



SENIOR ADULT INTRAMURAL SOFTBALL (SAIS) LOCAL LEAGUE RULES AND REGULATIONS

The current issue of the Amateur Softball Association Rule Book will prevail other than the exceptions listed in this publication. Fayetteville-Cumberland Parks and Recreation (FCPR) as needed may issue Addendums and Clarifications to these rules. No other local league rule exceptions will be allowed.

1:00 AGE REQUIREMENTS / PLAYER ELIGIBILITY

1:01 Minimum age will be 45 years old, as of December 1st of the current playing season.

1:02 All players must sign a registration form. Once the registration form is submitted, he/she can play only for that particular team. Team coaches are responsible to see that all player registration forms are turned in to FCPR prior to the opening game of the season (which includes practice games scheduled by FCPR.) Failure to have all player registration forms on file with FCPR prior to this time will result in a forfeit of that game and all future games until requirement is met.

2:00 ROSTERS

2:01 The **minimum** number of players on a **roster** will be 10.
The **maximum** number of players on a **roster** will be 20.

2:02 A team roster (including registration forms) must be turned in to FCPR on the date designated by the athletic staff. Coaches are required to submit an updated roster whenever they add or drop a player from there roster.

2:03 Players added after ½ the season have been played will not receive a departmental shirt.

3:00 EQUIPMENT

3:01 Similar color jerseys with numbers are required.

3:02 No steel or metal cleats will be allowed.

3:03 **NO JEWELRY.** Watches, rings, necklaces, earrings, etc cannot be worn during the game.

3:04 Game balls will be provided by FCPR.

3:05 Bats must be ASA approved. Please visit the www.asasoftball.com site for more details.

3:06 The catcher can wear a mask, which he or she must provide.

4:00 COACHES

ALL COACHES MUST COMPLETE A REGISTRATION FORM.
THIS FORM IS TO BE TURNED IN WITH THE TEAM ROSTER.

4:01 A maximum of 3 coaches will be allowed per team. Only these 3 coaches will be allowed in the dugout.

4:02 All coaches must understand and agree to carry out the duties, responsibilities, and policies as established by the Recreation Department.

4:03 Coaches must set good examples of sportsmanship.

4:04 All coaches must attend an orientation and rules clinic.

5:00 SPORTSMANSHIP

5:01 Alcoholic beverages are not allowed on school or recreation property. Smoking and/or the use of any tobacco product is not allowed on school property or inside any recreation facility.

5:02 A coach, player, or spectator with alcohol on their breath will be asked to leave the recreation area.

5:03 Any player or coach who is ejected from a game will be suspended for at least 10 days. The suspension could be longer depending upon the severity of the infraction. ***A player or coach who is ejected from a game must leave the recreation premises immediately. Failure to comply will result in a longer suspension.***

5:04 If a player or coach is ejected from a game; he/she must schedule an appointment with FCPR during normal operating hours (8am-5pm, Mon.-Fri.) and view the sportsmanship video before being eligible again. *Suspended players and coaches will not be allowed on any recreation premises until the suspension is completed.*

5:05 Fighting and/or unsportsmanlike conduct **WILL NOT** be tolerated before, during, or after the game. If a player, coach, or spectator pushes, shoves, attempts to strike or strikes a member of the other team or any recreation personnel, he/she shall be ejected and suspended from play immediately and subject to the Code of Conduct penalties.

5:06 *Spectators must display good sportsmanship. Unruly spectators will be asked to leave the recreation premises.*

- Please do not argue with the officials.
- Please do not communicate threats to the officials.
- Please do not use profanity towards the officials.

- Please do not display unsportsmanlike conduct.
- Please do not enter the playing area in a hostile manner.
- Please do not consume alcoholic beverages at recreation sites.
- Please do not bring any weapons to recreation sites.
- Please do not create a hostile environment.
- Please do not generate ill will amongst the spectators.
- Please do not forget this is an amateur program.

EXPECTATION OF PLAYERS

- Players will respect an official's decision.
- Players will not discuss with an official the decision reached by the official.
- Players will not use rough tactics in the game
- Players will not lay a hand on, push, shove, strike, or threaten to strike an official, staff, player or spectator. PENALTY: see rule 5:05.
- Players will not verbally abuse any official for any decision or judgment.
- Alcoholic beverages, loud music and loitering will not be allowed at any time on FCPR or school properties being used by participants of any recreation program, to include all parking lots. (REF: City Ordinance 21-34.1, adopted June 22, 1970 as amended.)

For any violation of the above: site supervisor must submit a written report to FCPR by 5:00 p.m. the following workday.

5:07 Profanity: zero tolerance. Anyone using profanity will be ejected and suspended for a minimum of 10 days.

6:00 POSTPONED GAMES/INCLEMENT WEATHER

6:01 In case of inclement weather, coaches, and players should call the following number for a decision as to whether or not the game will be played:
306-7325
Register your cell phone with us at www.rainedout.net to receive text alerts.
If no cancellation is listed, teams should report to the field.

6:02 Make-up games will be scheduled by FCPR.

7:00 PROTESTS /COMPLAINTS / INELIGIBLE PLAYERS / FORFEITS

NOTE: SENIOR/ ADULT GAMES ARE NOT PROTESTABLE

7:01 If a head coach decides to protest a ruling by the officials, he/she must notify the umpire and scorekeeper prior to the next pitch. The scorekeeper will denote the intent to protest in the book.

7:02 Protests must be submitted in writing to the Athletic Coordinator by 5:00 p.m. on the first workday following the game. Protest forms can be obtained from the site supervisor or FCPR office. All protests must be accompanied by a \$25.00 check made payable to **“CITY OF FAYETTEVILLE”**. If the protest is found valid, the check will be returned.

- 7:03 Any umpire's decision which involves judgment is final and may not be protested. If there is reasonable doubt that an umpire's decision may be in conflict with the rules, the head coach ONLY may address the umpire for clarification or to request an appeal.
- 7:04 Complaints concerning officials, supervisors, and other aspects of the program must be by the head coach in **writing** at anytime after a game has been played.
- 7:05 Requests for determining eligibility of a player can be made, in writing, at any point during the season by head coaches. When requesting the inquiry, coaches must give players known name, jersey number, and team for which he/she participated. Teams will forfeit all games in which an ineligible player participates. It shall be the responsibility of the person filing the protest to prove conclusively the ineligibility of the player. If proven ineligible, the coach will be suspended for 10 days.
- 7:06 During tournament play protests will be decided by the field supervisor before the next game is played.
- 7:07 A team will forfeit their game if not ready to play within 10 minutes after the scheduled starting time for the first game of the day. All other games will begin at scheduled game time or immediately after the 5-minute warm-up period if the preceding game exceeds game time. A team will forfeit if not ready to play at that time. All players must be in the dugout at the time of a forfeit ball game.
- 7:08 If a team forfeits 2 games during the regular season, they will be dropped from the league. Players on teams that drop out of the league will not be allowed to play on other teams. **There will be no refunds.**

8:00 PLAYING RULES

- 8:01 All games will be 7 innings.
- 8:02 Run Rule – the game is complete if the home team is leading by:
1) 20 runs after 4 innings,
2) 15 run after 5 innings.
- 8:03 Time limit will be 1 hour and 15 minutes (all leagues); no inning will begin after the time limit expires unless the game is tied.
- 8:04 If a team starts a game with 10 or 11 players and a player is ejected and no replacement player is available, the game will continue. However, when that individual is up to bat, it will not be recorded as an out.

- Offense:** all players will be required to bat in each game using the continuous, all bat lineup.
- Batting order shall be 1 – players present at game. (or maximum number present).
 - All players will bat in this order throughout the game.
 - Teams will follow standard three (3) outs per inning.
 - All players will be placed on a line-up card in the order they will bat.

- Late players will be added to the bottom of the line-up.
- Players that become unable to play will be skipped in the line-up with no penalty. Players will not be able to return.
- Players who are injured while at bat and cannot continue will be replaced by the next batter in the lineup who will assume the count of the injured batter.

8:05 A team must have at least 9 players present to begin or to continue a game.

NOTE: You may bat twelve (12) players and play 11 on defense.

8:06 All leagues: each team may hit 5 home runs out of the park (team members will be responsible for retrieving the hit ball and giving it back to the umpire). All other balls hit over the fence fair and untouched will be declared OUTS.

8:07 When a game is stopped due to weather, prior to reaching the point of an official game, it will be resumed from the point of interruption.

8:08 Only players, coaches, and scorers will be allowed inside the dugout. Coaches are responsible for their dugout. All spectators must be outside of the fence. No children are allowed in dugout.

8:09 Line up sheets will be provided for each game and will be used by the coaches when they present the lineup to the official scorekeeper. Every effort must be made to have the lineup sheet to the scorer 15 minutes prior to game time.

8:10 All teams may use the re-entry rule.

8:11 The Athletic Coordinator shall have the authority to rule on any situation not covered in these rules and regulations.

8:12 Each team will be allowed courtesy runners per inning and it must be any player on the roster. **It cannot be the same courtesy runner in the same inning.** Each player on the roster may be a courtesy runner only once per inning. Any courtesy runner found running more than once per game will be called out. A courtesy runner may not be replaced by another courtesy runner except for injury, causing the removal of the original courtesy runner permanently from the game. A courtesy runner on base when it is his/her turn at bat will be declared out as the batter. Another courtesy runner may not be used to circumvent this rule. The batter must reach 1st base before the courtesy runner can enter.

NOTE: The purpose of the courtesy runner is for injuries not for an advantage.

8:13 A scoring plate shall be placed eight feet from the back tip of home plate on an extended line from the first base. A line shall be drawn from third base to the Scoring plate. The scoring plate is for use by the Offensive Player Only. A runner attempting to score by touching anything other than the scoring plate shall be called out and is subject to ejection.

Likewise, if a defensive player tries to tag a runner who has crossed the commitment line, the runner will be safe.

- 8:14 Commitment Line: A three foot commitment line shall be marked perpendicular to the foul line and placed thirty-two (32') feet and six (6") inches from third base. Once a runner's foot touches the ground on or past the Commitment Line, the runner may **not** re-cross it in the direction of third base, i.e., the runner **must** continue on toward the Scoring Plate. Violation will result in an out.
- 8:15 Strike Zone mat will be used. Players will come to bat with a 1 ball & 1 strike count.
- 8:16 Double 1st Base of equal size shall be used at 1st base, the double portion of the bag or mat being in foul territory abutting 1st base.
- 8:17 Metal cleats will not be permitted. Players found wearing metal cleats in game will be ejected from the game and, if on base, a "dead ball out" will be called; any players on base at the time the ejected player came to bat must return to the base occupied at that time if there are less than 3 outs.
- 8:18 **"5 runs equals 3 outs"**
Each team will be limited to 5 runs per inning. There is no limit on the number of runs a team can score in the 7th inning.
- 8:19 A "run by" rule shall be in effect at 1st, 2nd, and 3rd base, e.g., a player may run past any base at any time. The runner shall be considered "safe" so long as he/she turns to the right after passing the base. Any attempt to advance, or to decoy the fielder, cancels the "run by" rule and the runner can be tagged out.
- 8:20 Players WILL be allowed to slide. Runners shall be called out for contact with a defensive player IF, in the umpire's judgment, the contact was deliberate OR the runner could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so.

CODE OF CONDUCT

Fayetteville-Cumberland Parks & Recreation activities are made available to youth and adults to enjoy fun and wholesome recreational programming that teaches character and sportsmanship. FCPR supports the belief that all recreational programming and experiences should be positive and safe with sportsmanship and enjoyment the primary goal. To achieve this goal, FCPR strives to provide a safe environment for participants of these programs and to protect them from harm to the best of our abilities. To that end, all participants and spectators must be held accountable for their behavior and zero tolerance given for intentional violation of this Code of Conduct.

EXPECTATIONS

- Treat all parties involved with dignity and respect.
- Use appropriate language, tones and volume when communicating. When in doubt, remain silent.
- Become knowledgeable, understanding and supportive of all established guidelines, rules, policies and procedures applicable to related programming.
- Recognize/acknowledge FCPR programming as a privilege that can be rescinded for the greater good.

Unfortunately, aggressive behavior is on the rise in recreational programming. Negative attitudes, verbal abuse of officials, poor sportsmanship, profanity, child predators and violence are casting a negative light in our arena. It is for that reason penalties have been assessed and will be enforced for acts perceived by FCPR as intentional violations.

PROCEDURES

- When an incident occurs at an FCPR activity/event, FCPR officials have the authority to institute immediate suspensions. FCPR officials will offer to escort the offending individual(s) from the facility. If the offending individual(s) refuses to leave the premises, local authorities will be contacted immediately and asked to enforce the ruling.
- Individual(s) removed from the facility in this manner will be sent a registered letter stating the violation of policy and the penalty in effect. The individual(s) will then have forty-eight (48) hours from receipt of the letter to respond to FCPR with a written appeal.
- After the written appeal is received, an investigation will be conducted and FCPR will render a final decision within ten (10) working days from receipt of the appeal.
- A panel consisting of the facility supervisor, program supervisor, immediate supervisory staff and a department superintendent will conduct the investigation. During the investigation, the individual(s) will be suspended from all FCPR activities/events/facilities. Individual(s) requesting the appeal may be asked to appear before an appeal review committee led by the FCPR Director. This decision will be final.
- Suspensions of less than ten (10) days cannot be appealed.

It is FCPR's sincere desire that situations never warrant the removal of an individual from any activity, event or facility. However, it is our obligation to maintain a controlled, safe and healthy atmosphere for everyone. Recreational activities are designed to foster qualities such as character building, social interaction, enjoyment and relaxation while educating the general public and promoting healthy lifestyles. These activities are not designed to be overly competitive and FCPR does not promote this contention.

OFFENSE & PENALTY (to include but not limited to:)

Level 1 - *Standard*

- **Offense** Failure to follow departmental established guidelines, rules, policies and procedures as applicable to related programming; failure to comply with an FCPR official's decision; taunting/mocking/harassment of players; disgruntled expressions such as rude gestures or comments, screaming and loudly disagreeing with others or obscene/profane/vulgar language; throwing/kicking/striking of bats, balls and other miscellaneous equipment; unnecessary roughness among participants.
- **Penalty** Not necessarily preceded by a warning...immediate ejection and removal from the premises and a minimum ten (10) day suspension.

Level 2 - *Verbal*

- **Offense** Malicious obscene/profane/vulgar verbal abuse directed towards another individual; verbal epithets related to race, color, religion, creed, gender or sexual orientation; verbal communication of threats, physical violence or acts of insulting another with intention to offend, defame or embarrass.
- **Penalty** Not necessarily preceded by a warning...immediate ejection and removal from the premises and a minimum thirty (30) day suspension.

Level 3 - *Physical*

- **Offense** Physical aggression towards another; pushing, shoving, striking or touching another individual with the perceived intent to incite, inflict or cause harm; invading another individual's personal space during a dispute.
- **Penalty** Not necessarily preceded by a warning...immediate ejection and removal from the premises and a minimum one hundred eighty day (180) day suspension.

Level 4 - *Unlawful*

- **Offense** Any violation of North Carolina law; possession of firearms, knives, explosive devices weapons or under the influence of alcohol, narcotics, controlled substances, chemical or drug paraphernalia; assault with or without a weapon.
- **Penalty** Not necessarily preceded by a warning...immediate ejection and removal from the premises and a minimum one (1) year suspension.

PLEASE NOTE: Suspensions will be tracked and monitored. Individuals who have been suspended will be immediately placed on probationary status for a period of one (1) year from the date of the offense. A second offense by the same individual within one (1) year, regardless of nature, will result in double the term of the penalty and an extension of probationary period from the date of the second offense. A third violation by the same individual within one (1) year, regardless of nature, will void all FCPR privileges indefinitely. Failure to comply with these guidelines will result in legal action. ***