

FYFA -- Fall 2017 Play Rules and Field Access Details

1. Play by "straight" ASA rules (except that 5 run per inning limit-rule is in effect through four complete innings).

a. For lineups, you may (and are encouraged to) bat your entire roster. Or, you may bat per regular ASA rules.

b. When batting the entire roster, if a player becomes injured, leaves early, etc, you may jump to the next batter with no penalty/out recorded. Free defensive substitutions are allowed (i.e., any player may play in the field whether or not batting).

3. Start games at 1:00 pm. Maintain a 1 hr 15 min no-new- inning and 1 hr 20 min drop-dead time limit ("drop dead" means you DO NOT FINISH the half inning you are playing)

4. Three-way round robins may be necessary when an uneven number of teams are registered, in which case one team will have a break in between games instead of two back-to-back doubleheaders.

a. For three-ways, time limits will be modified to 60 minutes no-new-inning and 65 minutes drop-dead.

5. Start new games as soon as possible and no later than 10 minutes after the previous game ends.

6. Ensure all teams bring "game condition" balls (doesn't have to be an ASA ball or a brand new ball although a new ball to start the first game of the double headers is always nice). The balls must be either leather or synthetic leather. Plastic balls are not considered game balls.

7. First team listed is the home team for each game. At the plate conference, coaches are free to negotiate slight modifications to ASA rules (such as allowing four outfielders, limits on stealing, etc) by mutual agreement.

8. Home team of first game should take charge of preparing the fields although all teams are expected to assist. If there is rain before, both teams should be prepared to help get fields ready to play.

9. The home team in the 2nd game should take charge of raking, filling in holes, tamping and returning the field to at least pre game conditions although all teams are expected to assist. Please do not leave the fields without properly maintaining them as we will risk losing our permits. At Wakefield Park please fix holes and any heavy traffic areas, the Parks personnel will drag the fields the next morning.

10. Equipment/shed information (lights not needed, day games)

Wakefield Park (8100 Braddock Rd) -- In the lower parking lot there are two side-by-side sheds. The one on the left with the combo lock (5896 is the combo) contains FYFA lime and Turface. The Knack boxes at each field should have the liners and rakes. Light controls for the lower fields are over on the side of the building with the bathrooms. Light controls for the upper fields (7 and 8) are over near field 8 behind the bleachers. Both are simple push buttons. They will not come on until 20 minutes before sundown (as programmed by the county). So if you press too early nothing will happen.

Falls Church HS -- For games at Falls Church HS, the lockbox for lights on the varsity field, and for the keys to the shed is on the backstop of the Varsity field, combination is 6633. Note that if the lockbox doesn't open, you may have to spin all the dials several times to reset. Lights on the JV field at Falls Church are on a timer, no key required. **If you use any keys please be sure to get them back into their respective boxes immediately.**

South Lakes HS -- The shed at South Lakes should have a keyed lock, please try the keys found in the key box for lights. Combo is KEY or KEYS, please be sure to replace the keys in the boxes after turning off the lights. **If keys are not in those boxes**, there should be Ryan's personal lock box (looks like a realtors lock box) with the combination 5896. The keys inside open the shed and operate the lights. Lining equipment is in the shed.

Ossian Hall Park -- the lights are pre-programmed for use by the County. You DO need to push the button on the light box to have them come on. No shed currently at Ossian will circulate options for field prep.

