10) days after the postmark of the notice of penalty. The FAS President, or his designee, will then notify each involved party as to the request for appeal. The decision of the FAS President, or his designee, shall be final.

TOURNAMENTS AND PLAYOFFS

Affiliation with National Softball Organizations

72. Teams involved in any non-FAS tournament program shall be classified by the sponsoring national association under a category that reflects their level and intensity of play. For information regarding tournaments sponsored by national associations, contact the group's local representative, listed in Appendix C of this handbook.
73. Eligibility for any postseason tournament(s) sponsored by a national softball organization as a result of league play will be determined by the organization representative.

FAS-Sanctioned Tournaments

74. All tournament games shall be conducted under FAS rules or under special rules distributed prior to play. Any special rules must be approved by the tournament committee chair and cannot conflict with any signed umpire contracts. Any such distribution will be considered addenda to these rules and will be so interpreted if protested.
75. For all games preceding the championship game, a coin toss shall be used to determine the home team. The winner of the winner's bracket final in an FAS playoff double elimination tournament has the choice to be either home or visiting team for the championship game. A coin toss will determine the home team for the "if" game.
76. For the Women's fast pitch playoff tournament, the following apply:
 - a. Games will follow league time limits with the exception of the championship game, which will have no time limit; however, the slaughter rule will apply.
 - b. Players must be on the official roster and must have participated in at least one regular season game to participate in tournament play.
 - c. The tournament is double elimination, except the tournament will end with the winner of the championship game. There will be no "if" game.
77. The FAS-appointed tournament director is empowered to act on behalf of the 2nd Vice President Rules in adjudicating and administering conduct penalties during tournament play, as deemed appropriate within the bounds of FAS and ASA rules.
78. Playing cycles and field conditions for tournaments will be determined by the tournament directors and the assigned umpires. At the discretion of the tournament director, an injury time out will not come out of game time.

Tournament Rosters

79. A team playing in an FAS playoff tournament may only use players who are currently on its roster; up to two additional players may be added provided the add-on players have been approved by FAS on the official roster change form prior to the start of its first game. The non-county resident fee will not be charged when a non-county resident is being added to a roster to participate

ONLY in an FAS-sanctioned tournament. **EXCEPTION:** Men's Masters League teams are required to use only players who are currently on its roster and no players may be added after the FAS roster change deadline.

80. No player may play on more than one team in any one tournament.
81. The team manager must bring an approved copy of the team roster and roster change forms to each of the team's games. The tournament director, or his/her designee, reserves the right to question the identity of any player at any time during the tournament. In addition, the tournament director reserves the right to verify applicable age requirements for all Masters and Seniors teams.

Failure of a manager to provide proof a questioned player is on the team roster, or failure of a questioned player, who is on the roster, to verify the roster spot by showing an original valid military, DMV, or passport photo identification before the last out of the game, will result in:

The immediate ejection of the questioned player and the manager or acting manager for the remainder of the tournament, **AND**
The game in question will be immediately forfeited, **AND**
The remaining players of the offending team may continue to play in any subsequent games that day.

Tournament Protests

82. The protest procedures vary with the type of protest and are as follows:
 - a. Playing Rules: Protests on interpretations of playing rules must be settled on the field, and the umpire's decision will be final.
 - b. Other Protests: Other protests shall be handled by the tournament director or the director's designated agent at the time of protest.

PART III. PLAYING RULES

HIERARCHY OF RULES

83. In general, all leagues within FAS play under the softball rules adopted by the ASA. The rules contained in this document are intended to supplement the ASA rules by providing information unique to the FAS program.
84. It is the intent of FAS not to adopt local rules which interfere or conflict with the overall rules of ASA unless it is determined by FAS that such rules are in the best interests of the overall adult softball program within Fairfax County
85. The following hierarchy of rules shall apply:
 - a. FAS rules take precedence over ASA rules.
 - b. League rules take precedence over FAS and ASA rules.

GENERAL FAS PLAYING RULES

Scheduling

86. Field assignment, playing dates, game scheduling, and postponements (except umpire cancellation of a game or series of games at the field due to inclement weather or playing conditions) shall be handled by FAS or its designated agents.
87. The Recreation Department or Park Authority will postpone games at their discretion. In the event of inclement weather, team managers should contact the FAS field status line for a report on the status of their games that day.
88. Teams are to play games as scheduled or rescheduled by FAS. Requests for rescheduling of games may be considered provided the request is received with at least two (2) business days notice. (For example: to reschedule a Friday, Saturday, or Sunday game, FAS must be notified of the mutually agreeable alternative date by close of business the preceding Wednesday; to reschedule a Tuesday game, the preceding Friday.)
89. Postponed league games will be rescheduled through FAS. Team Manager or Assistant Team Manager of FAS record will be notified at least three (3) business days in advance of the reschedule date via the FAS website.
Exception: During the last week of regular-season play, rescheduling notification may be reduced to two (2) business days at the discretion of FAS.

Field Conditions and Playing Cycles

90. The umpire shall review the status of the field prior to the first game of the scheduled cycle. If the umpire feels that the game should not be played, the umpire may delay the game, cancel the game, or cancel the entire playing cycle on that field, according to his judgment. The playing cycle for regular league play is in two-game blocks.
91. Fields provided for play in the FAS program are expected to be ready for play and shall include home plate, three bases properly secured and dimensioned, and an aligned pitching plate. If these criteria are not met, the game will be postponed by the umpire and rescheduled. There will be no exceptions to this rule.
92. At game time, the umpires (with the advice and consent of the park field manager) are the judges as to the playing condition of the field.
93. Any game delayed 20 minutes at any point shall be rescheduled, unless Rule 100b applies.

Game Times

94. The umpire shall keep the official time and shall notify managers prior to the start and throughout the game (upon request) of the time.
95. Scheduled game time is forfeit time.

Exception: Weeknight games scheduled to begin before 6:45 p.m. (7:00 p.m. for Women's fast pitch) will have a forfeit time 15 minutes past the scheduled start time. The game must begin as soon as both teams meet the minimum requirement of a legal lineup. No new inning shall begin after 60 minutes from the **scheduled** start time, except as outlined in Rule 95. NOTE: Any time used during the grace period, or time used waiting for the umpire, will come out of game time.

Exception: In Women's fast pitch play, no new inning shall begin after 90 minutes from scheduled start time, except as outlined in Rule 97. If the Loan-A-Player Option (Rule 120) is not used to prevent the forfeit, the game may still be played between the two teams; however, the result is not official and the game is recorded as a forfeit loss.

96. There must be five minutes (10 minutes in women's fast pitch play) between games, unless both managers and the umpire(s) agree to shorten the break.
97. A game shall begin with the first pitch (delivered or called). Except in games starting late under circumstances covered previously, no new inning shall begin after 60 minutes from the scheduled start time or the actual start time, whichever is later. (A game may begin before the scheduled start time if umpires and both managers agree.) Any inning begun shall be played to completion, unless injury, weather, or field conditions necessitate otherwise. Examples of the effect of this rule:
 - a. A scheduled 7:35 game begins at 7:35; no new inning shall begin after 8:35.
 - b. A scheduled 7:35 game begins at 7:25; no new inning shall begin after 8:35.
 - c. A scheduled 7:35 game begins at 7:45; no new inning shall begin after 8:45.
98. The final game of the cycle on lighted fields shall not continue past 11:30 p.m. at Braddock Park, 10:30 p.m. at Poplar Tree Park and Bready Park, and 11:00 p.m. at all other lighted fields.

Game Determination

99. The umpire is responsible for the calling of the game. If the conditions surrounding the playing of the game jeopardize the safety of the players, it is the responsibility of the manager(s) to request that the game be terminated. If play is continued and the umpire does not take remedial action, the manager may file a protest and withdraw the team from play at the risk of forfeiture being declared if the Protest Committee disallows the protest.
100. If a team forfeits a weeknight game scheduled to begin before 6:45 pm, but appears and plays their second scheduled game in that day, the forfeit will be recorded as a 7-0 loss instead of a forfeit.
101. If a team forfeits the first game of a scheduled doubleheader and knows in advance that they will not be able to field a team for the second game, the umpire may declare both games a forfeit at the forfeit time for the first game. Should such a circumstance occur, the cycle of games remaining to be played at the field will start at their scheduled times, or sooner as per Rule 95. During a scheduled back-to-back double header, if **no one** from the other team shows up by forfeit time for the first game, the second game shall be automatically forfeited to the team submitting a legal lineup to the umpire.



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102. An official game shall consist of seven innings, except as noted below:
- A game played to the legal time limit with no interruptions due to weather, field conditions, or injuries, regardless of the number of innings played past the first inning;
 - A game interrupted by weather, field conditions, or injuries, which lasts at least five innings (4-1/2 innings if the home team is ahead).
103. Official games called before the inning is completed shall be decided as follows:
- Home team fails to bat. Score reverts to last complete inning.
 - Home team bats (less than three outs) but fails to at least equal the score. Score reverts to the last complete inning.
 - Home team bats and equals score when game is called. Score is recorded as a tie.
104. Any game that is not official shall be rescheduled and replayed from the beginning.
105. If a team fails to appear for any game (including make-up games) at which the appearing umpire declares the field playable, the game shall be awarded by forfeit to the appearing legal team. Forfeits will be official only if the team awarded the victory submits a legal lineup to the umpire at the time the forfeit is announced. If neither team appears, the game will be declared a double forfeit and each team will be charged with a loss.

Notification

106. Each team shall notify FAS of the result or other status (i.e. incomplete, rainout) of their scheduled game online under the Team Manager section on the FAS homepage within 72 hours of the scheduled game. Any team that fails to report the result of an official game will be charged with a loss. A one-time exception per team per season to the 72-hour reporting rule will be granted, upon request from the offending manager.

Final League Standings

107. A tied game counts as 1/2 win and 1/2 loss in the standings.
108. Winning percentage shall be used to determine division standings.
109. The following procedures, in the following order, shall be used to break ties between teams with identical records:
- Head-to-head records;
 - Playoff game(s) among tied teams, when necessary to establish tournament berths or trophy recipients, and time and field allocations permit;
 - Least runs allowed between tied teams;
 - Least runs allowed for league play against all teams;
 - Coin toss.

PLAYING RULES

Scorekeeping

110. The home team shall provide the official scorekeeper, who will maintain an accurate and detailed record of the game's play and its final score. Such detailing shall be kept on a player-by-player basis. In the event the home team has insufficient personnel available to serve as the official scorekeeper, the visiting team shall so serve if sufficient personnel are available.

111. If no intelligible records of a game exist and a protest regarding the official score arises, the 2nd Vice President reserves the right to assign the outcome of the game as s/he sees fit.

Lineups

112. Upon request, team lineups must be presented to the opposing team prior to the start of the game and must include at a minimum each player's first initial and last name (official line-up cards are not required).

113. Managers may make changes to their lineups at any time prior to the first pitch of the game, either delivered or called, without penalty of substitution rules.

114. The initial game lineup must reflect only those players present at the start of the game.

115. If a team begins a game with less than 14 players, any player(s) added to complete the 14 must be inserted at the end of the lineup. The lineup cannot have any blank slots imbedded in its order except as noted in Coed League Addenda. Note: For coed, you may never have more male than female extra hitters in the lineup; and for corporate coed, at no time shall males exceed females in number by more than four.

116. Should a lineup be reduced for any reason, the spot becomes vacated. Each time a vacated spot occurs in the batting order, it shall result in an out. Should an eligible rostered player become available while a vacated spot exists, that player may be added only at the vacated spot.

Exception: In Women's fast pitch play, a vacated spot as a result of an injury shall not result in an out in the lineup.

117. **Players Who Are Physically Challenged:** A physically challenged player (as determined by the Americans with Disabilities Act) who participates either on offense only or on defense only may be added to a legal lineup.

Game Play

118. A **LEGAL TEAM** shall consist of eight players who play both offense and defense; a game is forfeited if at any time the number drops below eight.

Exception: In Women's fast pitch play, seven players constitute a legal team.

119. All leagues shall utilize the **FAS EXTRA HITTER Rule:** A team may **optionally** add an 11th, 12th, 13th, and 14th player to the lineup at any time. The player(s) will be referred to as the extra hitter(s) and may bat anywhere in

the order unless added after the start of the game, at which time they must be inserted at the end of the lineup. The player(s) may also switch roles with any other player in the lineup and become a fielder during the game. The player replaced in the field would then become the extra hitter, and both players would remain in the game and bat in their original positions in the batting order. The switching of roles may occur as often as desired with as many different players as desired. The extra hitter may also be removed from the game and replaced by a new player. Should a lineup that originally included extra players be reduced because of injury or any other reason and a replacement is not available, that spot vacated in the batting order will result in an out (see Rule 116.) The FAS extra hitter is also subject to regular ASA substitution rules. Please see page 26, Coed League Addenda, for additional coed options.

Exception: In Women's fast pitch play, no extra hitters are permitted. A team lineup may never contain more than nine batters.

120. **LOAN-A-PLAYER Option:** At the legal team's option, to avoid a forfeit by the opposing team, the legal team may loan enough of their own rostered players to the opposing team to bring their lineup to eight players for that scheduled game only. Players shall return to their own team immediately upon the arrival of late players. Players returning to the loaning team may be added to their own team's lineup and must be inserted at the end of the lineup. Players arriving late to the team avoiding the forfeit, enter their own team's lineups as substitutes within the parameters established by ASA substitution rules.

Exception: In Women's fast pitch play, the team may borrow from the opposing team OR from non-league players, but only enough to bring their lineup to seven players.

121. All leagues shall utilize the **ASA PITCHING** requirements with the following exceptions: 1) the ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 12 feet from the ground; and 2) At least one foot must remain in contact with the ground or the pitcher's plate within the area defined by the width of the pitcher's plate and up to six-feet behind the pitcher's plate, until the pitched ball leaves the hand.

Exception: In Senior's play, a strike shall be called for each legally pitched ball that lands and touches any portion of home plate or the strike zone mat, and a ball shall be called for each legally pitched ball that lands and does not touch any portion of home plate or the strike zone mat.

Note: The ASA adult women's fast pitch pitching distance is 43 feet.

122. The ASA catching rule shall not be used except in Women's fast pitch.

123. The ASA stealing rules shall not be used.

124. FAS shall use the **FAS 1-1 Rule:** the batter begins each turn at bat with a count of 1 ball and 1 strike. The batter walks on four balls and is considered out on the third strike, unless the third strike is fouled off, in which case the batter gets one more strike. If the next pitch is a strike or fouled off, the batter is out.

125. **DOUBLE FIRST BASE Rule.** All leagues shall utilize a safety double base at first. It is placed so that the white portion is where the first base normally would be and the colored portion in foul territory. Whenever a play is being made on the batter-runner at first base, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion (this is an automatic call by the umpire and not an appeal play.) A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.

On any force out attempt from the foul side of first base, or an errant throw pulling the defense into foul ground, the defense and the batter-runner may use either the white or colored portion. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. If, when using the double base, and there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white, then interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

126. All leagues shall utilize the **FAS COURTESY RUNNER Rule.** One player may have a courtesy runner each half inning and as often as that player requires during each half inning. Any player on the approved roster may be used as a courtesy runner. A courtesy runner is in the game when they touch the base. A courtesy runner whose turn at bat comes while on base will be out. The courtesy runner will be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning. In all coed play, only a male courtesy runner may be used for a male base runner, and a female courtesy runner may be used for either a male or female base runner. If a runner violates any of the above situations, they will be called out and removed from the base.

Exception: In Coed play, a courtesy runner may be used for one male base runner and one female base runner each half inning.

Exception: In Seniors play, unlimited courtesy runners are allowed each half inning.

Exception: In Women's slow pitch play, three courtesy runners are allowed each half inning.

Exception: In Women's fast pitch play, unlimited courtesy runners per inning will be allowed for pitchers, catchers, pregnant players, and any player injured during the course of the game. The courtesy runner will be the person who made the last out in the current inning; or for the first batter of an inning, the last out of the previous inning; or someone not in the batting lineup.

127. All leagues shall utilize the **Five (5) Limit HOME RUN Rule:** For each game, all home runs in excess of five over-the-fence home runs per male batters, and five over-the-fence home runs per female batters will be scored as a single and each base runner advances one base, whether forced or not, without liability of being put out.

128. All leagues shall utilize the **FAS SCORING RUNS Rule**. On any fair batted ball hit over the fence for a home run, or a four-base award, the batter and all runners are credited with a score. The batter and any runners on base do not need to run the bases. This eliminates any runner appeal play.

129. All leagues shall utilize the **FAS SLAUGHTER Rule**: If after 4 innings (3 ½ if the home team is ahead), a team is leading by 20 runs or more, or if after 5 innings (4 ½ if the home team is ahead), a team is leading by 15 runs or more, the game shall end and be considered a complete game.
Exception: In Women's fast pitch play, if after 4 innings (3 ½ if the home team is ahead) a team is leading by 15 runs or more, or if after 5 innings (4 ½ if the home team is ahead), a team is leading by 8 runs or more, the game shall end and be considered a complete game.

130. All leagues shall utilize the **FAS ONE-PITCH EXTRA INNING Rule**: If a game is tied after a complete inning AND THE TIME LIMIT HAS EXPIRED, the game will continue for a **single** extra inning as follows:
a. Each batter will be permitted one pitch during the extra inning. If the pitch is a ball, the batter is awarded a walk. If the pitch is a strike or the ball is hit foul, the batter is out.
b. Should a game still be tied after the extra inning, the result will stand.
c. The one-pitch extra inning will not be played if Rule 96 applies.

Note: If the game is tied and there is time left, a regulation inning(s) is played before the inning of one-pitch in an effort to break the tie; one-pitch only occurs when time has expired.

Exception: In Women's fast pitch play, the ASA International Tie-Breaker Rule will be used for as many innings as can be played before the 90-minute time limit expires. A game tied at the end of the 90-minute time limit, will remain tied and the International Tie-Breaker will be NOT be used.

131. A player, coach, or umpire who is bleeding or whose uniform is saturated with **blood** shall be prohibited from participating further in the game until the appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the person will not have to leave the game. The length of time considered reasonable is left to the umpire's judgment. The umpire shall:

- a. Stop the game and allow treatment if the injured person would affect the continuation of play.
- b. Immediately call a coach or other authorized person to the injured player.
- c. Apply the rules of the game regarding substitutions, re-entry, and shorthanded play as necessary.

Equipment

132. Except as noted, all equipment used in league play shall meet ASA specifications for softball use and may be reviewed for appropriateness by the umpires at any time.

133. There is no **uniform** requirement for any league.

134. **Bats:** For all leagues, only bats on the approved ASA bat list will be permitted. Bats approved by ASA for girl's fast pitch are permitted for all

divisions of FAS play. Use of illegal bats (altered, doctored, loaded, or banned bats) is not permitted and is subject to penalties below and to penalties outlined in the Penalties section of this book. **Note:** ASA mandates a bat barrel shall be free of audible rattles when shaken and that a bat barrel shall not have signs of excessive wear. Bats with these faults shall be deemed illegal.

- a. Any player entering the batter's box with an illegal bat shall be called out. The player using the illegal bat shall be ejected from the game and the resulting vacated spot in the lineup may never be substituted for and each time the vacated spot occurs in the batting order, it shall result in an out. If the use of the bat is noticed after a fair hit pitch and before the next pitch to the succeeding batter, in addition to the above penalties, the batter is called out, the bat is removed from the game, any runner(s) put out prior to discovering this infraction remain out, and return any runner(s) who advanced as a result of the batted ball to the base legally held at the time of the pitch.
- b. The entire knob of a bat may not contain any tape, and if so, shall be considered altered and applicable penalties enforced.
- c. If, at any time, an umpire has reasonable suspicion, based on appearance, physical characteristics, or performance, that a bat may be illegal, the umpire shall immediately remove the bat from play without further penalty.

135. **Game balls:** Each team shall supply and hit its own approved softballs. Should it be discovered after a hit and before the next pitch that an unapproved softball was used, the defensive team may accept the result of the play or require the batter to hit again with the same ball-strike count as before the hit. The team at bat shall provide all further balls for use as necessary for the completion of the game.

The approved softball for FAS play will be those approved by ASA and imprinted by the manufacturer with the COR and compression specifications for each division of play, and with the ASA, ISA, NSA, SSAA or USSSA logo. **Use of altered, doctored, loaded, or banned softballs are not permitted and is subject to penalties outlined in the Penalties section of this book.**

Men in any division of play must hit a 12-inch, .440 max COR, 375.0 lbs max Compression softball.

Women in any slowpitch division of play must hit an 11-inch, .440 max COR, 375.0 lbs max Compression softball.

Women in any fast pitch division of play hit an NCAA approved yellow softball only; a 12-inch, .470 max COR, 375.0 lbs max Compression.

136. **Cleats:** No metal cleats are allowed. A person found wearing metal cleats will be requested by the umpire to remove the illegal shoes and will be permitted to continue to play once approved footwear is worn. A player refusing or unable to change illegal footwear will be disqualified from the game in progress.

EXCEPTION for Women's fast pitch play: Metal cleats as prescribed by ASA are allowed.

137. **Catcher's Helmets.** In Women's Fast Pitch, helmets are required and any style is approved.

GROUND RULES

138. **Eakin 2:** The first-base bench area ends as the fence defines and encloses it.

139. At any field where a jox box has been installed, the batter's box will be defined as the dimensions of the jox box.

140. The umpire shall be the authority for and shall define additional ground rules prior to any play. No protests will be allowed on such temporary rules.

SAFETY

141. All injuries are to be reported to the FAS office.

LEAGUE ADDENDA

Coed League

(Early Open, Late Open, Corporate, Social Saturday, and Fall)

142. **Defensive Positioning.** Players may be positioned anywhere in the defense as long as no more than five males play defensively at any one time. **Exception** for Corporate Coed and Social Saturday Coed: No more than seven males may play defensively at any one time and at least three females must play defensively at all times.

143. **Injuries.** If a female is injured and there are no replacements available, this will result in a vacated spot in the lineup (see Rule 111). However, a male does not have to leave the lineup as well. The female must start the game, and it only applies to the game in progress.

144. **Switching of Game Balls.** The umpire shall handle the switching of game balls between the male and female batters.

145. **Legal Lineup.** A legal lineup will consist of at least eight players, including no less than two (2) males and three (3) females at all times. Starting with the first position in the lineup, the batting order must alternate between males and females or females and males, until you can no longer alternate (except as noted in 'Exception' below and in the 'Extra Hitter' section). Except as noted below, males may never follow males in the batting order, and first and last batters cannot both be males. When a lineup has less than 11 players, any combination of males and females which satisfies these requirements will be allowed (in no event may the team lineup contain any vacant spots when the game begins except at the end of the lineup):

a. **Five males and three females.** The team will be charged an out in the lineup at each of the missing female positions. The team may later add female player(s) to fill the first vacant position in the lineup.

b. **Five males and four females.** The team will be charged a single out in the lineup at the missing female position. The team may later add a female player at the vacant position.

c. Any other combination of a least eight players will not result in an out being charged to the team.

d. **More females than males.** A lineup may contain more females than males; if so, females may follow females in the batting order. However, except as noted previously, males may never follow males in the batting order. If a game begins with more females than males, the team may later add male player(s) between the first two consecutive female players in the lineup.

Exception for Corporate Coed and Social Saturday Coed: a legal lineup shall consist of at least eight players, including no less than two (2) males and three (3) females (the game is forfeited if at any time there are less than 2 males or less than 3 females in the lineup and playing defensively). Up to 10 batters, in any order (alternating batters is not required) shall constitute the batting order.

146. **Extra Hitters.** Up to four (4) extra hitters, either 1 female and 1 male, 1 female and no male, 2 females and 2 males, 2 females and 1 male, 2 females and no males, 3 females and 1 male, 3 females and no males, 4 females and no males, can be used; otherwise none are allowed. An EH may switch roles with any other player in the lineup and become a fielder during the game. The player replaced in the field would then become the EH, and both players would remain in the game and bat in their original positions. Switching roles may occur as often as desired with as many different players as desired. The EH may also be removed and replaced by a new player. **Exception** for Corporate Coed and Social Saturday Coed: Up to four (4) extra hitters are allowed provided that at no time shall males exceed females in number by more than four.

147. **Substitutions.** In making a substitution during the course of a game, this guideline applies: if the substitution creates a lineup that, in number and gender, would have been a legal **starting** lineup, then the substitution may be made. A manager may not change a lineup in such a way as to create a lineup that would not have been legal to start the game.

148. **Base on Balls.** When a male player is walked, he is awarded second base, but must touch the bases in the proper order. The following female batter must bat EXCEPT, with two outs, the female batter has the option to hit or to accept a walk prior to the next pitch, either delivered or called. Runners advance only as far as forced. Should a female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. **Exception** for Corporate Coed and Social Saturday: When a male player is walked, he is only awarded second base provided the scheduled following batter in the lineup is a female. If the scheduled following batter in the lineup is a male, the male batter is only awarded first base.

149. **Social Saturday Batting Rule.** In each half inning, the offensive team will bat until either three outs are made or when each batter has completed one turn at bat, whichever occurs first.

150. **RULE DIFFERENCES.** A corporate coed division comprised entirely of teams from one company/business may have additional rules or exceptions unique to their division for division play only as approved by the Board of Directors prior to beginning play for that current season.

151. **Lockheed Martin.** The Lockheed Martin Corporate Coed Division uses all FAS Corporate Coed rules EXCEPT teams are required to have only two females (minimum) in their lineup and playing defensively at all times to avoid a forfeit. At no time shall males exceed females by more than six.

Seniors League

152. **Senior's League Equalizer Option.** The team scheduled to play a regular league game against a team from a higher division may elect to use **ONE** of the following options provided the choice is declared prior to the first pitch of the game, preferably at the pre-game umpire conference:

a. **Five-Run per Inning Rule.** For each half inning, a team may score no more than five (5) runs. The half-inning is over once a team scores five runs or has three outs. With 15 minutes of play left in game time, the umpire will announce that the inning in progress is the last five-run inning. One more inning will be played and either team may score an unlimited number of runs. The game will be over at the completion of that one inning of unlimited number of runs even if time remains on the clock or the inning ends with a tie.

b. **11th Man on Defense Rule.** The team may use 11 players on defense, positioned anywhere on the field provided at least nine players are located behind the pitcher.

Masters League

153. **Master's Five-Run Rule.** (The rule applies **ONLY** to inter-division games.) For each inter-division game, the team from the higher division will always be the home team and bat last. For each half inning, a team may bat until they score five runs. Should a team be behind at the start of their turn at bat, that team may score more than five runs but no more than five runs ahead. The half-inning is over once a team scores their five runs, or goes five runs ahead when losing at the beginning of their turn at bat, or has three outs. With 15 minutes of play left in game time, the umpire will announce that the inning in progress is the last five-run inning. One more inning will be played and either team may score an unlimited number of runs. Note: The FAS Five-Limit Home Run Rule and the FAS Slaughter Rule will not be enforced during these inter-division games.

Women's Fast Pitch League

154. **Legal Lineup.** A legal lineup will consist of at least seven players. When additional players arrive, they will be inserted at the bottom of the batting order. An automatic out will not be scored if players do not show.

155. **Substitutions.** Players may be substituted freely in the field. Players may be substituted an unlimited number of times in the batting order, however, they may never change position in the batting order, and the starter and the substitute may never be in the game at the same time.

APPENDIX A -- MAJOR RULE CHANGES FOR 2010

The FAS Board of Directors approved new rules and rule changes for our 2010 spring, summer and fall programs at their December 14, 2009 meeting. Please note, that in general, all leagues within FAS play under the softball rules adopted by the ASA, except when superseded by FAS rules. Please review the following new rules which are most applicable to game play, and plan your 2010 season accordingly.

Rule Number	Action
Rule 1	Amended to four distinct and separate seasons: Spring, Summer, Mini, and Fall
Old Rule 12	Removed entire rule. FAS will no longer collect refundable forfeits fees from teams. Note: This does not change the rule requiring punitive action to teams forfeiting four or more games in one season.
Rule 93	Amended forfeit time from 10 minutes to 15 minutes past the scheduled start time.
Rule 119	FAS will not adopt the ASA 6-10 foot pitching arc. We will require that the ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a height of 12 feet from the ground
Rule 124	Amended to add an Exception for Women: In Women's play, three courtesy runners are allowed each half inning.
Rule 133	Removed the Exception for Women's league requiring them to now supply and hit their own approved softballs.
Rule 146	Added New Rule. Social Saturday Coed: In each half inning, the offensive team will bat until either three outs are made or when each batter has completed one turn at bat, whichever occurs first.

APPENDIX B -- FIELD AND LIGHT BOX LOCATIONS

(Note: ONLY Umpires or FCPA authorized personnel are permitted to operate light box functions.)

- Baron Cameron Park (BCP) 11300** Baron Cameron Avenue, Reston 20190
Take Route 495 to the Dulles Toll Road West to Wiehle Avenue. At the intersection of Baron Cameron Avenue and Wiehle Avenue proceed West on Wiehle Ave. Make first left into park area. Make first right into parking lot and proceed to field on left.
LIGHT BOX: Located behind the backstop, mounted on the side of the metal box next to the pump house building. Keep door closed when finished.
- Beulah Park (BEU) 7119** Beulah Street, Alexandria 22315
Fairfax County Parkway South (changes to Franconia/Springfield Parkway at Rolling Road). Turn right on Beulah Street and go quarter mile. Park entrance is on the left behind Anthony Lane Elementary School.
LIGHT BOX: Located on the gray concrete building between the fields, behind the left field foul pole of Field #2. The switches are inside the metal cabinet on the side of the building facing Field #1 to the right of the door.
- Braddock Park (BRD) 13241** Braddock Road, Clifton 20124
Take Route 66 West to Route 50 West; second right onto West Ox Road south; right onto Route 29/211; left onto Clifton Road; right onto Braddock Road, to park 1/3 mile on left. **OR:** Fairfax County Parkway to Braddock Road West. Park entrance is 5 miles on left.
LIGHT BOX: Located on the outside wall of the stone building located adjacent to right field of Braddock Park, Field #4. The switches are inside the metal cabinet on the side of the building facing Field #4 to the left of the building door.
- Bready Park (BRE) 816** Ferndale Avenue, Herndon 20170
From Elden Street, turn north onto Ferndale Ave. Proceed approximately 1/5 mile, go past the Herndon Community Center on right to next right at softball field. The Herndon Public Golf Course is on left side of Ferndale immediately across street from Bready
LIGHT BOX: The lights are programmed to turn on and off automatically by the Herndon Community Center staff.
- Cunningham Park (CUNN) 1001** Park Street, SE, Vienna 22180
From Rt. 66, take Nutley Street (Rt. 243) towards Vienna. Turn right on Kingsley Road, and then left onto Park Street. The park is on left side of Park Street behind Cunningham Park Elementary School.
LIGHT BOX: Located behind the first base dugout on the outside wall of the lighthouse facing the school. The softball field is #01.
- Eakin Park (EAK) Tobin** Road, Annandale 22003
From Inner Loop of Beltway: Take Gallows Road West, left at the traffic light onto Woodburn Road; right onto Tobin Road, to park on left.
From Outer Loop of Beltway: Take Gallows Road exit; at traffic light at end of ramp, go straight onto Woodburn; right onto Tobin Road, to park on left.
LIGHT BOX: This is an unlighted facility.
- Franconia Park (FRN2) Bowie** Street, Springfield 22150
Take Route 95 South to Franconia exit; east on Franconia Road, left onto Thomas Drive, right onto Bowie Street; park entrance is at end of street.
LIGHT BOX: This is an unlighted facility.

- Lake Fairfax Park (LFP) 1400** Lake Fairfax Drive, Reston 20190
Take Beltway Exit 47A West (Route 7-Leesburg Pike). Turn left onto Baron Cameron Drive. Go 1/4 mile and make left onto Lake Fairfax Drive. Go into Lake Fairfax Park, past The Water Mine Swimming Pool and follow park signs to ballfields. The first field you arrive at is #5; the second field is #3.
LIGHT BOX: For Field #5, the box is located outside of left-center field; for field #3, the box is located outside the right field corner.
- Mason District Park (MASN) 6621** Columbia Pike, Annandale 22003
Take Little River Turnpike/Route 236 East exit off beltway; go 2 miles, then left onto John Marr Drive; turn right onto Columbia Pike (244), follow about 1.5 miles to park entrance on right.
LIGHT BOX: The lights are programmed to turn on and off automatically by the Park Authority staff.
- Nottoway Park (NOT) 9601** Courthouse Road, Vienna 22181
Take Route 66 West to Route 243 north exit (Nutley Street); right onto Nutley Street; left onto Courthouse Road, to park entrance on left.
LIGHT BOX: There is a box next to Field #3, at the bottom of the hill behind the first base dugout.
- Ossian Hall Park (OSS) 7830** Heritage Drive, Annandale 22003
Take Little River Turnpike/Route 236 East exit off beltway; turn right onto Heritage Drive, then left onto Four Year Run (across from Heritage Mall), to park entrance on left.
LIGHT BOX: There is a box behind Field #1 that has two small boxes on the right side. One is locked and one is unlocked. The unlocked box has both a start and stop button.
- Poplar Tree Park (POPT) Stringfellow** Road, Chantilly 20151
Take Route 66 West to Fairfax County Parkway North exit; left onto Fair Lakes Parkway, right onto Stringfellow Road, then immediate left into park entrance
LIGHT BOX: The light box is located on the exterior of one of the green electrical buildings clustered together at the top of the circle of the parking lot between the restrooms and the soccer fields. The on/off switches are inside an exterior box and the softball fields are the uppermost set of switches (hidden from view unless you bend down and look up into the box.)
- Rolling Valley West Park (RVW) 6512** Sydenstricker Road, Burke 22015
Take Route 95 South to Springfield exit; go west on Old Keene Mill Road; follow about 8 miles, then go left onto Sydenstricker Road; park is on right.
OR: Fairfax County Parkway to Gambrell/Sydenstricker Road exit; park is about 2 1/2 miles on left.
LIGHT BOX: There are two buildings located behind the basketball court. The first building is the lighthouse and the on/off switches are in an exterior box facing the tennis court.
- South Run District Park (SRUN) 7550** Reservation Drive, Springfield 22153
Fairfax County Parkway to park entrance on south side of the Parkway (just east of the intersection with Lee Chapel.)
LIGHT BOX: The light box is located across the dirt path behind the backstop of field #3. There is a white box on the outside of the brown lighthouse building with on/off push buttons.
- Wakefield Park (WAK) 8100** Braddock Road, Annandale 22003
Take Braddock Road West exit off beltway; 1/4 mile to park entrance on right.
LIGHT BOX: The box is located on the back of the building in the center of the park to the right of the transformer. In the box is an on/off button for Fields 1,2,3,4.

APPENDIX C -- CONTACT LIST

FAS OFFICERS

President	John Carney	703 425-6705	
	president@fairfaxadultsoftball.com		
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Secretary	Joe Morice		
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FAS STAFF

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Administrative Assistant		Christine Frece

FAS OFFICE

Mailing Address		Fairfax Adult Softball
		14701 Lee Highway, Suite 302
		Centreville, VA 20121
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Web Site Address		www.fairfaxadultsoftball.com
E-Mail Address		office@fairfaxadultsoftball.com

FIELD STATUS LINE: 703 550-4111

UMPIRE NO-SHOWS: 703 772-1899

UMPIRE COMMENTS/ISSUES: umpires@fairfaxadultsoftball.com

Questions/Concerns/Issues to: office@fairfaxadultsoftball.com

**TO REPORT GAME RESULTS, CHECK OUT THE
MANAGER HOME BOX ON THE FAS HOMEPAGE:**

PLAYSOFTBALLNOW.COM

LEAGUE COORDINATORS

MEN'S

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RESTON MEN / CHURCH

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RESTON COED

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WOMEN'S FAST PITCH

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Bill Sikes	703 691-4007	wssikes@cox.net
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SENIORS

Brad Skipper	703 830-9975	bradskipper@cox.net
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FAS COMMITTEE CHAIRS

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	and Jason Yovich 1stvp@fairfaxadultsoftball.com	703 590-8960
Protests	Scott Semmler 2ndvp@fairfaxadultsoftball.com	703 930-0181
Tournaments	Sharon Sealock office@fairfaxadultsoftball.com	703 830-2254
Umpires	Jason Yovich 1stvp@fairfaxadultsoftball.com	703 590-8960

OTHER AFFILIATES

Fairfax County Department of Community and Recreation Services (CRS)
12011 Government Center Parkway, 10th Floor 703 324-5533
Fairfax, VA 22035

Fairfax County Park Authority (FCPA)
12055 Government Center Parkway, Suite 927 703 324-8702
Fairfax, VA 22035
Park Operations 703 324-8596
Grounds Management 703 324-8597

Washington Metropolitan Slow Pitch Softball Hall of Fame Commission
Don Tanner, President dontanner@thesoftballhalloffame.com
Mark Ingrao mingrao@verizon.net 703 536-9692
Tom Tudor tomtudor@cox.net 703 978-5378

Amateur Softball Association (ASA)
Henry D. Pollard, Commissioner 804 569-0532
henry.pollard@virginiaasa.org

NOTES

FOR UMPIRE NO-SHOWS,

(An umpire will be dispatched to your game as quickly as possible.)

Call: 703-772-1899

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