



FUQUAY-VARINA

Adult Softball Handbook

Fuquay-Varina Parks, Recreation & Cultural
Resources Department

www.fvparks.org

4/26/2019

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. General Information

- a. All rule interpretations will be administered by the Fuquay-Varina Parks, Recreation & Cultural Resources Department (FVPRCRD).
- b. Participants must be at least 18 years of age on or prior to the closing of registration.
- c. A captains meeting will be held prior to the season. Each team is required to have a representative at the captains meeting.
- d. Captains shall bring their own team of players. Free agents will be allowed to register and will be assigned a team at a later date if needed.
- e. All who wish to participate in Fuquay-Varina Parks, Recreation and Cultural Resources Athletic Programs must register and pay the registration fee prior to participating. (Participants that wish to participate on more than one team must register and pay prior to roster cutoff for each team)
- f. Each team shall consist of a maximum of 25 and a minimum of 12 players. This may be adjusted by the Fuquay-Varina Parks, Recreation & Cultural Resources Department.
- g. All players will be required to check in prior to each game. Players must show valid identification (State Driver's License, State ID Card and/or Passport) in order to participate in the game.
- h. All rosters must be finalized by the day prior to league games beginning. There will be no roster additions after this date.

II. Communication

- a. **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.

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Fuquay-Varina Community Center (FVPRCRD Main Office)

919-552-1430

info@fvparks.org

III. Weather Updates

- a. Decisions are made weekdays by 4pm and weekends by 8am or as status changes. Once the decision is made, FVPRCRD will email captains so that they can communicate with their team any changes. You can also check for updates by visiting www.fvparks.org and selecting 'Field Status' icon. If your facility is listed as "CLOSED" then your activity is cancelled. Participants may also check the town's **weather hotline by dialing 919-552-2698**.
- b. An attempt will be made to reschedule all games that are cancelled due to inclement weather. Captains may not request to change game times once schedule has been posted.

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: 

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.

IV. Uniforms and Equipment

- a. 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. Jerseys and team names shall contain no vulgar or offensive language or graphics.
- b. Teams will need to provide all bats needed to participate in the league. The league will provide game balls for all games. Only league issued game balls will be allowed during league and tournament play:
 - i. 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:



- ii. Game balls will 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 will meet the requirements of a fifty-two (.52) COR and three hundred (300 lbs) compression. The women’s (11 inch) softball will meet the requirements of a forty-four (.44) COR and three hundred seventy-five (375 lbs) compression.
- c. No jewelry, including earrings, shall be worn by any player, except for medical identification or wedding bands.
- d. No player shall wear metal cleats.

V. Game Rules

- a. 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.
- b. 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.

- c. The home team, as listed on the game schedule, will occupy the 3rd base dugout for all games.
- d. No new innings shall be started after sixty (60) minutes of playing time. If there is time remaining once the third out is recorded, the next inning shall begin. There is no time limit for the championship game.
- e. Game times are 6:30, 7:30 and 8:30. There will be a 10-minute grace period for all games. Games must be started when both teams have the minimum number of players required (8), but teams are not required to begin a game before the scheduled time. If a team needs to use the 10-minute grace period, the game clock will be started, and the team will have 10 minutes to have eight (8) players. If, a team does not have eight (8) players at the end of the 10-minute grace period, the game will be ruled a forfeit.
- f. Games tied after sixty (60) minutes of play and/or seven (7) complete innings shall be recorded as a tie, except playoff games. If a game is tied after 7 complete innings and time remains on the clock, teams may play up to two (2) extra innings. Playoff games must be played until a winner is reached.
- g. **Mercy Rule:** If a team is ahead by 20 runs at the completion of the 4th inning (3.5 if the home team is ahead) or ahead by 15 runs at the completion of the 5th inning (4.5 if the home team is ahead), the game shall be called a complete game by the umpire.
- h. Pitching distance will be set at fifty (50) feet. The base path distance will be set at seventy (70) feet.
- i. In all leagues, all batters will go to the plate with one ball and one strike.
- j. An out is called after the third strike. One (1) courtesy foul is given to the batter on the 3rd strike.
- k. Base stealing is not permitted.
- l. 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 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.
- m. A maximum of three (3) 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, they should touch first and then return to their dugout.
- n. Both leagues will play a maximum of 10 players on defense. **Coed League** - teams must have no more than 2 males occupying infield positions (not including

- pitcher/catcher) and no more than 2 males occupying outfield positions. Pitcher and catcher must also be a male/female or female/female combination.
- o. No out will be assessed for the missing ninth or tenth batter except in coed leagues where the absence of the player causes consecutive male batters. In coed, a team is not allowed to have more than 5 male players in the field at any time.
 - p. **Coed League** - Anytime 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 walk. Walks: Walks are awarded on four (4) balls with less than three (3) strikes.
 - q. **Coed League** – if, for any reason, 2 male players are batting consecutively in the batting lineup, an automatic out will be recorded between the batters but the batter will retain his at bat.
 - r. 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.
 - i. **Substitution** – 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.
 - ii. **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.
 - s. If a team chooses to substitute players, they may make use of an extra hitter (EH), not a designated hitter (DH). **Men's League** - one (1) extra hitter may be listed on the lineup for a total of 11 batters. Coed League - up to two (2) extra hitters may be used for a total of 12 batters. 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.
 - t. No late arriving players shall be added after the beginning of the 3rd inning.
 - i. **Substitution** - Any late arriving player will be used as a substitute unless the team is playing with fewer than 10 players.
 - ii. **Continuous Batting Order** – Any late arriving player will be added to the bottom of the lineup.
 - u. 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 only when the vacancy forces 2 males to bat consecutively. Injured players may be replaced by anyone not in the current lineup. 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.

- v. 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.
- w. 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. **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. 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.
- x. **Pitching Screen** - For safety, a pitching screen will be provided for teams to use during league games.
 - i. If a pitcher wishes to pitch from behind the pitching screen, he/she must decide prior to the beginning of each half inning of play and it must be used for the entire half inning.
 - ii. Any batted ball that strikes the screen will be considered a foul ball.
 - iii. Any thrown ball that strikes the screen will be considered live.
 - iv. The screen must be placed behind the "screen line" on the field and once set should not be moved.
 - v. Pitchers must stay behind the screen until contact has been made by the batter. Once contact has been made, the pitcher may play the ball.

VI. Forfeiture Fees

- a. All games will start at the regular scheduled game time or immediately following the previous game.
- b. If a team forfeits one game for any reason, they will be issued a warning. Any future forfeits will incur a \$50 penalty. Forfeiture fees must be paid in full before the teams next scheduled game. If a team does not pay their forfeiture fee prior to the next game, said game will be ruled a forfeit and an additional \$50 fee will be applied. Any team with outstanding fees will not be eligible for post season play and may be ineligible for future seasons.
- c. If a team forfeits a game early, the opposing team must have the minimum number of players in attendance for the win to be recorded.

VII. Schedules and Tournaments

- a. League games will be held on Monday, Tuesday and/or Thursday evenings. In the event games are rescheduled, additional days of the week may be needed for scheduling.
- b. At the conclusion of the regular season, all leagues will play a single-elimination tournament.
- c. Tournament seeding will be based upon the final regular season standings. Ties will be broken by head to head results. If a tie still exists, then the tie will be broken via coin flip.
- d. Tournament games will be played by regular season rules (including time limits). Only the championship game will have no time limit (mercy rule still applies).
- e. Higher seeded team will be the home team.
- f. All tournament games must play until a winner is reached. If the time limit is up and a tie exists, the game will continue until:
 - i. The home team is winning after the top half of any inning is complete.
 - ii. The visiting team is winning after the completion of any full inning.
- g. The Town of Fuquay-Varina Parks, Recreation and Cultural Resources Department reserves the right to make changes to activity schedules when necessary.

VIII. Awards

- a. The Fuquay-Varina Parks, Recreation & Cultural Resources Department will provide a team trophy that will be displayed at the Community Center.
- b. Teams that win the tournament championship will receive "Championship T-Shirts" for each rostered player.

IX. Code of Conduct

- a. Any coach, player or spectator that is ejected by an official or town staff member will be suspended for the team's next scheduled game. Suspensions may be longer if the offense is considered especially egregious. All suspensions are at the discretion of the Athletic Program Administrator.
- b. No coach, player or spectator shall berate, belittle or taunt opposing team players, spectators or coaches. Any unsportsmanlike conduct will not be tolerated. A warning will be issued on the first offense. If continued after the first warning, offenders will be ejected and must leave the premises.
- c. No coach, player or spectator may harass or continually argue with umpires, scorekeepers or FVPRCRD Staff. Offenders may be warned or immediately ejected if the behavior is particularly inappropriate. All judgment calls are final.
- d. Coaches, players or spectators that have been ejected from an official game will be automatically suspended for the next game. Suspensions may be longer depending upon the severity of the offense. If ejected, offender must vacate the premises. Failure to abide by this will result in forfeiture of the game.

- e. Tobacco products, drugs and alcohol are prohibited at all games and practices. Violations will result in a minimum one (1) game suspension.
- f. Smokers are encouraged to be courteous of others around them. If you must smoke, please do so outside of the spectator fence area. No smoking/tobacco is permitted on the field.
- g. Pet owners are asked to leave pets at home for town sanctioned athletic events.
- h. No spectator (non-coach) may enter the field of play to argue or discuss an on-field issue. Violations will result in an immediate ejection.
- i. No coach or player may deliberately or intentionally try to injure or harm another player or coach. No player, coach or spectator shall be guilty of physical attack as an aggressor upon any players, official or spectator.
- j. The Fuquay-Varina Parks, Recreation and Cultural Resources Department reserves the right to suspend any coach, spectator or player found to be violating the mission, vision or philosophy of the department.