

CONDUCT

Player/Manager/Spectator

1. Participants in the FAS program (players, coaches, managers, and spectators) shall be expected to maintain at all times the highest level of personal conduct and sportsmanship.
2. A team manager or coach participating in any FAS-sponsored play must abide by all published rules and procedures regarding the FAS program. A manager or coach must attempt to control the conduct of team members during FAS-sponsored play. The manager or coach may be held responsible for, and therefore may be liable for, the conduct of team members during FAS-sponsored play.
3. FAS will not tolerate misconduct or any acts which are judged to be detrimental to the game of softball. FAS reserves the right to take whatever action it deems necessary to ensure the smooth and sportsmanlike conduct of its program and player participation therein. Misconduct may include, but is not limited to, physical and verbal abuse and commission of fraud. The judgment of misconduct is usually determined by the umpire at the time of the incident. Should, in the umpire's judgment, the incident require action, the umpire may:
 - a. Eject the person for the remainder of the game;
 - b. Eject the person for the remainder of the day;
 - c. Eject the person for the remainder of the day and ask FAS (or tournament director, if it's an FAS tournament) to take additional action; and/or
 - d. Make a written request to FAS that further action be taken.
4. **After an umpire ejects a person from an FAS game for misconduct, the ejected person must leave the field and playing area (at least 150 yards from the field.) Failure to do so within two minutes of being informed shall result in an immediate forfeit of the ejected person's team. Identification of an ejected person must be provided to the umpire and the opposing manager immediately following the ejection. The umpire and both managers must report any ejected person(s) to FAS within 72 hours. Three or more incidents by one individual will mandate a hearing.**
5. **An ejected person shall not confront the umpire who ejected him at that facility during and especially after the game without risk of suspension from FAS.**
6. FAS will not tolerate the use of profanity at the ball fields. The judgment of profanity is determined by the umpire. Use of profanity may result in the penalties outlined in Rule 41 or the umpire may:
 - a. **On the first offense of a game, issue a warning to both teams.**
 - b. **On the second offense of a game, the offending team is penalized with an out:**
 - i. **If by the team at bat, and less than three outs are recorded after the violation, the umpire charges the team at bat with an out;**
 - ii. **If by the team at bat, and the violation occurs after a third out is called, the umpire charges the team at bat with an out in the next time at bat;**

iii. **If by the defensive team, the umpire will charge the team with an out in their next at bat.**

7. **"Unloading of the benches" (i.e., in a confrontational situation, a team comes to the aid of its player, en masse) shall result in game forfeiture; if both benches "unload," then it's a double forfeit.**

Filing of Protests

8. The team manager must make protests to the umpire after play has stopped and before the next pitch is delivered. The umpire shall note in both score books the point of play at which the protest is lodged and must sign both scorebooks attesting to this protest at the time of the protest. Protests for field conditions must be made prior to the first pitch of the game unless conditions change during the game.
9. The protesting manager shall submit the protest in writing and deliver it along with the \$20 (\$21 by credit card) protest fee to be received (not postmarked) by the FAS office within three business days of the date of the protested game. Verbal protests will not be accepted.
10. A valid protest shall consist of the following (failure to provide this information will invalidate the protest):
 - a. A statement of the facts of the game (date, time, location, teams, umpire[s], etc.).
 - b. A statement of the facts surrounding the protest.
 - c. A statement of specific protest, including the applicable rule(s).
 - d. A photocopy of the signed score book pages of the protested game.
 - e. Payment of \$20 (\$21 by credit card).

Failure of a manager to provide proof a questioned player is on the team roster, or failure of a questioned player who is on the roster to verify the roster spot by showing an original valid military, DMV, or passport photo identification before the last out of the game, will result in:

The immediate ejection of the questioned player and the manager or acting manager for the remainder of the tournament, **AND**
The game in question will be immediately forfeited, **AND**
The remaining players of the offending team may continue to play in any subsequent games that day.

PART III. PLAYING RULES

HIERARCHY OF RULES

11. In general, all leagues within FAS play under the softball rules adopted by the ASA. The rules contained in this document are intended to supplement the ASA rules by providing information unique to the FAS program.
12. The following hierarchy of rules shall apply:
 - a. FAS rules take precedence over ASA rules.
 - b. League rules take precedence over FAS and ASA rules.

GENERAL FAS PLAYING RULES

Field Conditions and Playing Cycles

13. The umpire shall review the status of the field prior to the first game of the scheduled cycle. If the umpire feels that the game should not be played, the umpire may delay the game, cancel the game, or cancel the entire playing cycle on that field, according to his judgment. The playing cycle for regular league play is in two-game blocks.
14. Fields provided for play in the FAS program are expected to be ready for play and shall include home plate, three bases properly secured and dimensioned, and an aligned pitching plate. If these criteria are not met, the game will be postponed by the umpire and rescheduled. There will be no exceptions to this rule.
15. At game time, the umpires (with the advice and consent of the park field manager) are the judges as to the playing condition of the field.
16. Any game delayed 20 minutes at any point shall be rescheduled, unless Rule 97b applies.

Game Times

17. The umpire shall keep the official time and shall notify managers prior to the start and throughout the game (upon request) of the time.
18. Scheduled game time is forfeit time.
Exception: Weeknight games scheduled to begin before 6:45 will have a forfeit time 10 minutes past the scheduled start time. The game must begin as soon as both teams meet the minimum requirement of a legal lineup. No new inning shall begin after 60 minutes from the **scheduled** start time, except as outlined in Rule 93. NOTE: The grace period will come out of the game time.
19. There must be five minutes between games, unless both managers and the umpire(s) agree to shorten the break.
20. A game shall begin with the first pitch (delivered or called). Except in games starting late under circumstances covered previously, no new inning shall begin after 60 minutes from the scheduled start time or the actual start time, whichever is later. (A game may begin before the scheduled start time if umpires and both managers agree.) Any inning begun shall be played to completion, unless injury, weather, or field conditions necessitate otherwise.

Examples of the effect of this rule:

- a. A scheduled 7:35 game begins at 7:35; no new inning shall begin after 8:35.
 - b. A scheduled 7:35 game begins at 7:25; no new inning shall begin after 8:35.
 - c. A scheduled 7:35 game begins at 7:45; no new inning shall begin after 8:45.
21. The final game of the cycle on lighted fields shall not continue past 11:30 p.m. at Braddock Park, 10:30 p.m. at Poplar Tree Park and Bready Park, and 11:00 p.m. at all other lighted fields.

22. If a team forfeits the first game of a scheduled doubleheader and knows in advance that they will not be able to field a team for the second game, the umpire may declare both games a forfeit at the forfeit time for the first game. Should such a circumstance occur, the cycle of games remaining to be played at the field will start at their scheduled times, or sooner as per Rule 93. During a scheduled back-to-back double header, if **no one** from the other team shows up by forfeit time for the first game, the second game shall be automatically forfeited to the team submitting a legal lineup to the umpire.

Game Determination

23. The umpire is responsible for the calling of the game. If the conditions surrounding the playing of the game jeopardize the safety of the players, it is the responsibility of the manager(s) to request that the game be terminated. If play is continued and the umpire does not take remedial action, the manager may file a protest and withdraw the team from play at the risk of forfeiture being declared if the Protest Committee disallows the protest.
24. An official game shall consist of seven innings, except as noted below:
 - a. A game played to the legal time limit with no interruptions due to weather, field conditions, or injuries, regardless of the number of innings played past the first inning;
 - b. A game interrupted by weather, field conditions, or injuries, which lasts at least five innings (4-1/2 innings if the home team is ahead).
25. Official games called before the inning is completed shall be decided as follows:
 - a. Home team fails to bat. Score reverts to last complete inning.
 - b. Home team bats (less than three outs) but fails to at least equal the score. Score reverts to the last complete inning.
 - c. Home team bats and equals score when game is called. Score is recorded as a tie.
26. Any game that is not official shall be rescheduled and replayed from the beginning.
27. If a team fails to appear for any game (including make-up games) at which the appearing umpire declares the field playable, the game shall be awarded by forfeit to the appearing legal team. Forfeits will be official only if the team awarded the victory submits a legal lineup to the umpire at the time the forfeit is announced. If neither team appears, the game will be declared a double forfeit and each team will be charged with a loss.

PLAYING RULES

Scorekeeping

28. The home team shall provide the official scorekeeper, who will maintain an accurate and detailed record of the game's play and its final score. Such detailing shall be kept on a player-by-player basis. In the event the home team has insufficient personnel available to serve as the official scorekeeper, the visiting team shall so serve if sufficient personnel are available.

29. If no intelligible records of a game exist and a protest regarding the official score arises, the 2nd Vice President reserves the right to assign the outcome of the game as s/he sees fit.

Lineups

30. Upon request, team lineups must be presented to the opposing team prior to the start of the game and must include at a minimum each player's first initial and last name (official line-up cards are not required).
31. Managers may make changes to their lineups at any time prior to the first pitch of the game, either delivered or called, without penalty of substitution rules.
32. If a team begins a game with less than 14 players, any player(s) added to complete the 14 must be inserted at the end of the lineup. The lineup cannot have any blank slots imbedded in its order except as noted in Coed League Addenda. **Note: For coed, you may never have more male than female extra hitters in the lineup; and for corporate coed, at no time shall males exceed females in number by more than four.**
33. Should a lineup be reduced for any reason, the spot becomes vacated. Each time a vacated spot occurs in the batting order, it shall result in an **out**. Should an eligible rostered player become available while a vacated spot exists, that player may be added only at the vacated spot.
34. **Players Who Are Physically Challenged:** A physically challenged player (as determined by the Americans with Disabilities Act) who participates either on offense only or on defense only may be added to a legal lineup.

Game Play

35. A **LEGAL TEAM** shall consist of **eight** players who play both offense and defense; a game is forfeited if at any time the number *drops below eight*.
36. All leagues shall utilize the **FAS EXTRA HITTER Rule**: A team may **optionally** add an 11th, 12th, 13th, and 14th player to the lineup at any time. The player(s) will be referred to as the extra hitter(s) and may bat anywhere in the order unless added after the start of the game, at which time they must be inserted at the end of the lineup. The player(s) may also switch roles with any other player in the lineup and become a fielder during the game. The player replaced in the field would then become the extra hitter, and both players would remain in the game and bat in their original positions in the batting order. The switching of roles may occur as often as desired with as many different players as desired. The extra hitter may also be removed from the game and replaced by a new player. Should a lineup that originally included extra players be reduced because of injury or any other reason and a replacement is not available, that spot vacated in the batting order will result in an out (see Rule 111.) The FAS extra hitter is also subject to regular ASA substitution rules. Please see page 26, Coed League Addenda, for additional coed options.

37. **LOAN-A-PLAYER Option:** At the legal team's option, to avoid a forfeit by the opposing team, the legal team may loan enough of their own rostered players to the opposing team to bring their lineup to eight players for that scheduled game only. Players shall return to their own team immediately upon the arrival of late players. Players returning to the loaning team may be added to their own team's lineup and must be inserted at the end of the lineup. Players arriving late to the team avoiding the forfeit, enter their own team's lineups as substitutes within the parameters established by ASA substitution rules.

38. All leagues shall utilize the **ASA PITCHING** requirements with the following exception: At least one foot must remain in contact with the ground or the pitcher's plate within the area defined by the width of the pitcher's plate and up to six-feet behind the pitcher's plate, until the pitched ball leaves the hand. **Exception:** In Senior's play, a strike shall be called for each legally pitched ball that lands and touches any portion of home plate or the strike zone mat, and a ball shall be called for each legally pitched ball that lands and does not touch any portion of home plate or the strike zone mat.

39. The ASA catching rule shall not be enforced.

40. The ASA stealing rules shall not be enforced.

41. FAS shall use the **FAS 1-1 Rule**: the batter begins each turn at bat with a count of 1 ball and 1 strike. The batter walks on four balls and is considered out on the third strike, unless the third strike is fouled off, in which case the batter gets one more strike. If the next pitch is a strike or fouled off, the batter is out.

Exception for Women's League: The women's league shall not use the FAS 1-1 Rule. Batters will walk on four balls and are considered out on the third strike or third strike foul.

42. **DOUBLE FIRST BASE Rule.** All leagues shall utilize a safety double base at first. It is placed so that the white portion is where the first base normally would be and the colored portion in foul territory. Whenever a play is being made on the batter-runner at first base, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion (**this is an automatic call by the umpire and not an appeal play.**) A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul. On any force out attempt from the foul side of first base, or an errant throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or colored portion. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. If, when using the double base, and there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white, then interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

43. All leagues shall utilize the **FAS COURTESY RUNNER Rule**. **One** courtesy runner **each** half inning may be used. Any player on the approved roster may be used as a courtesy runner. A courtesy runner is in the game when they touch the base. A courtesy runner whose turn at bat comes while on base will be out. The courtesy runner will be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time. A player may be a courtesy runner only once per inning. In all coed play, only a male courtesy runner may be used for a male base runner, and a female courtesy runner may be used for either a male or female base runner. If a runner violates any of the above situations, they will be called out and removed from the base.
Exception: In Coed play (not Corporate Coed), a courtesy runner may be used for one male base runner and one female base runner each half inning.
Exception: In Seniors play, unlimited courtesy runners are allowed each inning and a runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
44. All leagues shall utilize the **Five (5) Limit HOME RUN Rule**: For each game, all home runs in excess of five over-the-fence home runs per male batters, and five over-the-fence home runs per female batters will be scored as a single and each base runner advances one base, whether forced or not, without liability of being put out.
45. All leagues shall utilize the **FAS SCORING RUNS Rule** On any fair batted ball hit over the fence for a home run, or a four-base award, the batter and all runners are credited with a score. The batter and any runners on base do not need to run the bases. This eliminates any runner appeal play.
46. All leagues shall utilize the **FAS SLAUGHTER Rule**: If after 4 innings (3 ½ if the home team is ahead), a team is leading by 20 runs or more, the game shall end and be considered a complete game.
47. All leagues shall utilize the **FAS ONE-PITCH EXTRA INNING Rule**: If a game is tied after a complete inning AND THE TIME LIMIT HAS EXPIRED, the game will continue for a **single** extra inning as follows:
a. Each batter will be permitted one pitch during the extra inning. If the pitch is a ball, the batter is awarded a walk. If the pitch is a strike or the ball is hit foul, the batter is out.
b. Should a game still be tied after the extra inning, the result will stand.
c. The one-pitch extra inning will not be played if Rule 94 applies.
Note: If the game is tied and there is time left, a regulation inning(s) is played before the inning of one-pitch in an effort to break the tie; one-pitch only occurs when time has expired.
48. A player, coach, or umpire who is bleeding or whose uniform is saturated with **blood** shall be prohibited from participating further in the game until the appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the person will not have to leave the game. The length of time considered reasonable is left to the umpire's judgment. The umpire shall:
a. Stop the game and allow treatment if the injured person would affect the continuation of play.
b. Immediately call a coach or other authorized person to the injured player.

- c. Apply the rules of the game regarding substitutions, re-entry, and shorthanded play as necessary.

Equipment

49. Except as noted, all equipment used in league play shall meet ASA specifications for softball use and may be reviewed for appropriateness by the umpires at any time.
50. There is no **uniform** requirement for any league.
51. **Bats:** For all leagues, only bats on the approved ASA bat list will be permitted. Bats approved by ASA for girl's fast pitch are permitted for all divisions of FAS play. Use of illegal bats (altered, doctored, loaded, or banned bats) is not permitted and is subject to penalties below and to penalties outlined in the Penalties section of this book. **Note:** ASA mandates a bat barrel shall be free of audible rattles when shaken and that a bat barrel shall not have signs of excessive wear. Bats with these faults shall be deemed illegal.
a. Any player entering the batter's box with an illegal bat shall be called out. The player using the illegal bat shall be ejected from the game and the resulting vacated spot in the lineup may never be substituted for and each time the vacated spot occurs in the batting order, it shall result in an out. If the use of the bat is noticed after a fair hit pitch and before the next pitch to the succeeding batter, in addition to the above penalties, the batter is called out, the bat is removed from the game, any runner(s) put out prior to discovering this infraction remain out, and return any runner(s) who advanced as a result of the batted ball to the base legally held at the time of the pitch.
b. The entire knob of a bat may not contain any tape, and if so, shall be considered altered and applicable penalties enforced.
c. If, at any time, an umpire has reasonable suspicion, based on appearance, physical characteristics, or performance, that a bat may be illegal, the umpire shall immediately remove the bat from play without further penalty.
52. **Game balls:** Each team shall supply and hit its own approved softballs. Should it be discovered after a hit and before the next pitch that an unapproved softball was used, the defensive team may accept the result of the play or require the batter to hit again with the same ball-strike count as before the hit. The team at bat shall provide all further balls for use as necessary for the completion of the game.
The approved softball for FAS play will be those approved by ASA and stamped with the COR and Compression specifications for each division of play, and stamped by ASA, ISA, NSA, SSAA or USSSA. **Use of altered, doctored, loaded, or banned softballs are not permitted and is subject to penalties outlined in the Penalties section of this book.**
Men in any division of play must hit a 12-inch, .440 max COR, 375.0 lbs max Compression softball.
Women in any division of play must hit an 11-inch, .440 max COR, 375.0 lbs max Compression softball.

Exception for Women's League: The home team shall supply a new softball for each game, and the visiting team a good used softball subject to approval by the umpire. The team at bat shall provide all further balls for use as necessary for the completion of the game.

53. **Cleats:** No metal cleats are allowed. A person found wearing metal cleats will be requested by the umpire to remove the illegal shoes and will be permitted to continue to play once approved footwear is worn. A player refusing or unable to change illegal footwear will be disqualified from the game in progress.

GROUND RULES

54. **Eakin 2:** The first-base bench area ends as the fence defines and encloses it.
55. **Lake Fairfax #5:** Any fair batted ball that:
- Goes entirely over, and not through, the net shall be considered a Home Run.
 - Goes through the net and lands on the ground outside the fence shall be considered a ground rule double.
 - Hits the net and stays lodged in the net without dropping to the ground either inside or outside the fence shall be considered a ground rule double.
 - Hits the net and comes back into play shall be played as a live ball.
56. At any field where a jox box has been installed, the batter's box will be defined as the dimensions of the jox box.
57. The umpire shall be the authority for and shall define additional ground rules prior to any play. No protests will be allowed on such temporary rules.

SAFETY

58. All injuries are to be reported to the FAS office.

LEAGUE ADDENDA

Coed League (Early Open, Late Open, Corporate, and Fall

59. **Defensive Positioning.** Players may be positioned anywhere in the defense as long as no more than five males play defensively at any one time. **Exception** for Corporate Coed and Social Saturday Coed: No more than seven males may play defensively at any one time and at least three females must play defensively at all times.
60. **Injuries.** If a female is injured and there are no replacements available, this will result in a vacated spot in the lineup (see Rule 111). However, a male does not have to leave the lineup as well. The female must start the game, and it only applies to the game in progress.
61. **Switching of Game Balls.** The umpire shall handle the switching of game balls between the male and female batters.
62. **Legal Lineup.** A legal lineup will consist of at least eight players, including no less than two (2) males and three (3) females at all times. Starting with the first position in the lineup, the batting order must alternate between males and females or females and males, until you can no longer alternate (except as noted in 'Exception' below and in the 'Extra Hitter' section). Except as noted below, males may never follow males in the batting order, and first and last batters cannot both be males. When a lineup has less than 11 players, any combination of males and females which satisfies these requirements will be allowed (in no event may the team lineup contain any vacant spots when the game begins except at the end of the lineup):
- Five males and three females.** The team will be charged an out in the lineup at each of the missing female positions. The team may later add female player(s) to fill the first vacant position in the lineup.
 - Five males and four females.** The team will be charged a single out in the lineup at the missing female position. The team may later add a female player at the vacant position.
 - Any other combination of a least eight players will not result in an out being charged to the team.
 - More females than males.** A lineup may contain more females than males; if so, females may follow females in the batting order. However, except as noted previously, males may never follow males in the batting order. If a game begins with more females than males, the team may later add male player(s) between the first two consecutive female players in the lineup.
- Exception** for Corporate Coed and Social Saturday Coed: a legal lineup shall consist of at least eight players, including no less than two (2) males and three (3) females (the game is forfeited if at any time there are less than 2 males or less than 3 females in the lineup and playing defensively). Up to 10 batters, in any order (alternating batters is not required) shall constitute the batting order.
63. **Extra Hitters.** Up to four (4) extra hitters, either 1 female and 1 male, 1 female and no male, 2 females and 2 males, 2 females and 1 male, 2 females and no males, 3 females and 1 male, 3 females and no males, 4 females and no males, can be used; otherwise none are allowed. An EH may switch roles with

any other player in the lineup and become a fielder during the game. The player replaced in the field would then become the EH, and both players would remain in the game and bat in their original positions. Switching roles may occur as often as desired with as many different players as desired. The EH may also be removed and replaced by a new player. **Exception** for Corporate Coed and Social Saturday Coed: Up to four (4) extra hitters are allowed provided that at no time shall males exceed females in number by more than four.

64. **Substitutions.** In making a substitution during the course of a game, this guideline applies: if the substitution creates a lineup that, in number and gender, would have been a legal **starting** lineup, then the substitution may be made. A manager may not change a lineup in such a way as to create a lineup that would not have been legal to start the game.
65. **Base on balls.** When a male player is walked, he is awarded second base, but must touch the bases in the proper order. The following female batter then has the option to hit or also accept a walk prior to the next pitch, either delivered or called. Runners advance only as far as forced. **Exception** for Corporate Coed: When a male player is walked, he is awarded second base provided the scheduled following batter in the lineup is a female. If the scheduled following batter in the lineup is a male, the male batter is only awarded first base.
66. **RULE DIFFERENCES.** A corporate coed division comprised entirely of teams from one company/business may have additional rules or exceptions unique to their division for division play only as approved by the Board of Directors prior to beginning play for that current season.
67. **Lockheed Martin.** The Lockheed Martin Corporate Coed Division uses all FAS Corporate Coed rules EXCEPT teams are required to have only two females (minimum) in their lineup and playing defensively at all times to avoid a forfeit. At no time shall males exceed females by more than six.
68. **Senior's League Equalizer Option.** The team scheduled to play a regular league game against a team from a higher division may elect to use **ONE** of the following options provided the choice is declared prior to the first pitch of the game, preferably at the pre-game umpire conference:
 - a. Five-Run per Inning Rule. For each half inning, a team may score no more than five (5) runs. The half-inning is over once a team scores five runs or has three outs. With 15 minutes of play left in game time, the umpire will announce that the inning in progress is the last five-run inning. One more inning will be played and either team may score an unlimited number of runs. The game will be over at the completion of that one inning of unlimited number of runs even if time remains on the clock or the inning ends with a tie.
 - b. 11th Man on Defense Rule. The team may use 11 players on defense, positioned anywhere on the field provided at least nine players are located behind the pitcher.

- Baron Cameron Park (BCP) 11300** Baron Cameron Avenue, Reston 20190
Take Route 495 to the Dulles Toll Road West to Wiehle Avenue. At the intersection of Baron Cameron Avenue and Wiehle Avenue proceed West on Wiehle Ave. Make first left into park area. Make first right into parking lot and proceed to field on left.
- Beulah Park (BEU)** 7119 Beulah Street, Alexandria 22315
Fairfax County Parkway South (changes to Franconia/Springfield Parkway at Rolling Road) to Beulah Street. Turn right and go quarter mile. Park entrance is on the left behind Anthony Lane Elementary School.
LIGHT BOX: ONLY umpires or FCPA authorized personnel are permitted to operate light box functions. Located on the gray concrete building between the fields, behind the left field foul pole of Field #2. The switches are inside the metal cabinet on the side of the building facing Field #1 to the right of the door.
- Braddock Park (BRD)** 13241 Braddock Road, Clifton 20124
Take Route 66 West to Route 50 West; second right onto West Ox Road south; right onto Route 29/211; left onto Clifton Road; right onto Braddock Road, to park 1/3 mile on left. **OR:** Fairfax County Parkway to Braddock Road West. Park entrance is 5 miles on left.
LIGHT BOX: ONLY umpires or FCPA authorized personnel are permitted to operate light box functions. Located on the outside wall of the stone building located adjacent to right field of Braddock Park, Field #4. The switches are inside the metal cabinet on the side of the building facing Field #4 to the left of the building door.
- Bready Park (BRE)**
From Elden Street, turn north onto Ferndale Ave. Proceed approximately 1/5 mile, go past the Herndon Community Center on right to next right at softball field. The Herndon Public Golf Course is on left side of Ferndale immediately across street from Bready
- Eakin Park (EAK)** Tobin Road, Annandale 22003
From Inner Loop of Beltway: Take Gallows Road West, left at the traffic light onto Woodburn Road; right onto Tobin Road, to park on left.
From Outer Loop of Beltway: Take Gallows Road exit; at traffic light at end of ramp, go straight onto Woodburn; right onto Tobin Road, to park on left.
- Franconia Park (FRN2)** Bowie Street, Springfield 22150
Take Route 95 South to Franconia exit; east on Franconia Road, left onto Thomas Drive, right onto Bowie Street; park entrance is at end of street.
- Lake Fairfax Park (LFP)** 1400 Lake Fairfax Drive, Reston 20190
Take Beltway Exit 47A which is Route 7 or Leesburg Pike west. Turn south on Baron Cameron Drive: Proceed about 1/4 mile and make left onto Lake Fairfax Drive. Proceed into Lake Fairfax Park. Go past The Water Mine Swimming Pool to stop sign and make left. Cross over creek to next stop sign. Make sharp right and proceed up windy hill to stop sign. Bear left to next stop sign. Make left and proceed to softball fields on the right. The first field you arrive at #5; the second field #3.
LIGHT BOX: ONLY umpires or FCPA authorized personnel are permitted to operate light box functions. For Field #5, the box is located outside of left-center field; for field #3, the box is located outside the right field corner

Mason District Park (MASN) 6621 Columbia Pike, Annandale 22003
Take Little River Turnpike/Route 236 East exit off beltway; go 2 miles, then left onto John Marr Drive; turn right onto Columbia Pike (244), follow about 1.5 miles to park entrance on right.

LIGHT BOX: The lights are turned on and off by staff at Mason District Park.

Nottoway Park (NOT) 9601 Courthouse Road, Vienna 22181
Take Route 66 West to Route 243 north exit (Nutley Street); right onto Nutley Street; left onto Courthouse Road, to park entrance on left.

LIGHT BOX: ONLY umpires or FCPA authorized personnel are permitted to operate light box functions. The lights are turned on and off by staff at Nottoway Park.

Ossian Hall Park (OSS) 7830 Heritage Drive, Annandale 22003
Take Little River Turnpike/Route 236 East exit off beltway; turn right onto Heritage Drive, then left onto Four Year Run (across from Heritage Mall), to park entrance on left.

LIGHT BOX: ONLY umpires or FCPA authorized personnel are permitted to operate light box functions. There is a box behind Field #1 that has two small boxes on the right side. One is locked and one is unlocked. The unlocked box has both a start and stop button.

Poplar Tree Park (POPT) Stringfellow Road, Chantilly 20151
Take Route 66 West to Fairfax County Parkway North exit; left onto Fair Lakes Parkway, right onto Stringfellow Road, then immediate left into park entrance

LIGHT BOX: ONLY umpires or FCPA authorized personnel are permitted to operate light box functions. The light box is located on the exterior of one of the green electrical buildings clustered together at the top of the circle of the parking lot between the restrooms and the soccer fields. The on/off switches are inside an exterior box and the softball fields are the uppermost set of switches (hidden from view unless you bend down and look up into the box.)

Rolling Valley West Park (RVW) 6512 Sydenstricker Road, Burke 22015
Take Route 95 South to Springfield exit; go west on Old Keene Mill Road; follow about 8 miles, then go left onto Sydenstricker Road; park is on right.

OR: Fairfax County Parkway from the west to Old Keene Mill Road exit. Right on Sydenstricker Road. Park is on right. **OR:** Fairfax County Parkway from the east to Sydenstricker Road exit; park is about 2 ½ miles on left.

LIGHT BOX: ONLY umpires or FCPA authorized personnel are permitted to operate light box functions. There are two buildings located behind the basketball court. The first building is the lighthouse and the on/off switches are in an exterior box facing the tennis court.

South Run District Park (SRUN) 7550 Reservation Drive, Springfield 22153
Fairfax County Parkway to park entrance on south side of the Parkway (just east of the intersection with Lee Chapel.)

LIGHT BOX: ONLY umpires or FCPA authorized personnel are permitted to operate light box functions. The light box is located across the dirt path behind the backstop of field #3. There is a white box on the outside of the brown lighthouse building with on/off push buttons.

Wakefield Park (WAK) 8100 Braddock Road, Annandale 22003
Take Braddock Road West exit off beltway; 1/4 mile to park entrance on right.

LIGHT BOX: ONLY umpires or FCPA authorized personnel are permitted to operate light box functions. The box is located on the back of the building in the center of the park to the right of the transformer. In the box is an on/off button for Fields 1,2,3,4.

FIELD STATUS LINE: 703 550-4111

UMPIRE NO-SHOWS: 703 772-1899

UMPIRE COMMENTS/ISSUES: umpires@fairfaxadultsoftball.com

Questions/Concerns/Issues to: office@fairfaxadultsoftball.com

TO REPORT GAME RESULTS, USE THE WEBSITE REPORTING FORM ON THE FAS HOMEPAGE