



Fayetteville – Cumberland Parks and Recreation
121 Lamon St. Fayetteville NC 28301
433-1547

ADULT SOFTBALL
LOCAL LEAGUE RULES AND REGULATIONS

The current issue of the Southern Softball Association Of America 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. These rules are available at the recreation centers, administration office, coaches meetings and on the web at fcpr.us

1:00 **AGE REQUIREMENTS / PLAYER ELIGIBILITY**

- 1:01 Minimum age will be 18 years old as of April 1st (Spring Season) and September 1st (Fall Season).
Church League Only: minimum age will be 16 or older (two players allowed on a team, ONLY) as of April 1 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.
- 1:03 **Church League Only:** The Pastor, Associate Pastor or signature of Church Official must sign the team roster. All players must attend the church they are playing for. A church may pick up 2 players who attend another church (**both must be from the same church**) not in the league. These players must have a written release from their church Pastor before they become eligible. Two churches will be allowed to combine their players to form one team.
- 1:04 An individual cannot play on multiple teams in the same league. Example: a male could play on a coed team and a men's team, but would not be allowed to play on either 2 coed teams or 2 Men's teams.

- 1:05 Once an individual has been placed on a roster, their player eligibility rights will remain with that team for the remainder of the season. **PLAYERS ARE NOT ALLOWED TO SWITCH TEAMS DURING THE SEASON.**
- 1:06 If a player is an employee of a sponsoring company that requires team members to be employed by the sponsor but ceases employment with the sponsor and is no longer allowed by the sponsor to play with that team, he/she will be allowed to register with another team.

2:00 **ROSTERS**

- 2:01 The **minimum** number of players on a **roster** will be 10.
The **recommended maximum** number of players on a **roster** will be 20. NOTE: No more than 20 players will be allowed in the dugout per game.
- 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 their roster.
- 2:03 No player may be added to the team roster after **May 1st** (Spring Season) or **October 1st** (Fall Season).

3:00 **EQUIPMENT**

- 3:01 Similar color jerseys with numbers are required.
- 3:02 Steel cleats will NOT 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 SSAA approved.

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 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.

5:05 *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.

5:06 Profanity: anyone using profanity will be ejected and suspended according to the Code of Conduct.

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.

6:00 **POSTPONED GAMES/INCLEMENT WEATHER**

- 6:01 In case of inclement weather, cancellations will be announced using the following media:
- a. Text messaging (to sign up for alerts, text “fcprd” to 84483)
 - b. Facebook (facebook.com/fcpr.us)
 - c. Twitter (twitter.com/parksrecreation)
 - d. Inclement weather hotline: 910-306-7325

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**

- 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 “No I.D. – No Play”. If a players identity is questioned at a game, he or she must be able to present a picture identification (drivers’ license, military i.d., etc.) to ensure age and roster eligibility. A player unable or unwilling to provide a form of picture identification will be considered an illegal player. Teams will forfeit all games in which an ineligible player participates. 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 at their scheduled starting time for any game of the (**Exception: If a team is playing the first game of the day and only has eight or less players to start the game, that team will have a grace period of 10 minutes after the scheduled starting time to fill their lineup to the required number, which is nine, to play the game**). 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 (If there is a valid reason\ for forfeiting 2 games, the department will consider the reason\ and determine the final outcome). 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.
Exception 1: All Leagues – The run rule which awards a win to a team that is ahead in a game after three or more innings is 20, after four or more innings is 15, and after five or more innings is 10. The run rule will be used in all games including championship games.

Exception 2: Senior\Adult – the game is complete if the home team is leading by:

- 1) 20 runs after 4 innings.
- 2) 15 runs after 5 innings.

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 and both teams have had equal times at bat (regardless of the amount of innings played, it will be considered a regulation game).

- 8:02 ALL LEAGUES: If a team starts a game with 10 or 12 players and a player is hurt or ejected and no replacement player is available, the game will continue. However, when that individual is up to bat the time will be recorded as an out.

Note: All leagues may bat up to twelve (12) players.

- 8:03 A team must have at least 9 players present to begin or to continue a game and may add a 10th player after the game has started (**there will not be an “OUT” recorded in the score book for that 10th position, prior to the 10th player arriving to play the game).**
Note 1: There will be a 10 minute grace period for the first game ONLY, (if there are 9 players present at game time, then the game will start at the scheduled time). If the 9th player should arrive within the 10 minute grace period, the player will be added to the lineup and the game shall start immediately.

Note 2: If a 10th player is added after the game has started, he\she is added at the end of the line-up. At no time will an 11th or 12th player be added once the game has started.

- 8:04 Coed may start a game with 9 players, **however**, 5 of the 9 players must be females. A game can also be started with 8 players: 4 males and 4 females.

- 8:05 All leagues: each team may hit 5 home runs out of the park (team members will be responsible for retrieving the ball and giving it back to the umpire). All other balls hit over the fence fair and untouched will be declared **SINGLES**. All teams are responsible for retrieving balls that are hit

over the fence on their playing side. **PENALTY:** No other balls will be issued by the umpires until the balls are retrieved and placed back into the field of play.

- 8:06 **COED LEAGUE ONLY:** If a male batter is walked, the next batter, a female, has her choice of walking or hitting. If the female opts to hit, the male on first base will not advance to the next base.
- 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 scorer. 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 **COED LEAGUE :** coaches may position players wherever they like. There will be an alternating line sheet given to the scorekeeper (i.e. male\female or female\male). Exception: If a male pitches a female must be placed in the catcher's position and vice versa.
- 8:12 The pitcher may pitch from the pitching plate or from the pitching area, an area of the width of the plate and up to six feet behind the pitcher's plate.
- 8:13 Each team will be allowed 1 male and 1 female courtesy runner per inning. The batter must reach 1st base before the courtesy runner can enter. The runner must be the last out.
Note: Coed League: runner must be of the same gender.
- 8:14 **Senior/ Adults:** 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.
- 8:15 **COED LEAGUE ONLY:** Pitching: If a male pitches, then a female has to catch and vice versa.
- 8:16 **Senior/ Adults:** 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.

- 8:17 The batter will start off with a one (1) ball and one (1) strike count once he or she enters the batters' box.
- 8:18 The Athletic Director shall have the authority to rule on any situation not covered in these rules and regulations.

9:00 REGULAR SEASON CHAMPION / TIE-BREAKERS / TOURNAMENTS

- 9:01 Regular season champion will be determined by won/loss records.
- 9:02 Tie-Breaker Procedure – 2 teams tied.
1. If there are 2 teams tied for first, the tie is broken using head to head during the regular season.
 2. If still tied, the team that gave up the fewest runs during their head to head games will be the league winner.
 3. If still tied, the team that gave up the fewest runs in all games during the regular season will be the league winner.
 4. If still tied, a draw will be held.
- 9:03 Tie-Breaker Procedure - 3 or more teams tied.
1. If there are more than 2 teams tied for first, the tie is broken using head to head during the regular season.
 2. If still tied, the team that gave up the fewest runs during their head to head games will be the league winner.
 3. If still tied, the team that gave up the fewest runs in all games during the regular season will be the league winner.
 4. If still tied, a draw will be held.
- 9:04 Play-off games will not be played to decide a tie-breaker.
- 9:05 Post season tournaments may be played on Saturdays. These tournaments are not part of the registration entry fee. They are double elimination tournaments, they are optional and no team is required to participate.

LIGHTNING & THUNDER POLICY

All athletic activities conducted on Fayetteville – Cumberland Parks and Recreation facilities or any of its affiliated facilities or programs will follow the lightning policy as written below.

- 1. It shall be the responsibility of the umpire to suspend the game once lightning or thunder is noticed.**
- 2. However, if in the opinion of the field supervisor and/or center staff the umpire is not using good judgment they have the authority and the responsibility to suspend the game and clear the area.**
- 3. Once lightning or thunder is noticed the game shall stop immediately and the area cleared.**
- 4. The activity shall be suspended immediately for 30 minutes.**
- 5. This delay will only be allowed if safe cover for all of the participants and players is available**

- 6. Once the game has reached the 30 minute delay time limit the field supervisor and the umpires shall confer to make a decision to continue the game or to cancel the remainder of the game. If the 1st game of the day is cancelled, all remaining games for that site will also be cancelled.**
- 7. Under no circumstances will players be allowed to remain in the dugout during this delay.**
- 8. All participants must have a safe and protected area available for their use.**
- 9. Examples of safe and protected areas include permanent enclosed structures and automobiles.**
- 10. If one participant does not have a safe and protected area available for their use the event is to be cancelled.**
- 11. If a permanent site does not exist automobiles may be used.**
- 12. Do not let pressure from the coaches influence your judgment.**
- 13. Remember, Safety First. A game can always be rescheduled.**