

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

GIRLS FAST PITCH SOFTBALL
LOCAL LEAGUE RULES AND REGULATIONS

The current issue of the Little League Softball Rule Book will prevail other than the exceptions or clarifications listed in this handout. FCPR as needed may issue Addendums and Clarifications to these rules. No other local league rule exceptions will be allowed.

1:00 AGE REQUIREMENTS:

(10u)

- 1:01 Minimum Age - 7 years old - players must be 7 years of age before *Jan.* 1st of the current playing year.
- 1:02 Maximum Age - 8 years old - players cannot turn 9 years old before January 1st of the current playing year.
- 1:03 Minimum Age - 9 years old - players must be 9 years of age before *Jan.* 1st of the current playing year.
- 1:04 Maximum Age - 10 years old - players cannot turn 11 years old before January 1st of the current playing year.

(11-12)

- 1:05 Minimum Age - 11 years old - players must be 11 years of age before January 1st of the current playing year.
- 1:06 Maximum Age - 12 years old - players cannot turn 13 years old before January 1st of the current playing year.

(12-14)

- 1:07 Minimum Age - 12 years old - players must be 12 years of age before January 1st of the current playing year.
- 1:08 Maximum Age - 14 years old - players cannot turn 15 years old before January 1st of the current playing year.

(14-18)

- 1:09 Minimum Age - 14 years old - players must be 14 years of age before January 1st of the current playing year.
- 1:10 Maximum Age - 18 years old - players cannot turn 19 years old before January 1st of the current playing year.

1:11 A player may play up 1 year into the next age group.

2:00 TEAM BOUNDARIES

2:01 Participants must be residents of Cumberland County, Fort Bragg, or Pope Air Force Base.

2:02 Residents of the Town of Hope Mills, Hoke County, Harnett County, Sampson County, Robeson County, Bladen County or any other county are not eligible to register.

2:03 The participant's physical address determines where they must play.

2:04 If a participant is found to be out of zone, they will be removed from that roster but permitted to play on a team in their home district.

2:05 All returning LEGAL players will play for the same team they played for the previous year and will remain with that team throughout their age eligibility.

2:06 All new LEGAL players will be assigned to teams using the FCPR draft.

2:07 No player will be allowed to play on more than 1 team per sport. PENALTY: upon discovery the player will be removed and returned to the proper program.

3:00 ROSTERS AND REGISTRATION REQUIREMENTS

3:01 The minimum number of players on a roster will be

- 7-12 leagues: (11)
- 12-14 leagues: (12)
- 14-18 league: (12)

The maximum number of players on a roster will be:

- 7-12 leagues: (13)
- 14-18 league: (15)

3:02 No player will be allowed to participate in a game or practice without a signed registration form and one of the following documents submitted for review by the Recreation Department:

1) birth certificate 2) military identification card 3) passport

A copy of the document will be kept at the recreation center.

3:03 A team roster (including registration forms) must be turned into *FCPR Athletic Staff* on the designated date.

3:04 No player may be added to the team roster after the deadline.

3:05 If, during the season, a team becomes unable to field the required number of properly registered players to legally play a game or continue the season, that team will be allowed to add enough players to finish the season. These games will be played as official games; however, all games from that point will be considered forfeits. The opposing team must have enough players present to play the forfeited games or the game will be considered a double forfeit. If a team chooses this option, it will be enforced for the remainder of that season.

4:00 EQUIPMENT

4:01 The head coach of each team will be issued equipment, if requested. This equipment will include the catcher's helmet with mask & throat guard, chest protector, leg guards, batting helmets, bats and balls. A hard, plastic protector manufactured for the purpose of protecting the throat shall be securely attached to the mask even if the mask has an extension at the bottom.

4:02 In order to be considered for future coaching positions, all Recreation Department issued equipment and uniforms must be returned to the Recreation Department within 30 days of a team's last game.

4:03 **STEEL SPIKES WILL NOT BE ALLOWED(ages: 7-12 only).** Only rubber molded cleats and tennis shoes will be allowed .

4:04 The following size softball will be used

- 7-10 year old league – 11 inch
- 11-18 year old leagues – 12 inch

4:05 **Corrective Lenses** - FCPR recognizes the need for corrective lenses. However, the potential hazard they pose during sports participation is also recognized. For that reason, FCPR strongly recommends polycarbonate lenses and eyewear including safety strap designed specifically for use in sporting activities (i.e. - sport goggles, rec specs). FCPR also strongly recommends parents/guardians consult their child's optometrist/optician, prior to participation, as to the appropriateness of their eyewear for the designated activity. Additionally, due to the variance of needs of participants, the use of eyewear will be up to the sole discretion of the parent/guardian.

5:00 COACHES

ALL PROSPECTIVE COACHES MUST COMPLETE A VOLUNTEER APPLICATION RELEASE OF INFORMATION AUTHORIZATION FOR BACKGROUND CHECK FORM. COACHES MUST HAVE AN ACCEPTABLE BACKGROUND CHECK IN ORDER TO BE APPROVED.

5:01 A maximum of 3 coaches (1 head coach and 2 assistants) will be allowed per team. Only these 3 coaches will be allowed in the dugout.

5:02 All coaches and managers should understand and agree to carry out the duties, responsibilities, and policies as established by FCPR.

5:03 Coaches are expected to closely observe their players at all times to be certain that the players do not become overly fatigued.

5:04 Coaches must set good examples of sportsmanship.

5:05 Coaches will not use profane language or smoke on the field or in the dugout during practice or games. Staff will investigate accusations. If verified, coaches will be suspended accordingly.

5:06 No player/coach of teams on the field will be allowed behind the backstop unless to consult with the official scorekeeper.

- 5:07 All coaches must attend an orientation and rules clinic.
- 5:08 Each coach should have a set of team rules which he/she expects the players and parents to follow. These rules should cover items such as the practice schedule, attendance policy, disciplinary actions, providing refreshments, whom to call in case of rain, etc. These guidelines must meet the approval of, and a copy on file with, the recreation center before they will be considered valid. Coaches must use discretion and good judgment if they feel it is necessary to suspend a player for violation of team policy.

6:00 **SPORTSMANSHIP**

PLEASE REFER TO THE CODE OF CONDUCT FOR DETAILS

- 6:01 No alcoholic beverages are allowed on school or recreation property. This includes athletic fields. This is a **STATE LAW**. If necessary, proper legal action will be taken to observe this rule. **NO TOBACCO PRODUCTS ARE ALLOWED ON THE PLAYING FIELD, IN THE DUGOUTS, OR IN THE PRESENCE OF THE PLAYERS AT ANY TIME.**
- 6:02 A coach, player, or spectator with the presence of alcohol on their breath will be asked to leave the recreation area.
- 6:03 Any coach or player 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 coach who is ejected from a game must leave the recreation property immediately. Failure to comply will result in a longer suspension. Ejected players will be allowed to remain in the dugout if their parent is not in attendance.*
- 6:04 If a coach is ejected from a game, he/she must come to the Recreation Department Office during normal operating hours and view the sportsmanship video before being eligible to coach again. *Suspended coaches and players will not be allowed on recreation premises until the suspension is completed.*
- 6:05 Fighting and/or unsportsmanlike conduct **WILL NOT** be tolerated before, during, or after the game. If a player or coach pushes, shoves, or strikes a member of the other team or any recreation personnel, he shall be suspended from play *immediately and subject to Code of Conduct penalties.*
- 6:06 Members of one team shall not ride, kid, heckle, poke fun at or in any other manner do anything that in the opinion of the umpire distracts the opposing team. The penalty for violation of this rule shall be the removal of the guilty player, players, and/or coach from the game and from the dugout. As a point of clarification, players will not be allowed to chant, "hey batter, batter".
- 6:07 *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.
- Officials will make mistakes as they learn and grow.
- Officials are not expected to and will not make every call correctly.
- Officials are an extension of FCPR staff are the only impartial participant in a game.
- Only head coaches may address the officials.
- Applications to become an official are available at FCPR headquarters

7:00 POSTPONED GAMES/INCLEMENT WEATHER

7:01 In case of inclement weather, coaches and parents should call the following number for a decision as to whether or not the game will be played:

306-7325

If no decision is made before 5:00 p.m., teams *should* report to the field and wait for the umpires or field supervisors decision.

7:02 Prior to the start of the game, the field supervisor or *FCPR* staff on duty will have sole authority to postpone or play the game. After the game begins, the umpire-in-chief will have the sole authority to postpone or play the game.

7:03 Make-up games will be scheduled by *FCPR*.
Suspended games, *if rescheduled*, will be resumed from the point of interruption.

8:00 PRACTICE POLICY

8:01 Practices *should not exceed* 3 hours per week. Practices must be over by 9:00 p.m

8:02 Due to a request by school principals, players must arrive for practice no earlier than 10 minutes prior to scheduled practice time and must leave school grounds promptly after practice.

9:00 PROTESTS/FORFEITS/COMPLAINTS

9:01 Protests made due to the use of an ineligible pitcher or an ineligible player may be considered only if made to the umpire before the umpire(s) leave the field; at the end of the game. Whenever it is found that an ineligible pitcher or player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest and not as the protesting manager decides. Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the Athletic Coordinator within 24 hours accompanied along with a \$25 check. The umpire-in-chief shall also submit a report immediately. If protest is allowed, the game will resume from exact point when the infraction occurred.

- 9:02 Requests for determining the eligibility of a player (proper age, registered and on the roster) can be made, *in writing*, at any point during the season by *head* coaches.
When requesting the inquiry, coaches must give the player's known name, jersey number, and team for which he/she participated. Teams will forfeit all games in which an ineligible player (improper age, not registered on the roster) participates.
- 9:03 The game will be forfeited if a team cannot field 9 players within 10 minutes after the scheduled game time for the first game of the day only. All other games will begin at game time or immediately following the preceding game if it exceeds game time.
- 9:04 Complaints concerning officials, supervisors, and other aspects of the program can be made in **writing** at anytime after a game has been played.

10:00 PLAYING RULES: (Please refer to rules adopted from the Little League Softball rule book)

- 10:01 **Time Limit:**
The time limit for all youth softball games is 90 minutes. As long as both teams bat an equal number of times it is a completed game when time has expired. In the event the game is tied when time expires, the game will continue until completed. No inning will begin after the 90-minute time limit. The first pitch will determine the start of the game. The last out of an inning will determine the start of the next inning. No inning will begin after *10:00 pm*. Once school is out for the summer, there is no curfew.

10:02 **Minimum Play Requirement**

for all age groups

- **defense: (Ages 12 & under only)** players must play, at a minimum, every other inning in the field in a defensive position in each game. Example: a team begins the game with 13 players. 9 players will start the game defensively, with 4 substitutes. When the 2nd inning begins, the 4 substitutes will enter the game defensively, replacing 4 starters. When the 3rd inning begins, the 4 players who came out in the 2nd inning will return to the field defensively. Teams will continue rotating 4 players in defensively every inning until the game is concluded. The only defensive changes that will be allowed during the inning will be pitching changes or when a player is injured or ejected. **Note: Ages 13 & up will play a min. of six defensive outs.**

NOTE: A pitcher: 9-10 yr old league (10 & under)...if a player pitches in more than one inning, one calendar day of rest is mandatory. A player may pitch in a max. of **(9)** innings in a game. A player may pitch in a max. of **(18)** innings in a calendar week, Sunday thru Saturday. Delivery of a single pitch constitutes having pitched in an inning.

11-12 yr. old league: ...if a player pitches in more than one inning, one calendar day of rest is mandatory. A player may pitch in a max. of **(6)** innings in a game. A player may pitch in a max. of **(6)** innings in a calendar week, Sunday thru Saturday. Delivery of a single pitch constitutes having pitched in an inning.

12-14 & 14-18 old leagues: ...if a player pitches in less than **(5)** innings, no rest is required. If a player pitches in more than **(5)** or more innings, one (1) calendar day of rest must be observed. A player may pitch in a max. of **(10)** innings in a day and a max. of **(30)** innings in a calendar week, Sunday thru Saturday. Delivery of a single pitch constitutes having pitched in an inning.

All ages: a pitcher remaining in the game, but moving to a different position, can return as a pitcher **any time** in the remainder of the game but only once in the same inning as she was removed.

- **offense:** all players will be required to bat in each game using the continuous all bat lineup.
- **defense:** players must play 6 consecutive outs in a defensive position (free substitution)

If the winning team violates the minimum play requirement, it shall forfeit the game provided the opposing coach files a protest governed by the Protest rule.

Coaches are not obligated to play an individual the minimum time under the following conditions:

- Player late for start of game or a no-show.
- Player with unexcused absence from practice in the week before the game.
- Player who has been a discipline problem.
- Injured player who could have played the minimum time if uninjured.

A coach who suspends a player according to this rule must notify the opposing manager, Field Supervisor and scorekeeper.

Coaches who use the exceptions to the all play rule to gain an advantage over another team will lose FCPR coaching privileges.

10:03 **Batting:** All age groups will use the all bat lineup

Batting order shall list all players present.

- All players will bat in this order throughout the game.
- Teams will follow standard three (3) outs per inning.
- Batter #1 will not bat again until the last batter completes his/her turn at bat.
- Teams may play any of the batters in the field at anytime as long as each team follows the three (3) consecutive outs of defense and one (1) time at bat rule.
- 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. If players are able to continue later in the game then they will assume their position in the line-up.
- 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.

10:04 Speed up rules will be enforced in all leagues:

- (1) Runner for the catcher with 2 outs; (see note below)
- (2) Intentional walk without pitching to batter.
- (3) Ball thrown directly to pitcher after each out.
- (4) Maximum of 4 warm-up pitches after first inning.

NOTE: the runner for the catcher or injured player shall be the last player to make an out and continue in reverse order.

- 10:05 Line-up cards shall be turned into the scorekeeper 10 minutes prior to game time.
- 10:06 Each team is responsible to retrieve foul balls and home run balls on their side of the field. Failure to comply could result in a forfeit by the offending team.
- 10:07 Offensive Conference: pg. 77-78.
- 10:08 Defensive Conference: pg. 78
- 10:09 The penalty for a thrown bat will be as follows:
Incidental: 1) first offense – warning to the offending team; a warning to team A does not apply to team B. 2) following offenses - dead ball, batter out, runners may not advance.
Flagrant (intentional): dead ball, batter out, batter ejected, runners may not advance, no warning necessary.

NOTE: It will be up to the official to determine if a player intentionally throws a bat.

Facts about kids and sports

- ☺ Sports can build character in kids **if** their social environment encourages moral and ethical behavior.
- ☺ The most common reasons kids play sports are to have fun and hang out with friends.
- NCAA fact: 3-5% of high school athletes will play college sports (3-5 per 100).
- NCAA fact: .02%-.09% of college athletes will be drafted by a professional team (2-9 per 1000).
- 70% of kids drop out of sports by the age of 13.
- 15-20% of youth sporting events involve some kind of behavior that requires a written notice (National Alliance of Youth Sports).
- The least favorite aspect of the game for kids is the ride home with parents.
- ☺ A child's behavior is a reflection of what they have seen an adult do before. Please be a positive example to your children and players.

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. *****

