

# fun with friends sports *softball rules*

## 1 – SPORTSMANSHIP

**A.** This rule is the most important. Everyone is here to have fun, meet new people, play sports, and partake in events. Be respectful and conscious of your actions. We take this rule very seriously, as members of FwF Sports we expect fun and inviting games full of sportsmanship and good will. Anyone found to be harassing, threatening, or otherwise a detriment to the FwF standard, will be removed from the game immediately, and further discipline will be enacted post game to the extent of suspensions or league banishment.

**B.** If the above sportsmanship rule is broken then the umpire will issue 1 warning to the player and make the team captain aware. The ump will state the warning based upon the player's behavior.

•The 2nd warning, in the same game to the same player, will result in the player being removed from that game roster. If the team does not have enough players, they will have to play short and can't pick-up players. The team will take an out everytime that player's turn comes. The player removed from the game must leave the field of play all together. The player cannot sit on the sidelines or be within hearing distance in the chance that they decide to further yell, taunt or threaten.

•If the player does not leave, the game will be called and the team will take a forfeit.

•If a player is ever tossed from a game, the team captain can ask that we remove that player from their roster permanently, if they so wish. That player will not be reimbursed if this does occur.

•If a player is tossed from more than 1 game in ANY of the FwF Leagues over 1 season, that player will be banned from the league.

•This behavior and the sportsmanship rule also does apply to how you talk to the umpires as well. If our staff is threatened and the umpire no longer feels safe, the player who made the threat will be removed from all of the leagues.

•If we must issue warnings to multiple players on the same team, the entire game will be called. The opposing team will take an automatic win. Be respectful and make for a comfortable playing and working environment for all. Aggressive behavior is not welcome in this league.

**C.** Any player that is suspended or removed from the league will not receive compensations for games not played. If suspended from 1 league, that will carry to all. Players may request a review of their status after season's end for the upcoming seasons. \*\*\*Harassing, threatening, or attitude detrimental to FwF includes, but is not limited to, unnecessary roughness, fighting, verbal confrontations, threatening harm, and excessive arguing causing play stoppage. Officials have the discretion to determine if any of the above or other situations might violate FwF standards.

## 2 – GENERAL RULES

**A.** Please understand these rules are general rules that cannot include every in-game scenario. Standard baseball/softball rules apply to any scenario not covered by these rules.

**B.** Your team must be present at the field by the start time or it is a forfeit unless otherwise discussed with the commissioner. If a team forfeits, they are all counted as not playing. For the

non-forfeiting team, all players are counted as having played. All players must play 2 regular season games (**see section 16:B**)

**C.** If a situation arises during play, individuals not participating in that particular game are not to approach umpires or staff while it is being discussed or handled without being asked.

**D.** If a rule is being questioned, this needs to be addressed by the team captain and the team captain ONLY and in a respectful manner! If there is a call a team disagrees with, this can be appealed again by the captain only.

- Game time will be paused while it is discussed by the umpires.

- Once the umpires make a decision, that is the final call and the game will resume.

- Please do not continue to argue with the umpires. Any players that do continue will be given a warning. If the arguing does not stop at that point, any players that are continuing will be ejected from the game.

\*If you disagree with the ruling on a call, you may discuss it with the commissioner after the game. Remember, umpires are out there all day helping to make this possible.

If you don't like the way they are calling games, you are more than welcome to join the umpiring team. .

**E.** Teams will play with 10 players on the field. 12 players minimum on the roster to be able to have legal subs (**see section 5:C**). No maximum amount of players per team. If a team has more than 10 players present, then players can sit if they do not want to play. However, if a team has more than 10 present they may not pick up a sub unless the person(s) sitting has an injury.

**F.** All players must be 18+ to play.

**G.** A game may start and end with a minimum of 8 players without being declared a forfeit. As long as the gender minimum is met (3 of each) then they will not have to take an out. 6 players from the actual roster must be present and playing for the game not to be a forfeit. Subs can only be picked up for players after the 6th rostered player.

**H.** There must be a minimum of 3 females/males on the field. Teams can play with a minimum of 1 (gender rule player) in BOTH the regular season AND playoffs without the game being declared a forfeit, but must take an automatic out (at the bottom of the line-up) for each missing and play short in the field. Ex. missing 2 females- you take 2 outs and play with 8 on the field

**I.** All substitute players must sign a digital waiver and be approved to play prior to the game. To get approval and to complete the waiver, captains reach out to the commissioner.

**J.** If you have been banned from any other Knoxville sports social league, and we are made aware by that league's commissioner that ban will carry over to FWF. You can appeal this by asking the FWF commissioners for a review.

**K.** FwF Sports will provide music for the games so that we can create a fun environment. We will do this to limit static that 2 competing speakers can cause. Also, this is a public park so we are sure to edit the music for passerby. Provide game time music requests to the commissioner.

**L.** Since this is a public park, they do not allow open alcoholic beverages.

### 3 – EQUIPMENT

**A.** Each team and individual is responsible for supplying their own equipment including bats (see requirements below), jerseys, gloves, & protective gear. However, the only thing absolutely required is a glove. We will have limited league bats available if your team doesn't have one. Make sure to return our equipment at the end of your game. We do have a lost & found box for items left at the field or turned in. See the commissioner for this.

**B.** Teams need to be uniformed, in some fashion. Even if it simply means wearing the same color shirts. We do offer optional FwF Sports shirts at a big discount to players and they come with discounts around town if worn. There is no penalty for not matching. It is just preferred to keep the team spirit and it helps our umps to keep track of teams.

**C.** Metal Cleats are NOT allowed. If a player is caught wearing metal cleats, they will be removed from the game until wearing appropriate shoes. If caught on the basepath, a runner will have to replace them. If this is the first courtesy runner of the inning, another will not be allowed for that gender. If a courtesy runner has already been used for that gender, the player will be called out.

**D. Male Bats:** All bats must be either ASA or NSA approved regulation SLOW PITCH **single wall** softball bats. NO Senior Bats allowed. No composite bats for men. The following bats are prohibited (please note this is not an all inclusive list of prohibited bats): Miken Ultra 2, Miken Triad3 Blackout, Combat Dirty 1.1 & Combat Centenarian, Demarini Senior one, Worth Toxic XXX, Worth Legit Senior Bat, & Worth Launch 510. ( If uncertain if a bat is legal for a male batter please seek guidance from the Softball Commissioner or the Umpire prior to the game.) **All bats must be inspected prior to use by the umpires and taped for approval. Once approved for the season you don't have to have the bat inspected again for that season.**

**E.** If at any time a male uses a composite bat he will be called out at the time of batting and given a warning. This must be caught OR brought to the umpire's attention BEFORE the next batter hits. If it's called to the umpire's attention after this, then the batter will be given a warning to not use the bat anymore and will be monitored more heavily. If this is done a second time, it will result in an out. **This rule does not apply for Mondays.**

**F. Female Bats:** Females are allowed to use ASA or NSA or any regulated composite bat.

**G. Ball:** ASA or NSA .44 core with 375 or 400 compression (12 inch ball) except in winter when we use .52. Yellow balls are REQUIRED & balls MUST be labeled with either ASA or NSA stamp. **FwF Sports will supply all balls for league play and teams can't provide their own.**

**Monday Bats:** Both males and females may use any slowpitch USSSA or ASA composite bat, except for Senior Bats.

**Monday Ball:** .52/300 stamped balls will be used.

**Monday Mask/Net:** Pitchers will be required to use either a league provided net, or a player provided Mask. There will be no exceptions to this rule. See "Pitching" for additional rules.

## 4 – REGULATION GAME

- A. Innings**—A regulation game shall consist of seven innings or an hour, whichever comes first. There is a 6 run limit per inning until the last inning, unless we run out of time first. In the event of rain or darkness, 4 complete innings or 30+ minutes of game time constitutes a regulation game in the regular season and playoffs. No new inning shall start after 50 minutes.
- B. Time Limit**—1 hour. No new inning shall begin after 50-minutes. A 5 minute warning will be given that a new inning cannot be started. After that warning expiration, we cannot start a new inning and an unlimited last inning is not guaranteed.
- C. Mercy Rule**—If the home team is down by 10 or more runs going into the last inning. The home and away teams swap, allowing the home team to bat first in the last inning. If they are unable to bring the score to at least a tie, the game will be over. If they tie or take the lead, the other team will have their opportunity to bat.
- D. Home Run rule:** See Section 11 “Home Runs”
- E. Home Team**—The home team shall be determined prior to the game via a coin toss OR rock, paper, scissors except in playoffs when it goes to the higher seed.
- F. Regular season games can end in a tie. Playoff games cannot.** In the event of a tie during playoffs, a tie breaker inning will be played. The player who made the last out of the prior inning will start at second base and play through 3 outs.
- G. Last inning has a no run limit cap.** This no-limit last inning is NOT guaranteed if time doesn't allow.

## 5 – BATTING ORDER/SCORE-KEEPING

- A.** All batters will start with a 1 strike, 1 ball count.
- B. Score-keeping:** The umpire will be responsible for keeping score of each game. It is not required but is recommended that each team have a scorekeeper as well. The league keeps player stats via game changer and will also help the ump keep score. Game stats may be requested via the commissioner.
- C. Substitutions:** You may use a substitute for your team in the regular season only. You may substitute up to two of each gender up to the maximum of 10 players needed. You may NOT pick up a substitute player if you have 10 rostered players present unless you are needing to meet the gender requirement.
- If you pick a player up to fill in due to a player running late, once that player has arrived they are to replace the pickup player at the top of a new inning.
  - You may not pick a player up if you have 10 players present. The players on your roster must play unless they are injured. You cannot have a rostered player sitting out so you can pick another player up, unless they are injured.
  - If you have players sitting out who are present, please inform the commissioner.

**D.** Minimum number gender rule: To keep in the coed spirit, teams must have a minimum of 3 of each gender in the batting order and in the field. However, teams are permitted to play with 1 provided they take an out for each missing. The out will be counted at the bottom of the batting lineup. They will also play down those players in the field. For example, if only 1 of your ladies/men show up for a game then you must play with 8 people in the field, even if you have more than that who show. **THIS APPLIES FOR BOTH THE REGULAR SEASON AND PLAYOFFS.**

**E.** Batting Order: **All players present must bat (unless injured) to make 10 players. However, if your team has 10 players present and you're the 11th, you may just observe the game (not bat or field). If your team has 9 players present and you're there and on the roster, you must play, subs can't be picked up for you to sit the bench.** The batting order must be submitted to the stat keeper in a timely manner prior to game time. Each team can designate the players anywhere throughout the batting line up, there is no rule to this. Changes cannot be made to the batting order after you have completely hit through the line up. If you bat out of turn, the player in the line up that was skipped will be counted as an out. Ask us if you're not certain who went last and a dry eraser board will be provided in each dugout to write your line up on. If using a nickname for a player, please also provide their registered name.

**F.** If a player must leave the game for any reason AFTER batting for the first time, the team will take an out when it's that player's turn to bat unless the team has a substitute player that is not currently in the line up available to take that spot. You also cannot pick up a player from another team unless previously approved by the commissioner or in the event of an emergency. This does NOT apply in the case of an injury. If a player is physically injured during gameplay and must be pulled from the game, that player shall be removed from the line up and the team will not be obligated to take an out in that spot. If that team currently only has 10 players present, they will have to play short in the field and cannot pick-up after the game begins. A player who exits the game for any reason may not re-enter the game once they have been skipped in the batting lineup.

**G.** Batting More than 10: Teams may bat more than 10 players and all present players who can play must bat but they will have to have at least the three females/males requirement in the batting order before beginning the top of the batting line up.

**H.** Walking a Male/Female: You may not walk a male to get to a female. If you do walk a male and a female follows him in the batting lineup then the male will advance to second base (must touch 1st base first) and the female has the option of batting or advancing to first base **IF** there are two outs (not if there is 1 out). Walking a female in front of a female does not result in the walked female being awarded second base.

**I.** Bunting or slap hitting is not allowed.

**J.** The batter's back foot cannot be beyond the front of the plate when contact is made with the ball. The batter will be called out.

**K.** There is also no leading off. The runner must wait until the batter had made contact with the ball before leaving the base or they will be called out. There is no stealing.

## 6 – FOUL TIP/FOUL BALL

**A.** The definition of a foul tip is a ball that is barely tipped by the bat and goes straight back behind the batter into foul territory.

\*The umpire will announce a foul ball. Nothing will be said if the ball is fair.

**B.** If the batter has two strikes (either an actual strike or a foul ball strike) and a ball is foul hit the batter will have one more opportunity at bat. If they hit a second foul ball that is deemed a third strike and the batter is out.

**C.** The batter may foul the third strike once, but will be declared out on a second fouled third strike.

**D.** If the pitcher is using a net, any ball that hits the net will be considered a foul ball. If the batter has no foul balls remaining in the count and hits the net, the batter will be called out.

**E.** A foul ball that is tipped upward off the top of the bat and caught by the catcher will be considered an out. The ball does not have to go over the batter's head.

## 7 – BASE RUNNING

**A.** Courtesy Runners: Teams may use one courtesy runner **per gender**, per inning. That runner can be anyone in the game but if that person is on base and it's their turn at bat, it's an out. Runners **MUST** be of the same gender. Another runner may not take their spot on base if the courtesy runner is still on base when their turn to bat comes up. An exception can be made if a player is injured while running bases, even if that courtesy runner has been used.

**B.** If a batter hits the ball and it strikes the base runner while they are actively advancing to the next or standing in fair territory on a base the runner is called out, dead ball is called, runners return to previous base (except if they were to return to first). Batter is awarded first.

**C.** If the base runner is still standing on the base in foul territory, the runner is declared safe and the ball hit is called a foul ball.

**D.** If a base runner is struck by a thrown ball, it will be declared a dead ball and all runners will be allowed to advance to the base they were already advancing to.

**E.** If an infielder is attempting to make a double play, the base runner is to make an attempt at getting out of the way of the throw. If a base runner intentionally interferes with a throw or a play, that is considered interference and the runner will be called out.

**F.** Sliding: For safety purposes sliding is not recommended but is at the discretion of the runner. A safe or out call will be made based on the umpire's judgment. Understand that these kind of calls can be difficult to make at any angle, please do not argue the call. If a base runner intentionally slides into a fielder attempting to make a play, the runner will be declared out.

**G.** Safety Bag : The runner MUST use the orange safety bag when running through first base if a play is actively being made at first base. Otherwise they can tag either bag. However, the fielder must tag the white bag for the out. If they tag the orange safety bag, the runner is safe. The runner may use the white or orange bag to start from when tagging up and any time to advance to second it's their choice. The same rule applies to home plate/home plate extension.

**H.** If a runner is concerned about getting struck by a hit ball on first or third ex. Left handed batter and a runner is on first. That runner may step off of the bag for safety. However, they must tag the bag before attempting to advance and cannot leave early. The runner must not move once the pitcher starts their motion, but may move once the ball has been hit. Also they must request it from the umpire.

## 8 – FIELDING

**A.** A fielder may not block a runner from any base if there is not a play actively being made at that base. If a fielder is deemed to be intentionally blocking a base that base will automatically be awarded to the player.

**B.** If a play is actively being made at any base, including home plate, the fielder is within their right to be in position to make the play at that base.

**C.** Infield Fly Rule is in effect if the team batting has less than 2 outs and there are runners on first and second then the ball is a hit as a pop fly in the infield that can be fielded with “reasonable effort”, the umpire will call the Infield Fly meaning the batter is automatically out whether or not the ball is caught. The runners can advance at their own discretion and risk. They will need to tag up if the ball is caught and they choose to attempt to advance. However they are not required to.

- This will be called at the umpires discretion. If the infield fly is not called, it is to be played as a normal fly ball.
- If the runner advances after the ball is caught, the runner must be tagged as no force out is in effect.

**D.** Balls thrown out of bounds (outside of the fence or into a dugout) will initiate a stoppage in play, and will be considered an automatic double for the player. All other runners will advance accordingly. If the ball is thrown from the outfield, the runner advances 2 bases from the last touched or base in play. If the ball is thrown from the infield, the runner advances 1 base from the last touched or base in play. The “base in play” the base you are soon to touch. Runner must be past half way to the next bag to be granted that bag as “base of play.” This is decided upon umpires discretion.

**E.** Outfield: There is no regulation as to how far back in the outfield an outfielder must stand at any time. HOWEVER, all outfielders must be physically in the grass.

- Teams may only have 4 players on the infield (plus the pitcher and catcher).
- Teams may NOT play a 5-Man Infield. An outfielder may not enter the infield until the ball is hit.

**F.** A force out is only considered if the fielder has secure possession of the ball. If the player's hand is on the ball but the ball is touching the ground, then the runner is safe. If the fielder does not have the ball securely in their hand or glove and is “bobbling” the ball, the runner is considered safe.

**G.** If the player is advancing to another base and it is not considered a force out, the fielder must tag the runner and not the base for the player to be out. And they must be tagged with the ball. You cannot have the ball in your hand and tag the runner with an empty glove. That runner will be considered safe.

## 9 – PITCHING

**A.** The ball must be pitched underhand at a slow speed

- The ball arcs at least 6-feet from the ground before it hits home plate and shall not rise higher than 12-feet above the ground. Please remember, the umpires are doing their best to gauge this by sight.

**B.** There will be NO quick pitching. The pitcher must wait for the batter to be ready in the batter's box or until the umpire gives the go ahead for the ball to be pitched. The batter is deemed ready when both feet are planted in the batter's box and their head is up and looking toward the pitcher. If the batter has their hand up to motion wait and/or time, do not pitch the ball. If the pitcher does quick pitch it will be considered a no pitch. A Batter also may not take an excessive amount of time to get ready once entering the box.

**C.** After a batter has hit, if the bat is dropped in the running path of home plate either the catcher or umpire need to make an effort to remove the bat from the base path to avoid possible injury of runners stepping or sliding into a bat.

**D.** The use of a pitchers mask or the net is at the pitchers discretion but one or the other is STRONGLY encouraged for safety purposes. If the pitcher chooses to use the net, they must pitch from behind the net or get immediately behind it after the ball is pitched. If utilizing the net, pitchers can't make a play on the ball until after it passes the net. We must receive notice of the net request prior to the Sunday game to make sure it's present.

**E.** A pitcher can adjust from the rubber plate up to 1 foot in either direction. However, they may stand up to 6' behind the (towards 2nd base) Your foot does not have to be secured on the rubber just as long as you meet these requirements. This is up to umpire judgement, who will ask you to adjust or call "no pitch".

**F.** No juking of any kind.

**G.** If a ball is dropped by the pitcher in the process of pitching, it will be considered a pitch and a ball will be called.

### **MONDAY Pitching:**

- If a net is used, the pitcher must step behind the net after the pitch is delivered. If the pitcher does not step behind the net: the first time will be a warning; the second time it will be called a ball regardless of where it lands; third and subsequent times it will be a walked batter.

- If using a net, the pitcher may not make a play on the ball until the ball crosses the net between first and third base. If the pitcher fields the ball prematurely, it will be considered a dead ball and all runners will advance 1 base. Net placement will be approved by the home plate umpire prior to the beginning of each inning.



## 10 – STRIKE ZONE

- A.** The strike zone is any part of home plate and the mat extension. This does include the black part of the plate.
- B.** A ball will be declared when a pitched ball strikes the ground not hitting any area of home plate or the extension, or is does not fall within the height requirements (see Section 9 “Pitching”).

## 11 – HOME-RUNS

- A.** Each team is permitted a maximum of 2 ‘over the fence’ home runs per game. Any home-run exceeding 2 will count as a double and base runners will advance accordingly. Female home-runs do NOT count towards the overall total and can be unlimited.
- B.** If the batter hits the ball off of an outfielders glove and the ball goes over the fence without touching the ground, the ruling is a “4 base error”. It does NOT count against the team's home run total and the batter/runner does NOT have to run the bases.

**Monday Homeruns:** Each team is permitted a maximum of 2 ‘over the fence’ home runs per game. Any home-run exceeding 2 will count as an out and base runners will not advance. Female home-runs do NOT count towards the overall total and can be unlimited. We may, if both team captains agree, play games throughout the season such as Roll-the-Dice, DHH, +1, or similar. The rules to these games will be explained to the teams prior to playing. Playoffs will use the standard HR limit.

## 12 – SCHEDULING

- A.** The league schedule will be posted 5-7 days prior to the beginning of the season.
- B.** Once finalized, the playoff schedule will be shared with captains. Teams are responsible for checking the website for updates with scores, standings, and stats. The playoffs schedule is subject to change based on make up games needed to be played.

## 13 – TIE BREAKERS

- A.** If two teams are tied at the end of the regular season, their seeding will be determined by: 1st- Head to head wins, 2nd- Runs scored during regular season games, 3rd- Least runs allowed during regular season play

**Monday Tie-Breakers:** 1st – Record, 2nd-Head-to-Head Play, 3rd – Least runs allowed during regular season play. Due to different tracking for Mondays, online standings might differ from online. Please ask the Monday commissioner for correct standings.

## 14 – SAFETY CONCERNS

- A.** Due to safety, please do NOT throw your bat or toss it in the air after you hit the ball. Just drop it, give it to a teammate, etc. We’ve seen players get hurt by bats being tossed so we must ask all players to watch this. If it happens then the first time will be a warning. If it continues to happen then it’ll result in an automatic out.

**B.** If you carry the bat to first base and touch the bag with the bat still in your hand(s), you will be called out.

**C.** Please stay out of the path of the baseline unless making a play. If a play is not actively being made then the fielder needs to make an effort to be out of the baseline. This can cause people to collide or trip.

**Monday:** See Section 9 “Pitching”

## 15 – STATS

**A.** The league will keep your batting and pitching stats. Due to this, we will need your batting lineup prior to each game, including who will be pitching. Stats will be kept in the app Game Changer and can be provided upon request to the commissioner. If you disagree with your posted stats, please reach to the commissioner directly or the league at [sports@fwfknoxville.com](mailto:sports@fwfknoxville.com)

## 16 – PLAYOFFS

**A.** Playoffs will consist of two single elimination tournaments. These will take place over 2 Sundays after the end of the regular season. The “beer division” will be played by the lower seeded teams. The “golden glove division” is played by the higher seeded teams.

**B.** All players must play a minimum of 2 regular season games to be eligible for playoffs. If there is anything preventing a player from making 2 games, you may appeal to the commissioner.

**C.** Winning team of the beer division tournament will have their team name added to the trophy.

**D.** The winning team of the golden glove division will receive a percentage off of any following season registration fee. This will apply to only rostered players and will be good for an entire year. Winning team gets their name on the trophy and a FwF softball championship medal.

**E.** The schedule for playoffs will come out AFTER the regular season has completed.

**F.** The championship game for each division will run a full 7 innings or 1 hour and 15 min max.

**G.** All regular season rules are in effect except NO SUBSTITUTIONS IN THE PLAYOFFS, no exceptions. Only players registered with the team and have played in at least TWO regular season game will be eligible to play in playoffs.

**H.** Roster checks must be requested by the opposing team BEFORE the first pitch. If it is not requested prior to that then that game will play out. We do our best to pay attention to rosters and players but it is on the opposing captain to ask for a roster check and not the league’s duty to automatically do one.

**I.** Once a roster check is done before the game starts, if a team is found to be playing with an ineligible player after the start of the game, it will not be considered a forfeit or automatic loss. However, that player will not be allowed to continue playing in any other games if that team advances.

**J.** All teams must have their players registered by the end of week 3 of the regular season for them to be eligible for playoffs. Players will not be added to rosters after week 3. Any player not on the roster is considered a substitute player. Which means they are not eligible for playoffs nor can they play if the team already has 10 rostered players present. Please make sure your teammates are registered. Thank you!

## **16 – CANCELLATIONS**

**A.** Teams will be notified by the commissioner via captain's chat, email or our social media page. If you have not received notice then either the field has not been assessed at that time or games are to be played as scheduled. There is no need to ask. If the games are canceled the information will be relayed.

**B.** Cancelled games will be made up prior to or at the end of the season before playoffs. Makeup games could include playing in double headers if time permits or by delaying playoffs to make them up at the end of the season.

## **17 – CONDUCT**

**A.** If a player is ejected from a game, they will sit out that game, the following game and be on a probation period for the season. A 2nd ejection of the year for a player will result in that player being suspended for the remainder of the season and placed on probation the following season. If any other incidents occur, the player will receive a calendar year banishment from the league.

**B.** There will be a ZERO tolerance for physical violence. Any players demonstrating aggressive behaviors (at the discretion of the umpire) will be ejected from the game and the possibility of further action will be decided on. This may include probation, suspension from games or up to banishment from the league. If a player physically assaults another player in any manner, that player will be permanently banned from the league.

**C.** While friendly banter is welcomed but any negative banter or bullying will not be allowed. The player will be given a warning and if it continues the player could be ejected from the game.

**D.** There will also be ZERO tolerance for bullying. This league is meant to be fun and all skill levels are welcomed. If at any time a player is found to be bullying or berating another player, that player will be ejected from playing for the remainder of the day and possible further action may be taken.

## **18 – MISC**

**A.** The league provides some courtesy equipment, please leave those items for all to enjoy. If they are taken, they will not be replaced.

**B.** FwF softball commissioners can be reached via the FwF Sports facebook page.

### **CONTACT INFORMATION:**

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