



FUQUAY-VARINA
a dash more

ADULT SOFTBALL HANDBOOK

POLICIES, PROCEDURES AND RULES 2017

Inclement Weather Information

www.fvparks.org

Select "Facility Status" under the sports icon

If your facility is CLOSED your activity is CANCELLED

Weather Hotline: 919-552-2698

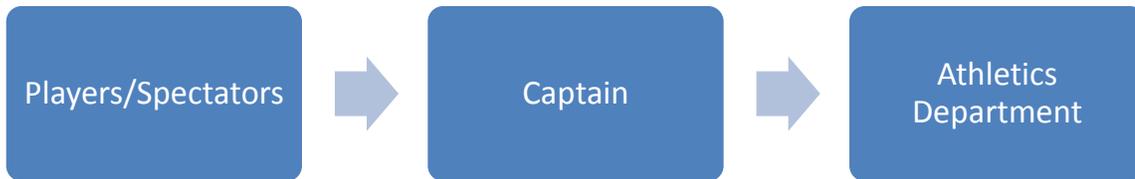
Sign up to receive text alerts online!

Both the weather hotline and webpage are updated weekdays by 4pm and weekends by 8am.

I. Communication

24 HOUR RULE: During sports of any kind, disagreement and confrontation are inevitable. For this reason, we have adopted the “24 HOUR RULE”, which simply states that no member of the team shall discuss game situations until at least 24 hours after the game. This rule helps to move the discussion away from the presence of other players and allows all parties to have time to put things in perspective and cool off if necessary.

Line of communications should follow the chain of command:



Athletic Division Contact Info:

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Text Message Alert Sign-up Instructions

1. Go to FVPARKS.ORG
2. Either:
 - Hover your mouse over the “Sports” tab, which will bring down a list of links. From there, you will find the “Alerts from PRCR” link on the left hand side; click the link to go to the Alerts page.
 - Or click the “Sports” tab, which will take you to the main sports page. From there, you will find and click the link labeled “Alerts from PRCR”.
3. You will then be directed to the Fuquay-Varina Alert Center. Find the link in the grey box labeled “**Notify Me**®”
4. Click the “Notify Me” link. (To subscribe to text and/or email alerts.)
5. Type your email address in the box labeled “Email Address” and click the button labeled “Sign In”.
6. For text message alerts, check the 2nd box that reads “***I would like to be able to receive text messages on my mobile phone***” and type your desired phone number in the box provided. Click save before continuing.
7. Underneath the Alert Center there are two icons beside PRCR Alerts:  & 
 - To subscribe or unsubscribe, you must click the Mobile phone icon,  beside PRCR Alerts. Once completed there will be a green check mark on the icon, which will look like: 
8. You will receive a text message asking to receive text alerts from PRCR. Reply “**Y**” to opt into the service. Once you reply “**Y**” you will receive a text confirming that you are signed up to receive text alerts.

II. RULES AND REGULATIONS

Rule 1: Registration and Eligibility

- 1.01 Players must register and pay fees with the Town in order to participate in the Adult Softball League. To be eligible for resident fees, a players home address must be inside the town limits of Fuquay-Varina.
- 1.02 Participants must be at least 18 years of age on or prior to the closing of registration.
- 1.03 A captains meeting will be held prior to the season. Captains shall bring their own team of players. Free agents will be allowed to register and will be assigned at a later date.
- 1.04 Teams using an ineligible player will be subject to forfeiture of games in which ineligible players have participated.

Rule 2: Teams

- 2.01 Each team shall consist of a maximum of twenty-five (25) and a minimum of twelve (12) players. This may be adjusted by the Parks and Recreation Department.
- 2.02 All players will be required to check in prior to each game. Players must show valid identification (State Driver's License, State Id Card, Passport, and/or Birth Certificate) in order to participate in the game.
- 2.03 All rosters must be finalized by the day prior to league games beginning. There will be no roster additions after this date.

Rule 3: League Awards

- 3.01 The Parks and Recreation Department will provide a team trophy that will be displayed at the Fuquay-Varina Community Center.

Rule 4: Uniforms and Equipment

- 4.01 Each team will be required to have matching uniforms with numbers on the back. No two players on the same team may wear the same number. Any participant not wearing the team uniform may be withheld from competition. Note, jersey's and team names shall contain no vulgar or offensive language or graphics.

- 4.02 Each team will furnish all team equipment necessary for each game, including game balls:

4.02.1 All bats should have the ASA stamp. Bats may be a maximum of thirty eight (38) ounces in weight and thirty four (34) inches in length. Titanium and cone grips are not permitted. For a listing of bats that meet these requirements, visit www.asasoftball.com. The user and/or the owner of an illegal bat used in a game will be expelled for the remainder of the season. Below are the approved ASA bat stamps:



4.02.2 Game balls must be optic yellow in color, ASA stamped and red stitched. Men will use a twelve (12) inch softball and women will use an eleven (11) inch softball. The men's (12 inch) softball must meet the requirements of a fifty two (.52) COR and three hundred (300 lbs) compression. The women's (11 inch) softball must meet the requirements of a forty four (.44) COR and three hundred seventy five (375 lbs) compression.

4.02.3 Each team will hit the ball that they provide. Each team must present a game ball to the umpire prior to the game. Umpires will check to insure the balls are legal. The opposing pitcher will keep the ball throughout the game and teams will exchange balls at the end of the game. When a foul ball is hit, the batting team is expected to have another ball ready for play. This ball must be checked by the umpire as well before play resume.

4.03 No jewelry, including earrings, shall be worn by any player, except for medical identification or wedding bands.

4.04 No player shall wear metal cleats.

Rule 5: Season Schedule

5.01 Each team will have the opportunity to practice before the beginning of the season. Once the season begins, there will be no scheduled practice times.

5.02 During all scheduled league practices or games, only participants will be permitted in the dugouts or on the field of play. All spectators must remain in the bleachers.

5.03 The league will consist of a minimum of eight (8) regular season games. At the conclusion of the regular season, a single elimination tournament will be held.

5.04 All game schedules are final. Captains are not allowed to reschedule league games. The Parks & Recreation department reserves the right to reschedule games at any point during the season. Adequate notice will be given if the need to reschedule a game occurs. Captains are allowed to switch practice times with another captain pending Parks and Recreation department approval.

5.05 Results and standings will be kept. The number of teams will dictate the structure of the league. All teams may be organized into two different conferences/divisions for scheduling purposes when necessary.

Rule 6: Tournaments

6.01 An end of season single elimination tournament will be held the week following the conclusion of the regular season.

6.02 Even when the league is split into conferences/divisions, all teams will be seeded together for tournament play. Tie breakers for seeding purposes will be determined in the following order – Head to Head, win loss percentage in common games, coin toss.

Rule 7: Game Rules

7.01 All games are governed by local league rules listed in this manual. If this manual does not cover a specific rule, calls will be made using the ASA slow pitch rule book.

7.02 In all leagues, all batters will go to the plate with one ball and one strike.

7.03 An out is called after a third strike, including a foul ball that is hit after two strikes.

7.04 In the coed leagues, if 2 male players are batting back to back in the batting order, an automatic out will be recorded between the batters but the batter will retain his at bat. Coed play will use an 11 inch ball for female batters and a 12 inch ball for male batters.

- 7.05 In the coed leagues, when a male walks, he will be automatically awarded 2nd base. If there are two outs, the female next in the batting order may choose to hit or take her base. Walks: Walks are awarded on four (4) balls with less than three (3) strikes.
- 7.06 Pitching distance will be set at fifty (50) feet. The base path distance will be set at seventy (70) feet.
- 7.07 In the coed leagues, a maximum of three (3) over the fence home runs will be allowed per game per team. In the men's leagues, a maximum of five (5) over the fence home runs will be allowed per game per team. After reaching this maximum, all other hits over the fence will be called an out and runners on base may not advance. No players shall be removed from the game for excessive home runs. Players that hit a homerun are not required to run the bases. Players who hit a home run should touch first and then return to their dugout.
- 7.08 All leagues may make use of an extra hitter (EH), not a designated hitter (DH). In the men's leagues, one (1) extra hitter may be listed on the lineup. In the coed leagues, one (1) male and one (1) female extra hitter may be used. If an EH is used, it must be made known prior to the start of the game and be listed on the lineup sheet in the regular batting order. Failure to complete the game with all batters listed on the lineup as a result of an ejected player results in an out being scored each time the vacated position comes to bat. **Men's League** - If a player cannot be used due to illness or injury, their batting position will be skipped with no out being recorded. **Coed League** – If a batting position is vacated for any reason, creating a lineup where 2 males bat consecutively, an out will be recorded each time the vacated position comes to bat.
- 7.09 Both leagues will play a maximum of 10 players on defense. In the coed leagues, teams must have no more than 2 guys occupying infield positions (not including pitcher/catcher) and no more than 2 guys occupying outfield positions. Pitcher and catcher must also be a male/female or female/female combination.
- 7.010 Runners will be called out if they remain on their feet and crash into a defensive player attempting to make a play on the runner and holding the ball or receiving the ball. Any contact by a runner on a defensive player that is deemed excessive and avoidable may result in the runner being called out. Defensive players may not block a bag without possession of the ball.
- 7.011 Base stealing is not permitted.
- 7.012 A game may begin with eight (8) players. No out will be assessed for the missing ninth or tenth batter except in coed leagues when the absence of the player causes back to back male or female hitters. In coed, a team is not allowed to have more than 5 male players in the field at any time.
- 7.013 If you choose to substitute players, any late arriving player will be used as a substitute unless you are playing with fewer than 10 players. Teams choosing to use a continuous batting order will add late arriving players to the bottom of the lineup. No late arriving players shall be added after the beginning of the 3rd inning.
- 7.014 Teams may choose to substitute players or use a continuous batting order. Teams must declare which option they wish to use before the beginning of the game and stick to it for the entirety of the game. **Substitution** – Teams who choose to substitute players may take advantage of the “extra hitter” rules above (7.08) Any player may be substituted for or replaced and re-entered once, provided the players occupy the same batting position in the batting order. The starting player and their substitute may not be in the line-up at the same time. If the player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry. **Continuous Batting Order** – Teams will bat all players that are present at the game and must keep the same batting order for the entire game. When utilizing the continuous batting order and a player leaves the game due to injury, the batting position will be skipped with no out being recorded except in coed leagues where the injury creates a batting lineup with consecutive male batters.

- 7.015 No new innings shall be started after sixty (60) minutes of playing time. If after the third out and there is still time remaining, the next inning shall start. There is no time limit for the championship game.
- 7.016 Games tied after sixty (60) minutes of play and/or seven (7) complete innings shall be recorded as a tie except playoff games. Playoff games must be played until a winner is reached.
- 7.017 If 4 innings have been completed (3.5 innings if home team is ahead) and a team has a twenty (20) run lead, the game shall be called a complete game by the umpire. If 5 innings have been completed (4.5 innings if home team is head) and a team has a twelve (12) run lead, the game shall be called a complete game by the umpire.
- 7.018 Teams whose line-ups are reduced due to injury may continue play as long as they field eight (8) eligible players. **Men's League** - Scorers will skip these positions in the batting order for the remainder of the game with no penalty incurred. **Coed League** – An out will be recorded when any batting position is vacated for any reason creating a lineup where 2 males bat consecutively. An injured player may be replaced by anyone not in the current lineup. If a runner is needed, the last out for the team will substitute. Teams whose line-ups are reduced due to ejection may continue the game as long as they field eight (8) eligible players. An out will be scored each time the vacated position comes to bat. If a player is injured during an at-bat and is unable to finish the at-bat the next batter will assume the injured players ball/strike count and the injured player will be permanently removed from the game.
- 7.019 Teams may make use of courtesy runners throughout the game. Courtesy runners can be used at any time and can run for any player. There is no maximum on the number of courtesy runners that a team may use. **Men's League** – Courtesy runners should be the last person to get out in the lineup. If, in the first inning, no players have gotten out, teams will have the choice of courtesy runners. **Coed League** – Courtesy runners should be the last person of the same gender to get out in the lineup. If, in the first inning, no players have gotten out, teams will have the choice of courtesy runners but courtesy runners must be of the same gender as the batter/runner. Any time a courtesy runner is on base when his/her batting position comes up, the batting position will be called an out and the next batter in the lineup will bat.

Rule 8: Forfeits

- 8.01 Game start times are indicated on the schedule and there are no grace periods for any games. A team having eight (8) players present at game time must begin play immediately or the umpire, after fair warning, may forfeit the game.
- 8.02 All games will start at the regular scheduled game time or immediately following the previous game.

Rule 9: Officials

- 9.01 Two (2) officials will be provided for each game. In the event two (2) officials are not present, a game may be played with only one (1) official.

III. Code of Conduct

- 1.01 The Town of Fuquay-Varina Parks & Recreation Department has a zero tolerance for unsportsmanlike conduct or behavior by an individual (players, coaches, officials, or spectators) at any town function or event and said behavior will be subject to partial or permanent suspension.
- 1.02 Unsportsmanlike conduct is defined as but not limited to the following: harassment of officials or participants, use of profane language or gestures, and public threat or physical violence.
- 1.03 The length of the suspension will be determined by the Parks and Recreation Department Director.

- 1.04 Any player, captain, or spectator that enters the field of play and confronts and/or makes contact (i.e. cursing, shoving, pushing, etc.) with another an official or participant is suspended from the program and any Parks and Recreation related facilities for any practice, game, or activity for one calendar year from the date of the incident.
- 1.05 No player, captain or spectator shall refuse to abide by an official's decision.
- 1.06 No player, captain or spectator shall be guilty of objectionable demonstration of dissent at an official's decision.
- 1.07 No player, other than the Captain, should discuss with an official in any manner the decision reached by an official.
- 1.08 No player or captain shall be guilty of using unnecessary rough tactics in the play of the game against an opposing player.
- 1.09 No player, captain or spectator shall be guilty of personal verbal abuse upon any official for any reason.
- 1.10 No player, captain or spectator shall be guilty of physical attack as an aggressor upon any players, official or spectator.
- 1.11 No alcoholic beverages are allowed on any Town of Fuquay-Varina property. Anyone violating this rule is subject to arrest and expulsion from the League.
- 1.12 No player, captain or spectator shall use profanity. Offending players or spectators may be subject to ejection, possible suspension/expulsion from the league.
- 1.13 If ejected, a player or spectator must vacate the premises. Failure to abide by this will result in forfeiture of the game.
- 1.14 Any player, captain or spectator ejected by an official or a supervisor will be suspended for the team's next scheduled game. Any ejection due to fighting will result in permanent expulsion from the program. A suspension from the game is also a suspension from the playing site. A second ejection in the same season results in a suspension from all remaining games for that season. If circumstances warrant, the suspension may include all competitive programs offered by the Town of Fuquay-Varina Parks and Recreation Department. Seasonal suspensions may be appealed to the Parks and Recreation Director.
- 1.15 Game suspensions may apply to regular season games and/or tournament play and may, at the discretion of Fuquay-Varina Parks and Recreation Department, be carried over to future seasons. All suspensions are subject to review by the Athletic Department and can be extended if deemed necessary.