

FSA 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. Teams will have a minimum of 8 players on the roster. 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 the 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.
 - 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. 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.
13. 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.
14. A protective screen will be provided for the pitchers to use at their discretion. If the pitcher chooses to utilize the screen any ball contacting the screen will be considered a dead ball like a foul ball. If the batter has 2 strikes, any ball contacting the screen will be considered an out. Also, if the pitcher utilizes the screen, they cannot be the first person to contact a live ball in play. Pitchers have the option to not utilize the protective screen at their own hazard. If they do not use the screen, they will play any hit as a live ball.
15. Game time will be 50 minutes with an additional 5 minutes to be added at the umpire's discretion if the home team is up with a chance to win. No matter the situation on the field or score, all games will be completed after 55 minutes. 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 specifically banned bat by an Association will not be allowed. All senior bats are illegal. 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 game at any time as soon as they are ready.
 - a Coed 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 the 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 the standings!!!!) Any player arriving after the game has started must go to the bottom of the batting order.

18. Coed – Two women must always play on the infield, pitcher and catcher count towards these totals. In the outfield when a female is hitting male outfielders must start at least halfway to the outfield fence until the batter hits the ball. If they don't and make a play the female is automatically awarded the base.
19. A strike is considered any pitch that goes between 6 and 12 feet after release and crosses the batter's body between the shoulders and thighs over the plate. See ASA rules for further clarification.
20. Having five infielders on the dirt is legal
21. Players must remain in the dugout except for a 3rd base coach, a 1st base coach and 1 on-deck batter.
22. Players must be at least 18 years to play. NO EXCEPTIONS.
23. 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.
24. Innings will be capped at 10 runs per team.
25. Home Runs: 3 homeruns per team per game. After each team has hit 3 homeruns one additional home run will be added on a one up basis after the original team to hit three has hit their fourth.
 - a 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.
26. Any concerns and questions may be directed to adultsoftball@fairfieldsports.net or a member of the Adult Softball Committee.
27. Umpire complaints should be directed to the Umpire.
28. No base stealing.
29. In Coed play, infielders are not allowed to play in the outfield area. Infielders must stay on the infield dirt. Playing a five-position infield is acceptable (not counting pitchers and catchers)
30. In regard 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. If an outfielder contacts a ball that proceeds to bounce over the fence this will be scored as a four-base error. All homerun balls must clear over the fence.
31. 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.
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.