

INTRODUCTION

Fairfax Adult Softball (FAS) offers a wide variety of leagues for adult individuals, teams, and corporations playing in Fairfax County, Virginia.

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.

The rules, procedures, and bylaws 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 or contact the FAS office. 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.

Fairfax County law and FAS Rules prohibit 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.

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

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PART I. PROGRAM FORMAT

LEAGUE STRUCTURE

Structure

1. The FAS program is divided into the following categories:

Spring season

Men's Elite, Coed, Social Coed, Modified Coed, Corporate Coed, Men, Women, Special Olympics, Church, Men's 35 & Over, USSSA Mens, USSSA Coed, and Seniors 50+ for men and 40+ for women

Summer season

Early summer: Women's Fast Pitch and Booz Allen Hamilton Corporate Coed, Regular Summer: Men, Coed, Social Coed, Corporate Coed, Men's 35 & Over, and Modified Coed.

Fall season

Mens, Elite, Coed, Social Coed, Corporate Coed, Modified Coed, Women, Men's 35 & Over, Seniors 50+ for men and 40+ for women USSSA Mens

2. A Seeding Committee will be appointed by the FAS President to coordinate the structured placement of teams within the respective categories.

PART II. PROCEDURES AND GUIDELINES ADMINISTRATION

3. FAS considers its business day to be any Monday through Friday, excluding all County of Fairfax government holidays, between the hours of 9:30 a.m. and 5:00 p.m. Close of Business (COB) for FAS is 5:00 pm. When FAS establishes a deadline of, or action required by, "not less than, or with at least, two business days", it shall be interpreted as follows. Should a deadline fall on an FAS holiday, the deadline is the following business day.

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 Thursday

Player Eligibility

4. Players must be at least 18 years old on or before December 31 of the current year. Players in the Men's 35 & over League 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.

[EXCEPTION] Special Olympics League: Age restrictions do not apply.

[EXCEPTION] Women's Fast Pitch: players must be at least 18 years old on or before June 1 of the current year.

5. A person may be on the roster of any team, provided they are not on more than one roster in any one division. Once a player is registered on a team, and is then subsequently removed from that roster to be registered on a roster of a team within the original team's division, the player may not return to the original team's roster. Players may play on only one team in any one tournament.
6. 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.
7. All men's leagues are restricted to male players only. All women's leagues are restricted to female players only.
[EXCEPTION]: Church and Seniors: Women may play but follow all mens rules.

Team Eligibility

8. 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.
9. 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.

Forfeits

10. Forfeits are not taken lightly; participants deserve the courtesy and respect from fellow participants to feel secure about playing their assigned schedule of games. Teams which forfeit either on the field or cancel prior to their scheduled game contribute to the detriment of the program. FAS does not care to eliminate teams from play after the season begins, but will ensure that the time and respect of all participants is protected.
11. A team which exhibits the propensity to disregard other participants by forfeiting games is subject to removal by the FAS Executive Committee. FAS expects all teams who are considering forfeiture to alert the FAS staff and the opponents to provide the required courtesy of any forfeit. Failure to do so will be viewed by the FAS Executive Committee as a grievous failure in good sportsmanship and appropriate disciplinary action may follow.
12. 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.

13. Any team removed from the program for forfeits will be denied refunds of any and all league fees.

Roster Requirements

14. Each team roster must be submitted online to FAS from the Manager Home page using the Create New Roster link under Rosters. A new roster is required for each season for each year. Should a deadline date fall on an FAS holiday or weekend, the due date/deadline is the following business day.
 - a. Spring rosters by March 16
 - b. Seniors rosters by April 20
 - c. Fast Pitch rosters by May 18
 - d. Summer rosters by June 22
 - e. Fall rosters by August 17Rosters are not considered submitted until both the completed roster and applicable non-county payments are received (not postmarked) in the FAS office.
15. Each player on the roster must give his or her consent to be placed on that roster (player signature is not required).
16. A player's first and last name must be completed on the roster and must match at least one of the three FAS acceptable proofs of identity (e.g. an original valid military, DMV, or passport photo identification). **Each player MUST fill out the FAS waiver form before being eligible to play. Each player is required to fill out and submit one waiver for the entire calendar year, regardless of how many teams and seasons they participate in.**
17. Manager and assistant manager information must be listed as a player on their team roster to participate in that team's scheduled games.
18. 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; the season is defined as Spring, Summer, and Fall.
19. The maximum number of players on a team's roster shall be 30.
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 military and reserve personnel and their dependents who possess a valid military identification card. At no time may more than a total of eight non-county players be on a roster.
[EXCEPTION] Corporate Leagues: In accordance with guidelines established by the Fairfax County Department of Neighborhood and Community Services

(NCS), 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 45.
22. No person may be added to an FAS team roster while on suspension.
23. Any team that fails to comply with the above detailed Roster Requirements will be charged with a 7-0 forfeit 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 roster requirements and has not played its first scheduled game(s) may pay a \$50 penalty fee to avoid the 7-0 forfeit(s) and play the game(s) as scheduled. This penalty fee must be paid during scheduled business hours prior to 3:00 pm on the day of their first scheduled game(s). This option is available only for the first scheduled game(s). FAS will notify the appropriate league officials of the canceled game(s). The affected teams are not required to report to the field.

Roster Restrictions

24. Men: For each season of FAS play, a roster for a team playing in any Men's division may not contain more than three Elite League players except Elite and the top Tuesday, Wednesday and Thursday mens league.
25. Social Coed: A roster for a team playing in Social Coed division two and lower may not contain more than two players from a combination of any Men's Elite; Coed D1, M1, or F1; and/or Women's Division 1 rostered players.
26. Corporate Coed: All players must be employees of one company or one city or one county government or one military installation. 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. **[EXCEPTION] BAH: All players must be employees, spouses or siblings.**
27. Church and Seniors: 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.)

28. Women's Slow Pitch: A roster for a team playing in Division 2 or lower may not contain more than four Division 1 rostered players.

Roster Adjustments

29. 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(s) must be paid via credit card online, or by choosing the option online to send/hand carry payment to FAS.
Note: If deleting a non-county and adding a non-county, a new fee is not required. First submit the deletion, await FAS approval, and then submit the addition. This alleviates the need for paying an additional non-county fee.
30. 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.
31. 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 request is submitted. FAS will notify the original team manager of the roster change when the player deletes his or herself.
Note: Once a player is registered on a team, and is then subsequently removed from that roster to be registered on a roster of a team within the original team's division, the player may not return to the original team's roster.
32. 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 approved on a case-by-case by majority of the Executive Committee.

Roster Checks and Penalties

33. NCS will conduct random roster audits including visits to fields and games with various Fairfax County databases. Teams found in violation of an audit check will be assessed a \$100 fine from NCS, payable before the team is allowed to continue in the FAS program, and be subject to FAS disciplinary action.
34. FAS may conduct random roster checks for any leagues games, division tie-breaking games, division playoffs, and league tournaments.
35. 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.
36. 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 manager is limited to challenge up to two players per game. 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 and a protest fee of \$20 (\$21 via credit card). FAS will review its internal documents to see if they substantiate the claim. If the allegation proves to be true, the protest fee shall be returned to the protesting team and the player and manager in violation shall be subject to sanctions in accordance with established FAS policy. The team will incur a 7-0 forfeit for any game(s) in which the player participated on the day in question.

CONDUCT

Player/Manager/Spectator

37. 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.
38. 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.
39. 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.
40. 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. Failure of a manager or team representative to report the identity of an ejected player(s) from their team will result in forfeiture of all subsequent games for that team until the ejected player(s) is identified. Three or more ejections of one individual will mandate a hearing.

41. An ejected person shall not confront the umpire who ejected them during and especially after the game without risk of suspension from FAS.
42. 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 44 or the umpire may:
 - a. On the first offense of a game, issue a warning to both teams.
 - b. On the second offense of a game, penalize the offending team with an out:
 - i. 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;
 - ii. 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;
 - iii. If by the defensive team, the umpire will charge the team with an out in their next at bat.
43. Unloading of the benches (when in a confrontational situation, a team comes to the aid of its player, en masse) shall result in game forfeiture; if both benches unload the game results in a double forfeit.

Penalties

44. 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).

For the safety of all participants, and to comply with the applicable State and County laws, and FAS rules regarding the consumption of alcoholic beverages at the fields, FAS may inspect any beverage container or cooler that is brought to the field by a team participant or spectator. Any violations will result in a directive to remove the alcoholic beverages and/or controlled substance from the fields.

45. 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/her 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/her 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.
 - a. Unsportsmanlike conduct.
 - b. Verbal abuse (including cursing or taunting).
 - c. Failure to respond to a written notice to appear before a hearing panel.
 - d. Any act deemed detrimental to the game of softball or the administration thereof, as determined by FAS.
 - e. Violation of any FAS or ASA rule, procedure or guideline as detailed in this handbook or the ASA Rule Book.

46. 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:
 - a. Fraud (e.g., the use of illegal and/or non-rostered players).
 - b. Receiving money by capitalizing on athletic ability or by promotion of softball goods, with the exception of the FAS-sponsored Home Run Derby.
 - c. Use of altered, doctored, loaded, or banned bats or softballs.
47. 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.
48. 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:
 - a. **STRIKING WITH A FOREIGN OBJECT**
A team manager, coach, or team member shall be suspended for at least one 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.
 - b. **PHYSICAL CONTACT**
A team manager, coach, or team member shall be suspended for at least one year 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.) above.
 - c. **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 Parts (a.) or (b.) above.
 - d. **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.
49. Any participant accused of violating Rule 48 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

50. Games shall be officiated only by umpires assigned through written agreement/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. In the event of an umpire no-show, if both teams agree, a third party may be chosen to officiate, until an umpire is present at the field.

51. 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.
52. 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 1st Vice President for investigation and action.
53. 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

54. The 2nd Vice President, or his/her 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

55. 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

56. 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.
57. 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.
58. 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

59. 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.
60. If the protest is upheld, the fee shall be returned to the protesting team, and the game shall be replayed from the point at which the incorrect decision was made, with the correct ruling applied. If the protest is disallowed, the fee shall be deposited in the FAS general fund.

Protest Appeal

61. A team manager may file a written review request to the FAS President within ten days of the date of the letter stating the original protest decision.
62. 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.
63. 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

64. 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/her 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.
65. 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.
66. 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 umpires or umpire associations under contract to FAS.

Hearing Procedures

67. 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 return receipt request electronic mail not later than seven days prior to the scheduled date.
68. Membership on the hearing panel shall consist of:
 - a. The 2nd Vice President (Rules), or a designee appointed by the 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.
69. 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.
70. 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

71. 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.
72. 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/her 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 days after the postmark of the notice of penalty. The President, or his/her designee, will then notify each involved party as to the request for appeal. The decision of the President, or his/her designee, shall be final.

TOURNAMENTS AND PLAYOFFS

Affiliation with National Softball Organizations

73. 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 respective association directly.
74. 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.
75. FAS encourages and promotes teams to participate in competitive tournament play. To that end, FAS will provide an opportunity to teams to receive funding reimbursement after participating in national and international competition.

FAS-Sanctioned Tournaments

76. 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.
77. For all games preceding the championship game a coin toss shall be used to determine the home team and games will use the 60 minute time limit. 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. All championship games and IF games will be untimed including the Women's Fast Pitch tournament.
[Exception]- For BAH Playoff tournament, the semi-finals and the championship which will be untimed.
78. Any tournament game that is interrupted and unable to complete as scheduled, will be resumed at a later time, and will be resumed at the exact point where the game was stopped with ONLY the remaining time left on the clock. (When games resume they will NOT have any extra time added.)
79. Women's Fast Pitch: for the playoff tournament, the following additional rules 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.
 - d. International tie-breaker rules will be used for as many innings as necessary to determine the winner of a game in tournament play.
 - e. Any team that forfeits more than two nights or 4 games per season will be ineligible to compete in the post season playoff tournament.

80. Senior's: For the Senior's playoff tournament championship and "IF" game only, if it is a no time-limit game and an equalizer option is used, one run will be added for the first five innings. The seventh inning and any additional innings necessary to determine a winner will be unlimited-run innings.
81. 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.
82. 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

83. A team playing in an FAS playoff tournament may only use players who are currently on its roster.
[Exception] Women's Fast Pitch: Two players may be added to the roster for the playoff tournament.
84. For any FAS open tournament, a team's roster is frozen at the first pitch (called or delivered) of their first game played, or upon award of a forfeit of their first scheduled game.
85. No player may play on more than one team in any one tournament.
86. The tournament director will verify applicable age requirements for all Men's 35 & Over and Senior's 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

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

PART III. PLAYING RULES

HIERARCHY OF RULES

88. 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.
89. 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 FAS program.
90. The following hierarchy of rules shall apply:
 - a. The default for any ruling is ASA.
 - b. FAS rules take precedence over ASA rules.
 - c. League rules take precedence over FAS and ASA rules.

GENERAL FAS PLAYING RULES

Scheduling

91. Field assignment, playing dates, game scheduling, forfeits 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. Teams will be notified by email, phone or the FAS Field Status Line.
92. In the event of inclement weather, team managers should contact the FAS field status line (703-662-0050) for a report on the status of that day's games.
93. Teams are to play games as scheduled or rescheduled by FAS. Requests for rescheduling of games may be considered provided the request is received, agreed upon by both teams, and granted by the FAS office at least two full business days before the originally scheduled game. Once a game has been rescheduled as mutually agreed upon, it may NOT be rescheduled again by the teams involved unless there is inclement weather.
94. Postponed league games will be rescheduled through FAS. Team Manager or Assistant Team Manager of FAS record will be notified at least three 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 at the discretion of FAS.

Field Conditions and Playing Cycles

95. 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.

96. 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.
97. At game time and during a game in progress, the umpires (with the advice and consent of the park field manager) are the judges as to the playing condition of the field.

Game Times

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

[EXCEPTION] Weeknight games scheduled to begin before 6:45 p.m. (7:00 for Fast Pitch) will have a forfeit time 15 minutes past the scheduled start time.

 - a. In order to be granted the grace period, a team must have at least one player from their team at the field at scheduled start time to be awarded any grace period.
 - b. The game must begin as soon as both teams meet the minimum requirement of a legal lineup.
 - c. No new inning shall begin after 60 minutes from the **scheduled** start time, except as outlined in Rule 101.

[EXCEPTION] Women's Fast Pitch: no new inning shall begin after 80 minutes from scheduled start time, game will drop dead at 85 minutes. When drop dead is enforced, score will revert back to last completed inning.
 - d. Any time used during the grace period, or time used waiting for the umpire, will come out of game time.
 - e. After 5 minutes of grace period being used, one out will be recorded to the offending team(s); after 10 minutes of grace period being used, two outs will be recorded to the offending team(s); after 15 minutes of grace period being used, a forfeit will be imposed to the offending team(s). **Note:** The Loan-A-Player rule may be used at any time during the grace period.

[EXCEPTION] Women's Fast Pitch: no out penalties will be imposed.
100. There must be five minutes between games, unless both managers and the umpire(s) agree to shorten the break.
101. 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:

On Time: A 7:35 game begins at 7:35; no new inning shall begin after 8:35.

Late: A 7:35 game begins at 7:45; no new inning shall begin after 8:45.

Early: A 7:35 game begins at 7:25; no new inning shall begin after 8:35.

(Note: This means if you start early you get the extra time, if necessary.)

102. The final game of the cycle on lighted fields shall not continue past 11:30 p.m. at Sharon Sealock Softball Complex 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

103. 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 is not upheld.

104. 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.

105. 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 101. 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 who confirms a legal lineup to the umpire.

106. An official game shall consist of seven innings, except as noted below:

- a. A game played to the legal time limit with no interruptions due to weather or field conditions, regardless of the number of innings played past the first inning.
- b. Any game delayed fewer than 20 minutes due to weather or field conditions at any point, which lasts at least four innings (3-1/2 innings if the home team is ahead.) Any game delayed 20 minutes or more due to weather or field conditions at any point shall be rescheduled.

Note: If both managers and the umpire agree, the game need not be cancelled and rescheduled, but could be played under mutually agreeable terms including, but not limited to: 1) completing the game playing one-pitch for the balance of remaining time; 2) completing the game playing six outs at a time for the balance of remaining time; 3) add the time remaining in game one with the time allowed for game two to play at least four innings of each game which constitutes a legal game.

107. Official games called before the inning is completed shall be decided as follows:

- a. Home team fails to bat. Score reverts to last complete inning.
- b. Home team bats (less than three outs) but fails to at least equal the score. Score reverts to the last complete inning.
- c. Home team bats and equals score when game is called. Score is recorded as a tie.

108. Any league game that is not official shall be rescheduled and replayed from the beginning.

109. 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 has a legal lineup confirmed by the umpire at the time the forfeit is declared. If neither team appears, the game will be declared a double forfeit and each team will be charged with a forfeit.

Notification

110. 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

111. A tied game counts as 1/2 win and 1/2 loss in the standings.

112. Winning percentage shall be used to determine division standings.

113. The following procedures, in the following order, shall be used to break ties between teams with identical records:

- a. Head-to-head records;
- b. Playoff game(s) among tied teams as time and field allocations permit when necessary to establish tournament berths or trophy recipients;
- c. Least runs allowed between tied teams;
- d. Least runs allowed for league play against all teams;
- e. Coin toss.

PLAYING RULES

Scorekeeping

114. 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.

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

Lineups

116. 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).

117. 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.

118. The initial game lineup must reflect only those players present at the scheduled field at the start of the game.
119. 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. **Note:** See Coed League Addenda for additional coed options.
120. 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. If the spot is vacated due to an injury, and the injured player is removed from the lineup and is not permitted to re-enter for the balance of the game in progress, then an out will be taken only once when that player's subsequent spot in the lineup occurs.
[EXCEPTION] Coed: if the vacated spot requires that a male will follow a male in the batting order, then each time the vacated spot occurs in the batting order, it shall result in an out.
[EXCEPTION] Women's Fast Pitch: a vacated spot as a result of an injury shall not result in an out in the lineup.
121. **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. If pitching, the player may pitch the ball directly from their glove.

Game Play

122. 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] Women's Fast Pitch: seven players constitute a legal team.
123. 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 124.) The FAS extra hitter is also subject to regular ASA substitution rules. **Note:** See Coed League Addenda for additional coed options.
124. **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.

125. 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. (**Note:** For illegal pitches that do not reach the minimum six feet height or the maximum twelve feet height, the umpire **MUST** verbalize illegal.)

[Exception] Seniors: 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 ten-feet behind the pitcher's plate, until the pitched ball leaves the hand.

[EXCEPTION] Seniors: a strike shall be called for each legally pitched ball that lands and touches any portion of home plate or the strike zone mat; 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.

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

127. The ASA stealing rules shall not be used.

128. FAS shall use the **FAS 1-1 Rule:** the batter begins each turn at bat with a count of one ball and one 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.

[EXCEPTION] Women's Fast Pitch: the batter begins each turn at bat with a 0-0 count. **[EXCEPTION] Men's Elite:** The batter is considered out if the third strike is fouled off. (No Courtesy Foul)

129. **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.

130. 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 the official courtesy runner once 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, a male courtesy runner may only be used for a male base runner; 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] A player participating on offense only under the Americans with Disability Act may obtain a courtesy runner and it will not count against any courtesy runner limit for that team.

[EXCEPTION] Coed: Two courtesy runners are allowed each half inning. The base runners may be two females, two males or one female and one male. A female may run for another female or a male. A male runner may only run for a male.

[EXCEPTION] Seniors: unlimited courtesy runners are allowed each half inning. A player may be a courtesy runner only once each half inning.

[EXCEPTION] Women's Slow Pitch: two courtesy runners are allowed each half inning.

[EXCEPTION] Women's Fast Pitch: unlimited courtesy runners per inning will be allowed for pitchers, catchers, pregnant players, and any player removed from the game due to injury to avoid an out. 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. Pitchers and catchers may be exempt from being used as a courtesy runner at the discretion of the offensive team; when this occurs, the preceding batter who received an out may run for that pitcher and/or catcher.

NOTE: Any player that is walked is NOT required to touch the base before the courtesy runner takes their place on the base.

131. All leagues shall utilize the **Five 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. A runner from third may retire directly to the dugout and is not required to touch home plate.

[EXCEPTION] Men: For Men's Elite and Men's Division S1, T1, W1, and H1- All homeruns in excess of eight over the fence home runs will be scored as

singles and each base runner advances one base whether forced or not without the liability of being put out.

132. 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.

133. Flip Flop Rule: The Flip Flop rule will occur when the visiting team is up by 10 or more runs with 10 minutes or less left in game time. In this scenario, the home team flips and becomes the visiting team for the last inning. (This rule will occur any time inside of the last 10 minutes of play.) Both teams must agree to this rule before it is implemented.

134. All leagues shall utilize the **FAS SLAUGHTER Rule**:

- a. If after 4 innings (3 ½ if the home team is ahead, a team is leading by 20 runs or more, the game shall end and be considered a complete game.
- b. 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.
- c. After a game has started, a team may concede at any time, take a loss for the game, and the score at the time of the surrender will be considered official.

[EXCEPTION] Women's Fast Pitch: if after 3 innings (2 ½ if the home team is ahead) a team is leading by 15 runs or more, or if after 4 innings (3 ½ if the home team is ahead) a team is leading by 12 runs or more, or if after 5 innings (4 ½ if the home team is ahead) a team is leading by 8 or more runs, the game shall end and be considered a complete game.

[EXCEPTION] Seniors: See Senior's addenda.

135. 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 tie will stand.
- c. The one-pitch extra inning will not be played if Rule 106 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] Women's Fast Pitch: the ASA International Tie-Breaker Rule will be used for as many innings as can be played before the 80-minute time limit expires. A game tied at the end of the 80-minute time limit, will remain tied and the International Tie-Breaker will be NOT be used except in tournament play.

[EXCEPTION] Seniors: if a game is tied after the one inning of unlimited number of runs and the time limit has **NOT** expired, the game will continue for a single extra inning of one-pitch.

136. 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

137. Unless otherwise noted, all equipment used in FAS play shall meet ASA specifications for softball use and may be reviewed for appropriateness by the umpires at any time.

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

139. **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.

[EXCEPTION] Men's Elite League: the use of USSSA-approved bats is allowed.

[EXCEPTION] Seniors: all bats must be official softball bats certified BPF 1.21 or less, with the exception of the following Non-Approved Bats: Miken Ultra (Ultra 1); Boombah (BPF 1.205); Red SPN Combat; Elite Yellow Rip-It; all titanium bats; and any other bat that does not have 1.20 or 1.21 BPF stamped on it.

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. Identifying the bat by means of laser marking, engraving, or painting the name or number of the player will not make the bat an altered bat. 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.

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.

- a. The entire knob of a bat may not contain any tape, and if so, shall be considered altered and applicable penalties enforced.
- b. 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.

Any attachment to the bat, such as a molded finger grip, flare cone, or choke up device, must be attached to the grip with safety tape. Resin, pine tar, or spray substances are permissible on the safety grip only.

140. **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 or wrong softball was used, the offensive 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 bearing an ASA approved certification mark. 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 an ASA-approved Dudley Thunder Hycon, optic yellow, 12-inch, .52 COR, 300-lb Compression softball.

Women in any slow pitch division must hit an ASA approved 11-inch, .52 COR, .300-lb max compression softball.

Women in any fast pitch division of play must hit a Wilson Collegiate A9010, optic yellow, 12-inch, .47 COR, 400 lb. compression softball.. Each team is required to present to the umpire prior to each game, one new approved ball. Additional backup softballs will be provided by the batting team as needed.

141. **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] Women's Fast Pitch: metal cleats as prescribed by ASA are allowed.

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

GROUND RULES

143. **Eakin 2:** The first-base bench area ends as the fence defines and encloses it.
144. **Bready Park:** Any fair batted fly ball which hits the netting behind the fence will be considered a home run and will count against the number of over-the-fence home runs allowed per game.
145. At any field where a jox box has been installed, the batter's box will be defined as the dimensions of the jox box.
146. FAS will use 70-foot base distances for all leagues.
147. 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

148. All injuries are to be reported to the FAS office.
149. All protective gear is permitted in FAS play (e.g. pitcher's masks, catcher's helmets/masks, leg/shin guards, arm/hand guards).

LEAGUE ADDENDA

SENIORS LEAGUE

150. **Senior's Five-Run Rule.**
- For each half inning, a team may score no more than five runs. The half-inning is over once a team scores five runs or has three outs.
 - With 10 minutes of play left in game time, the umpire will announce that the inning in progress is the last five-run inning and that the FAS slaughter rule will no longer be enforced. 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 unless the game remains tied.
 - If the game is tied after the one inning of unlimited number of runs and the time limit has **NOT** expired, the game will continue for a single extra inning of one-pitch.
151. **Senior's Scoring at Home Rule.** In lieu of a second home plate being available, a runner must pass a scoring line drawn adjacent to the right-handed batter's box in order to be safe at home.

SENIORS AND INTER-DIVISIONAL LEAGUE PLAY

152. **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:
- One additional run will be added to the lower rated team's run totals for each of the first five innings independent of the five runs per inning maximum; OR
 - The lower rated team may use 11 players on defense, positioned anywhere on the field, provided at least nine players are located behind the pitcher.

WOMEN'S FAST PITCH LEAGUE

153. **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.
154. **Substitutions.**
- Any player 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. The starter and substitute may never be in the game at the same time.

COED LEAGUE ADDENDA

COED RULES FOR ALL LEAGUES

155. **Injuries.** If a female is injured and there are no replacements available, this will result in a vacated spot in the lineup (see Rule 120). 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.
156. **Switching of Game Balls.** The umpire shall handle the switching of game balls between the male and female batters.
157. **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.

COED LEAGUE

158. **Defensive Positioning.** Players may be positioned anywhere in the defense as long as no more than five males play defensively at any one time.
159. **Legal Lineup.** A legal lineup will consist of at least eight players, including no less than two males and three 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 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):
- 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.
 - 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.
 - Any other combination** of a least eight players will not result in an out being charged to the team.
 - 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. Any time a game has more females than males, the team may later add male player(s) between the first two consecutive female players in the lineup.
 - Six males and four females.** This combination of ten players is never permitted.

160. **Extra Hitters.** Up to four extra hitters, either 1 female & 1 male, 1 female & 0 males, 2 females & 2 males, 2 females & 1 male, 2 females & no males, 3 females & 1 male, 3 females & no males, 4 females & 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.
161. **Base on Balls.** When a male player is walked he is awarded second base and he is NOT required to touch 1st base before going to second. 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. Any runners on the base paths advance only as far as forced and MUST touch all bases in order. Should a female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period.

CORPORATE COED LEAGUE (INCLUDING BOOZ ALLEN HAMILTON)

162. **Defensive Positioning.** Players may be positioned anywhere in the defense as long as no more than seven males play defensively at any one time.
163. **Legal Lineup.** A legal lineup shall consist of at least eight players, including no less than two males and three females. Alternating batters is not required. At no time shall males exceed females (including a missing female out) in number by more than four in the batting order.
- a. A game may play with two females and six or seven males, however, an out must be taken in the missing female position each time that missing female position occurs in the batting order. When a game begins with only two females, the missing out position must be taken in the first position of the lineup.
- [EXCEPTION] BAH:** A team can start a game with only one or two females, however, an out must be taken in any missing female position each time a vacated female position occurs in the batting order. With three female positions in the batting order, either present or vacated, those positions must be listed in the first ten batting order spots.
164. **Extra Hitters.** Up to four extra hitters are allowed provided that at no time shall males exceed females in number by more than four (six for BAH).
165. **Base on Balls.** When a male player is followed in the batting order by a female and is walked, he is awarded second base, and he is NOT required to touch 1st base before going to second. 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. Any runners on the base paths advance only as far as forced and MUST touch all bases in order. Should a female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. Note: BAH- BAH will allow a male to be walked when an automatic out is on deck consistent with all other leagues in the FAS program.

166. **Corporate Coed 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.

SOCIAL/MODIFIED COED LEAGUE
All rules EXCEPT rule #171 will be used for Modified

167. **Defensive Positioning.** Players may be positioned anywhere in the defense as long as no more than seven males play defensively at any one time.

168. **Legal Lineup.** A legal lineup shall consist of at least eight players, including no less than two males and three females. The game is forfeited if at any time there are less than two males or less than three females in the lineup and playing defensively.

169. **Extra Hitters.** Up to four extra hitters are allowed provided that at no time shall males exceed females in number by more than four.

170. **Base on Balls.** When a male player is followed in the batting order by a female and is walked, he is awarded second base. He is NOT required to touch 1st base before going to second. 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. Any runners on the base paths advance only as far as forced and MUST touch all bases in order. Should a female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period.

171. **Social Coed Batting Rule.** In each half inning,

- a. The offensive team will bat until either three outs are made or when each batter has completed one turn at bat, whichever occurs first.
- b. When the last batter comes to bat, regardless of the number of outs, the inning WILL be completed when the defensive team either makes the third out of the inning at one of the bases or catches a fly ball OR brings the ball, under control, to home plate, at which time any remaining runners on base are considered forced out at home plate.
- c. If the last batter is walked (intentionally or unintentionally), all base runners, forced or not, advance one base AND the last batter bats again with a new ball-strike count. The last batter will continue to bat until he either hits or strikes out, but he can never be walked. **NOTE:** When a male is the second to last batter and a female follows the last batter: If the male is walked (intentionally or unintentionally) with two outs, the female behind him DOES have the option to walk. At this point, the next batter will come to the plate as the last batter of the inning.

COED REFERENCE CHART

	Coed	Corporate Coed	Booz Allen Hamilton Corp. Coed	Social Coed	Modified Coed
Courtesy Runner: 2 per team/inning	YES	YES	YES	YES	YES
12" Male Ball 11" Female Ball	YES	YES	YES	YES	YES
Male Minimum per Lineup	2	2	2	2	2
Female Minimum per Lineup w/o penalty	3*	3*	3*	3*	3*
	* = May utilize ghost females, see specific rules below				
Maximum Defensive Males	5	7	7	7	7
Batting Order	Must Alternate	Any Order	3 females in first 10	Any Order	Any Order
Maximum Batting Lineup	14	14	14	14	14
Batting Differential	0	+4M	+6M	+4M	+4M
Males walked in front of Females take 2 Bases**	YES	YES	YES	YES	YES
	**With two outs the following female may choose to walk instead of hit.				
	Ghost Female Rules				
	Regular Coed				
	If there are not five females to begin the game, up to two females may be placed in the bottom of the order as "ghost" females; for each "ghost" at bat, the team receives an out. Late arriving females may enter the batting order at the first vacant "ghost" position.				
	Corporate, BAH, Social and Modified Coed				
	If there are less than three females, the first batter in the order must be a "ghost" female and will receive an out for each at bat.				

APPENDIX A -- MAJOR RULE CHANGES 2018

The FAS Board of Directors approved new rules and rule changes for our 2018 spring, summer and fall programs at their December 11, 2017 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 that are most applicable to game play to plan for your 2018 season.

2018 Rule Book Number	Action
Rule 106	A complete game will consist of 4 complete innings; 3-1/2 if the home team is ahead.
Rule 133 New for 2018	The Flip Flop rule will be implemented in all games when the visiting team is up by ten or more runs with ten or less minutes left in game. In this scenario, the home team flips becoming visitors for the last inning. Both teams must agree to this rule
Rule 140	Women in any slow pitch division of play must hit an ASA approved 11-inch, .52 max core, .300-lb max compression softball.
Rule 170	This is a clarification to the rule. When a male player is walked he is awarded second base and is NOT required to touch 1 st base before going to second. Any runners that are currently on base, MUST still touch all bases in order
Coed Reference Chart	Modified Coed will now use the Ghost Female Rule
New Day offered for Modified Coed-	Beginning in the Spring of 2018, FAS will offer modified coed on Saturdays at Braddock Park!

APPENDIX B -- FIELD & LIGHT BOX LOCATIONS

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

Baron Cameron Park (BC) 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.

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.

Bready Park (BRDY) 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. Across the street from the Herndon Centennial Public Golf Course.

LIGHT BOX: The lights are programmed to turn on and off automatically by the Herndon Community Center staff.

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 (LF) 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 ball fields. 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: There is a large gray box behind the first base dugout; the light buttons are on the outside of this box facing the dugout.

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.)

Robinson Secondary School (ROBN) 5035 Sideburn Road, Fairfax 22032

From **Fairfax County Parkway:** From South, turn right onto Roberts Road; From North, turn left onto Roberts Road. Turn left onto Zion Road. Turn right onto Sideburn Road and go about 1/2 mile to school on the right.

Sharon Sealock Softball Complex (SSC) 13241 Braddock Road, Clifton 20124
(at **Braddock Park**)

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.

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.

Towers Park (TOWR) Fairfax Circle, Fairfax

From Rt. 66, take the Nutley St (exit 62 South) exit. Stay on Nutley, in your left hand lane. Cross over Lee Highway (Rt. 29) and continue to Rt. 50. At Rt. 50 take a right and go through the next light which is Stonehurst Drive.

Take the next right into Circle Towers Apartments, snake around the apartments, then turn left (no road name) to the softball field on the right.

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	Joe Morice	president@fairfaxadultsoftball.com
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FIELD STATUS LINE: 703 662-0050

UMPIRE NO-SHOWS: 703 772-1899

Questions/Concerns/Issues: office@fairfaxadultsoftball.com

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

FAIRFAXADULTSOFTBALL.COM

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OTHER AFFILIATES

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12011 Government Center Parkway, 10th Floor 703 324-5533
Fairfax, VA 22035

Fairfax County Park Authority (FCPA)
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Fairfax, VA 22035
Park Operations 703 324-8596
Grounds Management 703 324-8597

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

APPENDIX D -- LEAGUE ABBREVIATIONS

Spring	Early Summer/ Summer	Fall
SSSM = USSSA Men	UM = Men	FME = Men's Elite
SME = Men's Elite	UMN = Men North	FM = Men
SM = Men	UMA = Men 35 & Over	FMN= Men's North
SMN = Men North	UC = Coed	FS = Seniors
SSN = Seniors	UCN = Coed North	FC = Coed
SRH = Church	USC = Social Coed	FCN = Coed North
SSSC = USSSA Coed	UCC = Corporate Coed	FSC = Social Coed
SC = Coed	UCCN = Corporate Coed North	FMC = Modified Coed
SCN = Coed North	SWF = Women's Fast Pitch	FCC = Corporate Coed
SSC = Social Coed	UMC = Modified Coed	FCCN = Corporate Coed North
SMC: Modified Coed	BAH = Booz Allen Hamilton CC	FW = Women
SCC = Corporate Coed		FWP = Women's Fast Pitch
SCCN = Corporate Coed North		FRH = Church
SW = Women		FSSS- USSSA Men
		FSSC- USSSA Coed

FIELD STATUS LINE: 703 662-0050
UMPIRE NO-SHOWS: 703 772-1899