FSA MEN’S ADULT SOFTBALL GUIDELINES AND RULES

1. **Alcohol is prohibited in both the parking lot and the fields**. This is an HOA regulation and if violated, Adult Softball will be canceled upon the FSA Board's ruling
2. **NO Golf Carts** are to be parked up by the fields. Please park them along the tree line. Failure to do so will result in a forfeit.
3. All individuals will be required to sign up through Sports Connect and pay a registration fee of $50.00. This fee includes insurance and field maintenance charges. This fee does not include uniform or additional purchases, teams must purchase uniforms on their own. 10 teams total, with a max of 12 players, minimum 8. Additional players may be added if you do not have a complete team.
4. All outside formed teams brought in will be required to have a minimum of 8 players from Fairfield. The other 4 can be from outside of Fairfield. All other players will be randomly drafted to a team.
5. Adult softball will be represented by an FSA Board Member and may put a committee in place to help run the league.
6. Golf carts, scooters, bicycles and pets are not permitted in the dugouts, spectator stands, concession stand area or the general area of our playing fields and field complex. For reference, all items should remain at the tree line on Fairfield Green. Service dogs are permitted but owner must have papers in hand to show it is a certified service dog. Otherwise, it will not be permitted.
7. Physical and/or verbal abuse of any kind will not be tolerated. No foul language in team names or on uniforms.
8. Please pick up the trash in and around your dugout before leaving the field. Remember, we are a non-profit organization. It is our responsibility to clean up.
9. Steel cleats or open-toed shoes of any kind will not be allowed on the field.
10. 12", raised seam softballs to be used. Teams are required to provide softballs.
	* 52 Cor/300 Compression Yellow Optic Cover Red Stich – Green USA Softball Cover
11. Tie-Break Procedure: (1) Head-to-Head Competition; (2) Run Differential between tying teams (Team that lost by the least number of runs); (3) Coin Flip.
12. League Awards: Rings for 1st and 2nd places (This is based on 8 teams in a division - Less than 8 teams, only 1st place award will be given).
13. No hitting or throwing balls into the field fencing for practice or otherwise. Anyone doing this will be ejected from the ballpark for that day/night and will be asked to leave.
14. All batters begin with a 1-1 count (one ball and one strike). One extra foul on the third strike will be allowed. 2nd foul is an out.
15. Game time will be 50 minutes or 7 innings, whichever occurs first. The first game will have a 10-minute grace period. However, the game clock will start to run at the scheduled start time. All other games will be started on schedule or they will be forfeited. In the event a game is not finished due to weather or other circumstances, completion of 4-innings or (3-1/2 innings if the home team is ahead) of said game will be considered an official game and the score will stand. Otherwise, if rescheduled for makeup, the game will start all over as a new game and will not be picked up where left off. Make up games due to weather are not a guarantee. Run Rule: 15 run rule after 3 innings, 12 run rule after 4 innings, 10 run rule after 5 innings
16. All approved bats from any Association will be allowed (that includes USA Softball, ASA, NSA and USSSA bats). Any specific banned bat by an Association will not be allowed. If caught with an illegal bat, you will be ineligible to play Fairfield Adult softball indefinitely.
17. A team may begin play with 8 players and must finish the game with at least 8 players. Players arriving late may join the gam e at anytime as soon as they are ready. Teams must have 8 players to start so long as there are no more than 4 men. Teams may also play with 9 players so long as there are no more than 5 men. An out will occur if two men bat back-to-back. Women may bat back-to- back without an out in between. (If teams have less than above number of players, both teams may agree at flip to allow the short team to play. If agreed, the game is official and will count in standings!!!!!) Any player arriving after the game has started must go to the bottom of the batting order.
18. Rosters must be completed and signed by all players and managers and turned into the umpires before the end of the first inning of the first game of the league. Rosters are to be filled out for each league.
19. Players must remain in the dugout except for a 3rd base coach, a 1st base coach and 1 on-deck batter.
20. Players must be at least 18 years to play. NO EXCEPTIONS.
21. From time to time, due to teams not showing up or forfeiting, the schedule may be adjusted, and your game time may change or the team you are playing may change. This can be done at the FSA Adult Softball commissioners’ discretion and the game will be official. Also, games may be moved up or down in time in the event of forfeits. In that event, teams must get off the field so that these games can be played as directed by the league president or the umpires.
22. Home Runs: 3 homeruns per team per game. For coed play, if all the homeruns allowed have been hit by men, that team will be allowed one extra homerun to be hit by a female player only. You do not have to run around the bases on a homerun hit. Whether the batter runs the bases or not, there are absolutely no appeals on any base runners.
23. Any concerns and questions may be directed to adultsoftball@fairfieldsports.net or a member of the Adult Softball Committee.
24. Umpire complaints should be directed to the Umpire.
25. No base stealing.
26. When teams are warming up before a game on the playing field, the players must line up so that when throwing the ball, you are throwing in a direction from either 3rd base to 2nd base or 1st base to 2nd base. There will be no warm-up throwing in the direction from home plate to 3rd base or home plate to 1st base. This will ensure the safety of the umpires and players who are standing at the plate doing the coin toss.
27. If a team is scheduled to start a game of play and some of their players are playing a previous game with another team and that game has not been completed, making their players not available at the official start time, and they don’t have enough to start the game, then that team will automatically be given “visitor” status in order that the game may be started timely and to prevent games running late, as that team can bat first and put their players at the end of their batting lineup when they enter the game.
28. In Coed play, infielders are not allowed to play in the outfield area. Infielders must stay on the infield dirt.
29. In regards to the outfield fences, the ball is live off the fence and playable. However, a ball is not considered a catch or an out if an outfield player catches a ball off the fence before it hits the ground—it shall be played as a “live” ball. If a ball is hit into the fence and it becomes stuck or impeded in the fence or falls between the net and fence, it will be ruled an automatic double. All homerun balls must clear over the fence.
30. Cell phones are not allowed on the field during play. Any player who is using a cell phone during play, whether they are an offensive or defensive player, will be warned only once. If it occurs a second time, that player will be ejected for the remainder of the inning, which means if an offensive player, they will be ejected for that inning and called out, and if a defensive player, they will be ejected from the field for that inning and the defensive team will not be allowed to replace that ejected player with a substitute. Players who were ejected can return to play the next inning.
31. It is the responsibility of each team to keep a scorebook and keep track of the runs they score each inning. It is not the responsibility of the umpire to do this. Each team shall verify the number of runs scored after each bat each inning. If this is not done, then the score will stand as entered by the umpire, unless an official scorebook has been kept and shows otherwise.
32. Flip Flop Rule: An umpire has the right to flip flop a game at his discretion, which means: If the home team is losing by a run rule or if the time left in the game is winding down to end, an umpire can, at the end of a completed inning, make the home team visitors and have them bat again (back-to-back innings). If they do not tie the game, take the lead or get the score under the run rule, you will have a completed ball game. Further, at the end of a completed inning in which there is 5 minutes or less left on the game clock, and the home team is down by 3 runs or more, an umpire can enforce this Flip Flop Rule. This is to help games stay on time.