

**2008  
REGULATIONS AND PLAYING RULES  
OF SPRINGFIELD-LORTON FALL BASEBALL LEAGUE (SLFBL)**

**MEMBER ORGANIZATIONS:**

**Alexandria Potomac Little League (Paul Delaney, President)  
Central Springfield Little League (Scott Lohr, President)  
South County Little League (Jim Orlick, President)  
West Springfield Little League (Steve Gillingham, President)**

**Version: August 18, 2008**



## **REGULATIONS OF SPRINGFIELD-LORTON FALL BASEBALL LEAGUE (SLFBL)**

- I. I. Purpose. Springfield-Lorton Fall Baseball League (“League”) is a Little League Incorporated, District 9 interleague playing arrangement of Alexandria Potomac Little League, Central Springfield Little League, West Springfield Little League, and South County Little League (“Participating Leagues”). Its purpose is to provide a fall baseball season that emphasizes training and development for children registered with one of the Leagues in an environment of friendly competition.
- II. League Structure
  - A. The league will be overseen by a board of directors, which will consist of the Presidents of each league or their designees.
  - B. Divisions/Teams.
    1. At the beginning of each season, SLFBL will determine which divisions of play will be offered. Potential divisions are T-Ball, A (machine or coach pitch), AA (kid pitch), AAA (intermediate kid pitch), Majors (most skilled kid-pitch), R-13 (rising 13s, playing 70-80' base distances and 54' pitching distance, and transitioning to a full-size field), LL Juniors (13-15), and LL Seniors (14-16).
    2. Depending upon registration, volunteers, and facilities, each Participating League will determine whether and how many teams to enter at each division.
    3. Teams are registered, selected, and managed by their Participating League.
  - C. Commissioners - each league will appoint a Fall Ball Commissioner, who will be responsible for the day to day running of SLFBL.
    1. Commissioners may agree among themselves to allocate primary responsibility for management of the divisions of play.
    2. A Commissioner is responsible for:
      - a. the day to day operation of his or her division (including any necessary league-associated training and information distribution, reporting of scores, managing makeups, disciplinary problems, and questions regarding division-specific issues);
      - b. monitoring division-level issues and resolving issues that can be resolved between participants;
      - c. recommending rules or rule changes, and keeping the board advised of league developments and matters of league-wide importance;
      - d. coordinating with his or her counterparts in the other Participating Leagues;
      - e. Participating Leagues may appoint directors for individual playing levels who will assist their commissioners by carrying out the functions of the Commissioner within the director’s level.

D. Scheduler.

1. The BOD will appoint a league scheduler, who will be responsible for the scheduling of all games.
2. Each Participating League will furnish the Scheduler the number of teams to be entered in each division no later than the **first** Monday in August.
3. Each Participating League will furnish the Scheduler a list of game fields available for scheduling and rescheduling of games no later than the **first** Monday in August.
4. No later than the **second** Monday in August, the Scheduler will distribute a copy of the game schedule to each Participating League's Commissioner and Umpire In Chief ("UIC").
5. The Participating Leagues will approve the schedule no later than the **third** Monday in August.
6. Participating Leagues are responsible for scheduling their own practice fields.

E. Managers/Coaches and other Volunteers.

1. Managers and Coaches and other needed volunteers will be assigned by their Participating League.
2. The Participating League is responsible for ensuring that the managers, coaches and other volunteers have met the volunteer requirements of Little League Baseball.

F. Umpires.

1. Each Participating League will appoint a league UIC.
2. The Participating League UICs will:
  - a. assist their league's teams in the scheduling of umpires;
  - b. receive reports of protests, monitor umpiring issues, recommend rules or rule changes, and keep their Presidents advised of league developments and matters of league-wide importance;
  - c. confer regularly to discuss league level issues to ensure consistency of approach and to ensure that umpiring responsibilities are being met.
3. The Participating League UICs may agree amongst themselves to appoint a SLFBL umpire coordinator and UICs for each level.

III. Game Scheduling

- A. Inclement Weather Procedure. For games for which weather appears to threaten the beginning of a game, inclement weather messages will be posted as follows by 4 pm on week days and as needed on week ends:

1. For games scheduled at CSSL Fields, call 703-971-0365.
2. For games scheduled at Lorton Fields, call 1-800-678-8084.
3. For games scheduled at Burke Center Field on Monday-Friday, call the Fairfax County Park Authority's Inclement Weather Line, 703-324-5264. For Saturday/Sunday, call the Burke Athletic Club Field Closure Hotline, 703-440-8078.
4. For games scheduled at Occoquan, call 703-690-2121.
5. For games scheduled at Wakefield Park, call the Fairfax County Park Authority's Inclement Weather Line, 703-324-5264.
6. **When the field closure lines have not been updated or are inconclusive for any reason, the manager from the team from the home LEAGUE, after consulting with the visiting team manager, will decide whether to call the game. Consider WSLL the home league for Occoquan Park. If a home league team is not involved in the game, the home team manager, after consulting with the visiting team manager, will decide whether to call the game.**
7. **For any field closure, the home team manager will call the visiting team manager to ensure that both teams are acting on the same information.**
8. *For any cancelled game, the home team manager will call his or her League Commissioner (or whomever the League designates), to ensure the League's re-scheduling policy can be followed and monitored. For WSLL, managers are to call their league directors.*

#### IV. Game Re-Scheduling.

- A. Games that are ended due to a time limit are considered regulation games, and will not be continued or replayed.
- B. Games that were cancelled before they began, or were called before they became a regulation game will be rescheduled, subject to the availability of fields, as determined by the SLFBL Scheduler.
- C. A game that is to be rescheduled and has played at least one inning will be commenced from the point it ended, with the elapsed game time reset to zero. A game that has not played at least one inning and is rescheduled will be restarted with the elapsed game time reset to zero.
- D. The Scheduler is responsible for rescheduling any games requiring rescheduling. The Scheduler may appoint an assistant to be responsible for rescheduling games.
- E. Rescheduled or continued games will be rescheduled **for the next Sunday that is at least four days from the date of the rained out game. Thus, a game rained out on Wednesday will be the last game of the week that can be made up the following Sunday. It is imperative that the rescheduler be apprised immediately of cancellations, so that teams have time to inform their parents of the makeup date.** The Scheduler will endeavor to avoid scheduling games before noon on Sundays, but may be required to do so, depending upon the amount of daylight or availability of lighted fields.

#### V. Game Administration.

- A. Nothing is more frustrating than when teams do not arrive on time for games. Causes can include being mistaken about game time, not being familiar with field location and traffic conditions, and not having enough players. Experience shows that the possibility of this happening is increased when games are scheduled between Participating Leagues. Accordingly, at least 24 hours before game time, the home team manager is expected to confirm with the visiting team manager the time and place of their next scheduled game, who will supply umpires, whether (for A), the game will be by machine pitch or coach pitch, and resolve any questions about applicable rules. The league expects this practice will increase league camaraderie and promote the orderly conduct of the games. Participating leagues may relax this requirement for intra-league games and can be expected to take appropriate action when teams miss their game assignments.
- B. Umpires.
1. The home organization is responsible for providing the plate umpires when one of its teams are playing on its fields and the other team is responsible for providing a volunteer field umpire. For example, if a Lorton team is playing a West Springfield team at Lorton, Lorton is required to provide the plate umpire, and West Springfield is required to provide a volunteer field umpire. If a Lorton team is playing a West Springfield team on a West Springfield field (e.g., Burke Center, Occoquan), West Springfield is required to provide the plate umpire, and Lorton is required to provide a volunteer field umpire. When two teams play in a park that isn't either team's home park (e.g., West Springfield playing Lorton at Trailside), then the home team will provide the plate umpire and the visiting team will provide the field umpire. UICs are available to help meet these obligations, but not all leagues maintain a roster of volunteers for levels below AA and there are relatively few volunteers to umpire AA games. Thus, it will not be unusual for managers at those levels to have to appoint umpires. *EXCEPTION: For R-13, the home team (not home organization) provides the home plate umpire.*
  2. Umpires will umpire from behind home plate with suitable protection. If the manager must obtain a volunteer from among team parents or fans, the volunteer will have the option of umpiring from behind the pitcher.
- C. Game Preliminaries and Postliminaries.
1. The home team will provide 2 baseballs to the home plate umpire at the beginning of the game.
  2. The home team shall occupy the 1<sup>st</sup> base dugout and the visiting team shall occupy the 3<sup>rd</sup> base dugout, unless the home organization has designated the dugouts otherwise.
  3. The Little League Pledge is not required before a game.
  4. The home *league* will be responsible for preparing the field and ensuring bases are present, when one of the teams is from the home league. If a team from the home organization is not involved in the game, the home team will assume these responsibilities.
  5. The home *league* will drag or provide whatever post-game field care is required by the local jurisdiction, to include securing bases and dragging the field, when one of the teams is from the home league. If a team from the home league is not involved in the game, the home *team* will assume these responsibilities. The visiting team is responsible for cleaning out its dugout and for emptying any trash cans located on its side of the field.

D. Player Participation - **ALL LEVELS.**

1. Each team must field at least 8 players to start a game (T-ball minimum is 5 players.) If a team has fewer than eight players, it may borrow players. If fewer than 8 are available, the teams may agree to hold a clinic or play a controlled scrimmage, and the umpires are not obligated to continue.
2. A player will not sit two consecutive innings on the bench, nor will a player sit a second inning on the bench until all players have sat one inning - **with the exception of the starting pitcher and any substitute pitcher who enters in the first inning, who are exempt from this rule until the defensive inning following the one in which he or she was removed as a pitcher.**
3. A team may borrow one or more players in order to field nine defensive players. The borrowed player(s) must be from the same division and must play in the outfield and bat at the bottom of the order.
4. A team may not increase the number of players on their team to exceed 10 players when borrowing from the pool. A team may not borrow more than two players from the pool.
5. Game Lineups - The batting order shall consist of all players present at the beginning of the game (i.e., the beginning of the plate conference). Late arrivals shall be added to the bottom of the order. Missed batting opportunities shall not be made up. The initial batting order for each game shall not be changed at any time during the game, even when players are substituted for or are shifted from position to position.

E. Pitching Limits – At Majors and below, pitchers will pitch a maximum of three innings per game. At R13 and above, pitchers will pitch a maximum of four innings per game. If the pitcher reaches the applicable pitch limit, before reaching the inning limit, the pitch limit will apply. If the pitcher reaches the inning limit first, the inning limit applies.

F. Time and Inning Limits.

1. Any game that reaches its time limit is a regulation game.
2. For Seniors, Juniors and Rising 13 games, no inning will start after 2 hours.
3. If the time limit has not been reached, for Seniors, Juniors and Rising 13s, a regulation game is 4 innings, 3.5, with the home team ahead.
4. For Majors and below, no inning will start after 1 hour and 45 minutes from the scheduled game time, unless the **start of the** game was delayed by a previous game, or by weather.
5. If the time limit has not been reached, for majors and below, a regulation game is 3 innings, 2.5, with the home team ahead.

G. Protests.

1. If either team protests an umpire's ruling on a matter involving the interpretation of a rule (no protests are allowed concerning umpire judgment), the protest will be referred to the

plate umpire, who will discuss the matter with other umpires present, and rule on the protest.

2. The ruling of the home plate umpire is final and the game will recommence immediately thereafter. However, for training and league development purposes, the home plate umpire will report any protests resolved against a protestor (both teams may protest) to the plate umpire's Participating League's UIC, who will advise his counterparts in the other leagues and his league's President, who will advise his counterparts in the other leagues.

H. Records/Standings. SLFBL will not maintain won-loss records or official standings.

VI. Playing Rules.

A. Unless specified in these rules, SLFBL will adhere to the Playing Rules of Little League Baseball (Green Book). For managers' convenience, the following general rules of recurring interest are noted:

1. No on-deck batter will be allowed except for the first batter of the inning.
2. Batting donuts are not permitted.
3. Batboys/batgirls are not permitted.
4. A runner is out on a headfirst slide, except when returning to a base. **The ball is live.**
5. For majors and below, pitchers once removed from the mound may not return as pitchers.
6. For majors and below, there are no balks. Rule 8.05 penalizes balk-like moves as an illegal pitch (the award of a ball), subject to exceptions. See level-specific playing rules for application of the illegal pitch rule.
7. A pitcher must be removed on the third visit of an inning or fourth of a game to him or her. See Rule 8.06 for limitations on visiting during the same batter.
8. The numbers of pitches thrown affects when a player must leave the game, how much rest must be had before the next pitching appearance, and whether a game of rest must be observed. For players 16 years old and below:
  - a. **MUST LEAVE: 11-12 year old pitchers must leave after throwing 85 pitches, 9-10 years old, 75 pitches, 7-8 years old, 50 pitches. When a pitcher reaches the maximum during an at-bat, s/he may continue to throw until that at-bat ends.**
  - b. **DAYS REST: 1-20 pitches = 0 days rest required; 21-40 = 1 day rest; 41-60=2 days rest; 61-above=3 days rest. A day is a calendar day. Hours of the day are not considered. Thus, if a pitcher pitches on Wednesday and requires two days rest, s/he may not pitch again until Saturday.**
  - c. **GAME REST: A pitcher 16 and below who pitches 41 pitches or more may not pitch in the next game in which his or her team actually plays.**
9. An inning ends when the entire order has batted, unless 3 outs are recorded first. See LL Rule 5.07

B. Special SLFBL Speed-Up Rules.

1. Managers or coaches may warm up a pitcher at home plate only. **Any player, manager or coach warming up a pitcher at home plate shall wear a mask.** Managers or coaches must not warm up a pitcher in the bull pen or elsewhere at any time.
2. If the catcher is on base and there are two outs, or if the catcher's team has scored one short of the maximum number of runs for that inning (e.g., three runs, if the maximum is four), the player who made the last out may be substituted as a runner for the catcher.

C. Special R13 Playing Rules.

1. R13s will play according to LL Juniors Rules, substituting 75' for the distance between bases, and 54' for the distance between the pitcher's plate and home plate. If the League Scheduler confirms field availability, R13s games will be played on full-size fields on October 1 or later.
2. Teams are limited to four runs per inning, and 6 runs in the inning **declared the final inning by the umpire.** If a team cannot catch up in the final inning, the game MAY

continue for training purposes if both managers agree to continue play *and the time limit has not been reached*. However, the maximum run rule still applies.

3. Big barrel bats (2-3/4") may be used for R13.

D. Special Majors Level Playing Rules

1. Teams are limited to four runs per inning, and 8 runs in the inning **declared the final inning by the umpire**. If a team cannot catch up in the final inning, the game MAY continue for training purposes if both managers agree to continue play *and the time limit has not been reached*. However, the maximum run rule still applies.
2. The umpire will warn each pitcher once before applying the Illegal Pitch Rule, and then apply the rule even if the subsequent illegal pitch involves a different violation.

E. Special AAA Level Playing Rules

1. Teams are limited to four runs per inning and 6 runs in the inning **declared the final inning by the umpire**. If a team cannot catch up in the final inning, the game MAY continue for training purposes if both managers agree to continue play *and the time limit has not been reached*. However, the maximum run rule still applies.
2. When pitchers violate the Illegal Pitch Rule, the umpire will explain the violation, but assess no penalty.

F. Special AA Level Playing Rules.

1. Teams are limited to three runs per inning, and 6 runs in the inning **declared the final inning by the umpire**. If a team cannot catch up in the final inning, the game MAY continue for training purposes if both managers agree to continue play *and the time limit has not been reached*. However, the 6-run maximum rule still applies.
2. Two adult coaches may roam the field sidelines while on defense for instructional purposes, but shall not touch a live ball. However, one adult must still remain in the dugout at all times.
3. A runner on 3<sup>rd</sup> may steal home only on a passed ball or wild pitch. If the catcher or whichever defender retrieves the passed ball or wild pitch makes a play on the runner and the runner then stops, he will not be permitted to score, but may be put out. If, as a result of such a play, a runner reaches home (for example, the catcher throws the ball away), the runner will be returned to third and any other runner moving up will be returned to his last base. The purpose of the rule is to encourage catchers to throw to 2<sup>nd</sup> and to stop the "dance" between the pitcher and runner that occurs as the pitcher retreats to the mound.
4. The Infield Fly rule will not apply.
5. When pitchers violate the Illegal Pitch Rule, the umpire will signal a dead ball and explain the violation, but assess no further penalty.
6. No Walk Rule.
  - a. If a batter receives 4 balls, instead of taking a base on balls, the umpire or coach, as they agree on at the plate conference, designee will stand to the side of the

plate and pitch to the batter by a “soft- toss.” The batter will be entitled to as many soft-tosses as s/he has strikes remaining. For example, if the count reaches 4 balls and 2 strikes, the batter will receive one soft-toss pitch. Any swinging strikes or fouls accumulated during the soft-toss portion of the at bat will count as if the ball had been pitched regularly. The umpire may declare the soft-toss a ball if it is unreasonable to expect the soft-toss to be hit. During the soft toss portion of the at bat, the pitcher may stand on the pitcher's plate or up to approximately three feet behind it.

- b. If a Ball Four is thrown, the ball will remain live until all play resulting from that pitch has concluded, at which point the umpire shall declare “time.” During the ensuing soft-toss, the ball will remain dead, until the batter hits the ball fair, or is retired and the umpire calls “play.”

G. Special A Level Playing Rules.

1. Teams are limited to three runs per inning, and 6 runs in the inning **declared the final inning by the umpire**. If a team cannot catch up in the final inning, the game MAY continue for training purposes if both managers agree to continue play and the time limit has not been reached. However, the 6-run maximum rule still applies.
2. 10 players shall play on defense, including 4 outfielders.
3. **An outfielder may not enter the infield to make a play. E.g., R1, ball hit to the CF, who steps onto the infield dirt to glove the ball or to tag the runner out in the infield. S/he may throw directly to 1<sup>st</sup> or 2<sup>nd</sup> for a forced out. This is to discourage outfielders from encroaching on infielders' plays.**
4. A player may not play more than two innings at pitcher and first base combined in one game.
5. The home **LEAGUE**, not home team, may elect whether to use coach pitch or a machine, if one is available. However, the decision to use one or the other will apply to both teams for the duration of the game (no changing back and forth), unless the machine become inoperable. If a team from the home league is not involved in the game, the home team will select, subject to equipment availability.
6. **In each at bat, a batter will bat last for three swinging strikes or five hittable pitches, whichever comes first. However, an at bat may never end on a foul ball. A hittable pitch includes pitches in the strike zone, swinging strikes and balls hit foul. To administer this rule, umpires will give a warning on the first hittable pitch if it is not swung at, by saying: “that was a good pitch.” After that warning, the umpire will count hittable pitches (except 2-strike fouls), by calling: “strike 1, strike 2, strike 3,” as would be done in a regular game. If the batter does not swing at what would be Strike 3, the umpire will say: “OK, you get one last good pitch.” Unless, s/he fouls it off, the next good pitch will be the last pitch of that at bat.**
7. When a machine is used, the ball will be placed in the machine by an adult coach of the offensive team.
8. Two adult coaches may roam the field while on defense for instructional purposes, but shall not touch a live ball. However, one adult must still remain in the dugout at all times.

9. Base runners may not steal.
10. The player at the pitcher's position must stand off the mound and behind a line running through the pitching machine (or coach pitcher) and perpendicular to the flight of the pitched ball.
11. A batter may not bunt. The first team bunt will be called a strike, and both teams will be warned. The next bunt by any player will be called an out.

H. Special T-Ball Rules.

1. A regulation game will be 3 innings, and no inning will start after 1 hour and 20 minutes.
2. An inning is complete when all players present have batted.
3. 10 players shall play on defense, including 4 outfielders. An outfielder who enters the infield may not make a play directly on a runner going to his forced base. E.g., R1, ball hit to the CF, who steps onto the infield dirt and gloves the ball. S/he may not throw directly to 1<sup>st</sup> or 2<sup>nd</sup> for a forced out. This is to discourage outfielders from encroaching on infielders' plays.
4. A player may not play more than two innings at pitcher and first base combined in one game.

I. Post-season Tournaments.

1. The BOD will decide within the first weeks of the season whether to hold a post-season tournament and upon its format.
2. For the 2008 season, there will be no post-season tournament.

VII. Disciplining Players, Coaches and Fans.

- A. Umpires should consider a warning for any offense not involving physical violence, foul language, or insults directed at the umpire or other game participants or fans.
- B. Umpires may restrict coaches, managers and players to their benches in lieu of an ejection.
- C. Within 24 hours of ejecting anyone from the game, the plate umpire will report the ejection, including its circumstances and witnesses, to the President and UIC of the ejected person's Participating League, who will advise his counterparts in the other leagues.
- D. Upon receiving such a report, by a majority vote of its member, the BOD may impose other penalties to include reprimands, game suspensions or season suspensions.
- E. Before imposing any penalty, the BOD must inform the accused person of the charge involved and afford him or her the opportunity to rebut that charge or offer evidence in mitigation.
- F. Little League rule 4.07(c), which requires a next-game suspension for an ejection applies.



ATTACHMENT 1 - CONTACT LIST

Board Members and League Officials

BOD

APLL - - Paul Delaney - pdelaney@ecolonial.com  
CSLL Member - Scott Lohr - smlohr@msn.com  
SCLL Member - Jim Orlick - lljmo@yahoo.com  
WSLL Member - Steve Gillingham - steve.gillingham@usdoj.gov

League Commissioners

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League Chief Umpires

APLL UIC - xx  
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SCLL UIC - Paul Haynes- paul.haynes@lortonlittleleague.org  
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League Division Directors

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WSLL Majors - Ron Myers - myers4indc@cox.net

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APLL Managers

Majors

#1- xx

AAA

#1 - xx

CSLL Managers

Majors

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### AA

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#2 Dominic Wessel - dominater316@yahoo.com - 571-278-6812

### South County Managers

### Majors

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#2 - Paul Haynes - paul.haynes@lortonlittleleague.org - 703-690-1592

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#1 - Angel Pastrana - pastran6@hotmail.com - 703-346-2853  
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### AA

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### A

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### T-Ball

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### WSLL Managers

### Majors

#1 (Volcanoes) - Curt Cook, w 703-697-1038, h 703-690-1743, clcook@cox.net, curtis.cook@osd.mil  
#2 (Bats) - Gary Engle - 703-451-5309 - 4engle@gmail.com  
#3 (Owlz) - George Jett, w 703-704-2078, h 703-644-5623, george.jett@nvl.army.mil;gjett1@cox.net  
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Karl.K.Woods@sprint.com

### AAA

1 (River Cats) - Dean Giordano, w 202-962-9096 h 703-866-3855, giordano1776@yahoo.com  
#2 (Timber Rattlers) - David Johnson, w 703-628-7678, h 703-690-3063, johnson.david.l@verizon.net;  
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### AA

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Christopher.Mahoney@bep.treas.gov  
#4 (Mudcats) - Len Bisson - C: 703-772-8077, H: 703-644-0032, lbisson@gmail.com  
#5 (Aquasox) - Tom Peacock, C: , H 703-451-5214, t.p.peacock@verizon.net  
#6 (Rock Hounds) - Terence Burns, C: 703-772-1846; Home 703.690.7622; tburns@championwealth.com  
#7 (Iron Birds) - Dwayn Hanford, C: 570-974-6272, H: 703-644-2648, hanfordda@aol.com

### A

#1 (Rivercats) - Mark Roeber - C: 571-238-9060, H: 703-913-8093, mroeber@vre.org; dmrack@verizon.net  
#2 (Sidewinders) - Scott Bell - C: , H: 703-866-2503, scott.bell@do.treas.gov; bell7003@verizon.net  
#3 (Storm) - Mark Winslow - C: 703-869-9404 , H: 703-855-4171, mwinslow58@gmail.com  
#4 (Sand Gnats) - Ralph Mosios -W: 202-551-8127, H: 703-690-6283, mosiosrh@cox.net  
#5 (Thunder) - Larry Gowe - C: , H: 703-644-0340, slgowe@verizon.net

### T- Ball

#1 (Raptors) - Judy Camarella - C: , H: 703-440-8802, CAMARELLA@aol.com  
#2 (Bulls) - Michael Kiely - C: , H: 703-644-3525, mfdkiely@verizon.net; Michael.F.Kiely@usps.gov  
#3 (Riverdogs) - Chris Warren - W 703-503-4600 H 703-250-9597, Chris.Warren@fcps.edun; warrencs@cox.net  
#4 (Owlz) - William Cooper - C: 703-449-7211, H: 703-690-3909, William.Cooper@fairfaxcounty.gov;  
hcooper@cgglawyers.com

#5 (Scrappers) – Mitch Morrison - C: , H: 703-495-9893, mitcheliz@earthlink.net

## FIELD DIRECTIONS

Burke Center (Fenway Park at Burke Center) is at 9645 Burke Lake Road (corner of Lee Chapel Road and Burke Lake Road). Lee Chapel Road intersects with the FFX County Parkway just west of South Run Park. Go north from there. A map is available at <http://www.fcps.k12.va.us/maps/burke.htm>.

Games played at Central Springfield are at Trailside Park (specific fields are referred to as CSLL 1, CSLL 2, etc.), north of Springfield Mall. From the mall, go North on FRONTIER DR. [Springfield Mall will be on your left]. Continue through the series of traffic lights, crossing Franconia Road. Turn LEFT onto BOWIE DR. Turn RIGHT onto TRAILSIDE DR. See [csll.org](http://csll.org) for map.

Claremont field is located on the north side of Franconia Road, approximately one mile west of the intersection of Franconia and I-95.

Keene Mill fields are between Keene Mill Elementary School and Irving Middle School on the north side of Keene Mill Road (park in Keene Mill ES), approximately 2 miles west of I-95, and a mile West of Byron Avenue.

Laurel Hills Fields (Lorton Prison) - From FFX County Parkway, south on Hooes, L on Furnace, 1/10 mile to first left into fields.

Lorton Little League Lower Potomac fields (turn left off of Rt. 1 when driving south, just south of Gunston Plaza). Directions available at the SCLL site, <http://www.scllva.org>.

Occoquan Regional Park can be accessed from Rt. 123 (a left hand turn when driving south), just south of the old prison grounds and before the Occoquan river. From 95: exit 57A, 95S Follow to exit 160, Rte. 123, Occoquan, Lakeridge exit, follow 123 (aka Gordon Blvd), cross over creek, 1-1/2 miles to top of hill, park entry on Right, just before Lorton prison, follow road in the park 1-1/2 miles, small field on left hand side, two large fields past the baseball fields.

West Springfield Elementary School - West on Franconia Springfield Parkway (Fairfax County Parkway), exit Rolling Road N (VA 638), R - Bellamy Ave, R - Greeley Blvd, R - Deland Drive.