



Parks & Recreation

2024

YOUTH BASEBALL AND SOFTBALL RULES AND REGULATIONS

FORSYTH COUNTY PARKS AND RECREATION DEPARTMENT CONTACT INFORMATION

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INCLEMENT WEATHER INFORMATION

Rainout line: 770-886-2851 ext. 1

www.statusme.com

FORSYTH COUNTY
PARKS AND RECREATION DEPARTMENT
YOUTH RULE BOOK

Revised Jan. 2024

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INTRODUCTION

This rulebook has been designed to provide all participants in the Forsyth County Parks and Recreation Department program with a comprehensive understanding of all county rules. Please refer to the proper section of this rulebook when looking for a specific rule. For the purpose of youth baseball and softball, the rules will apply to both sports unless otherwise noted. The following sections of this rulebook govern the Spring Baseball/Softball Program only: I. Introductions and II. Youth Articles.

This rulebook is the governing authority for the Forsyth County Parks and Recreation Department. Final decisions concerning “interpretations” of any rule shall be made by the Forsyth County Parks and Recreation Department Athletic Staff. The intent of the rule shall be the deciding factor when establishing “interpretations”.

ABBREVIATIONS

FCPRD: Forsyth County Parks and Recreation Department

BB: Baseball

SB: Fast Pitch Softball

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II

FORSYTH COUNTY YOUTH BASEBALL & SOFTBALL

BI-LAWS AND PLAYING RULES

ARTICLE 1.0 FOUNDATION

1.1 TITLE: Forsyth County Parks & Recreation Department youth baseball & softball program.

1.2 COMPOSITION: Teams entered by the following associations compose county membership of which leagues are developed: Bennett, Central, Coal Mt., Midway, Sawnee Mt., and Sharon Springs Parks

1.3 PURPOSE: The purpose is to provide a recreational program for the youth of Forsyth County. It is solemnly resolved that these leagues are for the youth first, last and always. Any attempt by any adult to circumvent or violate these rules is inexcusable misconduct and will result in disciplinary action being taken to prevent any further unacceptable action. The major emphasis will be: A. To provide an opportunity for fun and enjoyment through a well-balanced baseball & softball program. B. To provide an administrative program that encourages the building of character and a spirit of cooperation among teams and players. C. To teach player skills and techniques in addition to sportsmanship both on and off the playing field.

1.4 AFFILIATION: Forsyth County Youth Baseball & Softball Program shall not be affiliated with any governing body, association, or league. Each member association is free to register with any governing body, association, or league they choose for the purpose of all stars, travel or post season play.

1.5 GOVERNING AUTHORITY: Forsyth County Parks & Recreation Department. Final decisions concerning the operation and activities of this league shall be made by the Forsyth County Athletic Staff.

1.6 DISCIPLINARY COMMITTEE: A disciplinary committee will govern all disciplinary problems concerning youth programs. This includes umpires, coaches, players, parents, and spectators. The committee shall consist of 1 umpire, 1 Baseball Director, 1 Softball Director, and 2 Forsyth County Parks & Recreation Board Members. A screening committee shall consist of the Athletic Staff.

ARTICLE 2.0 BOARD OF DIRECTORS

2.1 BOARDS: There shall be a Board of Directors for both Baseball and Softball. Each association shall elect members to serve on the advisory Boards of Directors.

2.2 BOARD SERVICE: The role of the Board of Directors is to initiate, discuss and vote on all matters concerning the youth baseball & softball programs.

2.3 DUTIES: Shall include establishing playing rules and policies governing the programs, outline a calendar of events, select any affiliations deemed necessary with State or National Programs, and select ball or equipment that will be designated on a County-Wide basis and provide a general direction for the Youth Programs. Directors are also responsible for providing a direct line of communication between the Associations and the Forsyth County Parks & Recreation Department (league office). Directors are also expected to lead, guide, and direct their Associations within the policies, rules and Bi laws established by the County to ensure that each and every Association is abiding by the same set of rules. Directors do not have the authority to make decisions that pertain to actual games, park facilities, park staff, or people who are not members of their Associations.

2.4 MEETINGS: The Forsyth County Recreation Department will meet with each Advisory Board as often as necessary to ensure efficient operation of the program. One meeting will be scheduled in November or December to set rules for the following spring season. Another meeting will be called in March, prior to the start of games, with all Advisory Boards, Directors, and all coaches present to discuss rules, schedules, and administrative details for the coming season.

2.5 APPOINTMENTS: The Forsyth County Recreation Department may appoint as many player reps and or committees as deemed necessary to carry out administrative functions.

2.6 REPRESENTATION: Each Association will have one (1) vote on the Board of Directors.

2.7 VOTING PROCEDURES: Four Associations must be present to conduct a meeting. Four (4) votes are needed to amend a rule. In the event of a tie vote, the Youth Athletic Supervisor will vote to break the tie.

ARTICLE 3.0 PREAMBLE

3.1 PRIORITY OVER ASSOCIATIONS: Forsyth County Youth Baseball & Softball Bi-laws, Rules and Appendix shall take precedence over any rule(s) of the individual Associations.

3.2 PRIORITY OVER OFFICIAL RULES: Forsyth County Youth Baseball & Softball Bi-Laws, Rules, and Appendix shall take precedence over any other Official Rule Book that may be designated for use in the Youth Baseball & Softball Program.

ARTICLE 4.0 LIABILITY

4.1 RESPONSIBILITY: The Forsyth County Youth Baseball & Softball Advisory Board of Directors, Association Officers, Coaches, Officials, or other Supervisory or participating personnel are not responsible for personal injuries or damages to property at any sanctioned function.

4.2 ASSUMED RISK: All participating associations and participating individuals such as players, coaches, parents, spectators, and officials participate at their own risk and shall not hold the FCPRD or any of its members responsible for any personal injuries or damage to property.

ARTICLE 5.0 CALENDER

5.1 FISCAL YEAR: Refer to the FCPRD Youth Association Handbook for regulations regarding the fiscal calendar and responsibilities.

5.2 PLAYING YEAR: Practices may begin in February and games may begin in March and conclude prior to May 31. Schedules are to reflect decisions of the FCPRD.

5.3 BI-LAWS/RULES: Shall be amended prior to January 1st, unless otherwise approved by the FCPRD.

5.4 REGISTRATION INFORMATION: Information pertaining to each association shall be submitted to FCPRD at the Winter meeting. All dates and times will be the same for all Associations. This should include fees, sites, and any other information pertaining to registration.

III

YOUTH BASEBALL & SOFTBALL PLAYING RULES

RULES 1.0 ELIGIBILITY

1.1 BASEBALL: The age control date shall be prior to May 1st, of the current year. 18-year-old players may participate. Any player who participated on a high school team (Varsity, JV or Freshman Team) will not be eligible to participate in the recreation program in the same season.

1.2 SOFTBALL: The age control date shall be prior to January 1st, of the current year.

1.3 MINIMUM AGE: A player must be five (5) years of age prior to September 1st, of the current year to be eligible to play.

1.4 BOUNDARIES: All players in the recreation and travel divisions that do not reside in Forsyth County must pay an additional fee of \$175.00 above registration cost at the park in which they register. This extra fee will be paid to the FCPRD.

1.5 PARTICIPATION: All players must participate with the team he/she has been assigned and may not participate with more than one team during the same season. (Exception: See Roster Changes)

1.6 DUAL PARTICIPATION: (During Regular Season) Forsyth County Players (on league rosters) may not participate in tournaments with other teams or play in a league with another team during the dates of the current league schedule of games (Exception: See All-Star Participation Rules). Players may not play on a recreation team and a Travel Team during the same season. **PENALTY FOR VIOLATION: PLAYER &/OR COACH MAY BE SUSPENDED FOR THE REMAINDER OF THE SEASON.**

1.7 PLAYING UP: Players may play in one age group above their league age. In dual year age groups (i.e. 11 & 12 Baseball or 11-13 Softball), only players in their final year of that age group may play up into the next age group. Players must have written consent of the parents, approval of FCPRD, and the Association Director. Players playing up must play in that age group for the entire season including All-Stars.

1.8 PLAYING DOWN: No player may play below his or her league age for any reason.

RULE 2.0 REGISTRATION

2.1 FEE: Each booster club will pay a \$30.00 per player fee to FCPRD. For Non-Resident Players, the booster club will pay \$175.00 to FCPRD. These fees are subject to change as directed by either the FCPRD Citizens' Advisory Board and/or The Forsyth County Board of Commissioners. Associations may charge a membership fee, a uniform fee, a concession fee, and adopt any policy necessary for family registration. Fees must be announced by each Association in the annual Winter Directors meeting. All parents and/or guardians must sign a player release at registration for each child.

2.2 REGULATIONS: It is recommended that all players play in the community in which they attend school. Each Association must register all players who are eligible and wish to participate, unless otherwise approved by FCPRD. Requests to limit registrations will be granted by FCPRD only when necessary due to field space limitations. Final decisions on rosters or numbers of teams shall be determined at the County Directors Meeting in January.

2.3 LATE REGISTRATION: The Late Registration/Wait List period will close at 5pm on the Wednesday following the close of registration. Players who register during this period may do so at an FCPRD office or online at the website of the booster club of their choice (if the booster club offers that option). All associations may accept a player during the late registration period if space allows. This rule is for the spring season only.

2.4 REGISTRATION RESTRICTIONS: Players may only register with one Association. Players are required to play with the association in which they registered. No refunds shall be awarded. Exceptions may be made if an Association does not receive sufficient or has excessive registration.

2.5 PLAYER RELEASE & TRANSFER POLICY: In the event an Association has an excess or insufficient number of players to comply with roster limits, the following Release and Transfer Policy will be initiated:

PRIORITY LIST FOR RELEASE & TRANSFER PROCEDURE

1. FAMILY CONSIDERATION: If player has other family members who are currently registered and assigned to teams within the same Association and played for same Association the previous year.

2. PREVIOUS YEAR PARTICIPATION: All players who played within that same Association the previous year.

3. NUMBER OF YEARS PARTICIPATED: To be used, if necessary, in determining which players from the previous year would be eligible for release. Players who have played the least consecutive years for the same Association would be eligible for release.

4. FIRST REGISTERED: To be used as last determinate for release. The player who registered last shall be eligible for release.

2.6 REGISTRATION VERIFICATION: Each Association must submit a complete registration list prior to the start of player evaluations.

2.7 TEAM ENTRY/WAITLIST MEETING: A meeting will be held after registration and before the start of evaluations in order to enter teams and establish divisions. Each association must have a representative to attend this meeting. Associations are not required to field teams in every age group.

3.0 BIRTH VERIFICATION

3.1 REGISTRATION PROOF: All players must have proof of birth on file 5 days prior to being allowed to play in a game. Note: any problem with certification of adopted or orphaned children shall be handled discreetly by the Directors and Recreation Department, with no embarrassment brought upon the child.

3.2 RESPONSIBILITY: The Association Director is responsible for providing birth verification for their Association's players.

3.3 VERIFICATION: Each registering association must be able to provide age verification upon request.

3.4 INVALID VERIFICATION: If the verification is incorrect, the guilty team will forfeit all games the ineligible player(s) participated in. No refunds shall be given in this situation.

RULE 4.0 EVALUATIONS & TEAM SELECTIONS

4.1 EVALUATIONS: Will be conducted by each Association following registration if there is more than one team in an age group. All players are required to attend evaluations prior to placement on any team. Evaluations shall be conducted at a time and place approved by the Recreation Department.

4.2 EVALUATION FORMAT: The following format will be used for all teams aged 14 and under playing in the Forsyth County program.

A. Directors appoint a committee consisting of coaches and/or board member of their association to evaluate and rate each player during evaluations.

B. Players who miss evaluations will attend a make-up date if one is scheduled. If not, the player will be placed into a blind draw.

C. Each player will be evaluated by each person on the committee. Ratings for each player shall be independently assigned by each committee member and recorded.

4.3 ASSISTANT COACH DESIGNATION: One (1) assistant may be designated by each head coach **prior to evaluations**. The head coach's and designated assistant coach's children will be placed on the team's roster according to the round they fall in after evaluations. If these two players fall in the same round, the head coach's child will be placed in the designated round and the assistant coach's child will be placed in the following round. If the head coach or designated assistant does not have a child on the team, there are no "freezes" for that coach.

4.4 PLAYER SELECTION: League players will either be drafted by the Head/Assistant Coaches or placed on a team by a method designed by the Association and approved by FCPRD. If draft is used, it must conform to the following procedures.

A. Parent requests for carpools, friends, specific coaches, etc. will not be guaranteed.

B. All Drafts will be supervised & administered by an FCPRD staff member or an Association Board Member who is either not coaching in that age group or is not involved with that sport.

C. The previous year's all-star players will be identified to each coach prior to the draft.

D. Shall be a rotation draft with head coaches selecting players. Head Coach's and designated assistant coach's children shall be assigned to their team according to their rank. Example: Player ranked #5 would be a 2nd round pick in a three-team draft, a third-round pick in a two-team draft. Once the coach's children are assigned, the rotation draft begins from the total pool of players that attended evaluations.

E. Players who did not attend evaluations are not eligible to be drafted and will be placed on teams by a blind draw after the rotation draft. If a Head Coach or designated assistant coach's child did not attend evaluations, they will be the first picks for that team. If neither coach's child attends the evaluation, then they will be that team's first and second picks.

F. Trades: Upon completion of the draft, each team may initiate one trade. Trades must be approved by FCPRD. Once the trades are completed, a copy of the rosters will be turned into the FCPRD representative on hand. NO trades will be allowed after rosters are turned in without the consent of the FCPRD.

G. Each coach will sign his/her completed roster signifying that he/she certifies that the draft for that age group complied with these rules and that the coach has no complaints, concerns, or questions about the draft.

H. No Player shall be added to a team after this point, unless approved by the FCPRD and Association Director.

RULE 5.0 TEAM ROSTERS

5.1 ROSTER LIMITS: The maximum limit will be 13 players for all teams. Teams may carry additional players with FCPRD approval. The minimum roster limit shall be 10 players unless otherwise approved by the FCPRD.

5.2 ROSTER DEADLINES: A. Travel Roster Deadline: Travel Rosters are to be turned into FCPRD Athletic Staff by the day of the waitlist meeting in late January. B. Recreation Roster Deadline: Recreation Rosters are to be turned into FCPRD Athletic staff within 5 days of the draft being completed.

5.3 ROSTER CHANGES: No player shall be added to a team roster after the first game except under the following circumstances:

A. A team may replace any player that has dropped off their roster permanently. They may not exceed the number of players on the original roster. Added players may be new players (not on any roster with any association) or a player on another roster from within the same association. NOTE: In both instances the additions must have prior approval from both the association president and FCPRD Athletic Staff.

B. MOVE-INS: If a player moves into the county after the season begins, they may be added to a team roster if there is space available and with FCPRD Athletic Staff approval.

C. Travel-Recreation Changes: No player may move from a travel team to a recreation team, or vice versa once rosters have been submitted to FCPRD.

5.4 ROSTER INFORMATION: Each player's full name, date of birth, address, school, phone number and playing age is required on the team roster. In addition, Head Coach, designated assistant coaches must submit name, phone number (both home and work), email address and home address on team roster.

RULE 6.0 COACHES CERTIFICATION

6.1 MANAGERS/COACHES SELECTIONS: The coaches shall be selected by their respective Association. Coaches must meet all criteria to be approved to coach within the Forsyth County Youth Program. Must be 18 years of age or older to act as a coach during games.

6.2 BACKGROUND CHECK AUTHORIZATION: At time of printing, FCPD Athletic Staff will convert the background check system to an online system. All coaches, head, and assistants will be required to submit to a background check through that site. More information will be provided as the season starts.

6.3 COACH'S CERTIFICATION: Certification is recommended for all coaches through NYSCA or other county approved program. It is recommended for Travel Ball Coaches to take the NYSCA Select Certification.

6.4 FIRST AID: First Aid certification is recommended for all coaches.

6.5 PENALTY FOR VIOLATION: Shall be enforced at the discretion of league office for current season. A coach that fails to complete their certification may be suspended from coaching for 1 calendar year.

RULE 7.0 LEAGUE REGULATIONS

7.1 AGE GROUPS: Players will be placed in groups according to age. **BASEBALL** age groups are: 5,6,7-8,9-10,11-12,13-14, 15-18. **SOFTBALL** age groups are: 5-6, 7-8, 9-10, 11-13, and 14-18. Age groups may be combined, with approval by FCPRD, if there is insufficient registration to maintain a league.

7.2 SCHEDULE FORMATS: Weather permitting, teams within a division will play the same total number of games. Scores and Standings will be kept in all leagues. Team regular season records will determine the placement in the End of Season Tournament. Winning percentage (as calculated by League Lineup website) will determine the standings.

7.3 TIE-BREAKERS:

A. The procedure for breaking ties in the standings will be as follows.

1. Head-to-Head Record

2. Runs allowed

3. Coin toss or blind draw. FCPRD will conduct coin toss/blind draw.

B. The procedure for seeding the End of Season Tournament Brackets will be as follows:

1. Division Standing (“A” Brackets only)

2. Winning Percentage

3. Head-to-Head Record (if applicable)

4. Runs Allowed

5. Coin toss or blind draw. FCPRD will conduct coin toss/blind draw.

7.4 AWARDS: Awards will be given for the top team in each division after regular season play. First and second place awards will be given for the End of Season Tournament.

7.5 RAIN OUT GAMES: Coaches may call the Weather Hotline at 770-886-2851 for information on days of inclement weather. The Hotline will be updated (on days when needed) by 4:30 PM on weekdays and 8:30 AM on Saturdays (when possible). Weather information may also be obtained by signing up for status me email updates at **www.statusme.com**. The Forsyth County Parks and Recreation Dept. shall reschedule all games (if possible). FCPRD will contact officials and coaches when time permits. Games shall be made up as soon as possible. **DECISION ON RAINOUTS:** shall be determined by the field supervisor, until the game begins, at which time the plate umpire will make the decision.

7.6 RE-SCHEDULED GAMES: No game shall be re-scheduled without the consent of the FCPRD. Games will not be rescheduled for any reason other than weather or unplayable field condition(s). **FCPRD holds the final decision on field playability.**

RULE 8.0 CODE OF CONDUCT

8.1 SUBJECT TO DISCIPLINARY ACTION: All participants and spectators are subject to disciplinary action, including a hearing before the Disciplinary Committee for violations of the following.

8.2 VIOLATION OF RULE BOOK: Any violation of the Forsyth County Youth Baseball/Softball Rule Book or any other Official Rule Book that applies to that specific league.

8.3 VIOLATION OF CODE OF CONDUCT: Any violation of the County Code of Conduct (Appendix S) or the NYSCA Code of Conduct.

8.4 TOBACCO PRODUCTS: Per county ordinance, all FCPRD Parks are tobacco free zones. This includes vaping and smokeless tobacco.

8.5 ALCOHOL/CONTROLLED SUBSTANCE: Being under the influence of alcohol or any controlled substance, consumption of, or the possession of any alcohol or any controlled substance is specifically prohibited. This prohibition relates to any practice, game, meeting, or any organized activity.

8.6 PENALTY FOR EJECTION: Any participant ejected for unsportsmanlike conduct shall be suspended for at least one game.

8.7 FURTHER DISCIPLINE W/ EJECTION: Any person ejected from a game shall be subject to more extensive disciplinary action pending investigation into the incident and previous behavior of the individual.

8.8 PENALTY FOR 2 EJECTIONS: Any participant ejected for a second time within the same season shall be suspended for the remainder of the season.

8.9 EJECTION PROCEDURE: Any adult participant ejected from a game shall leave the playing area immediately and must move 100 feet away from the field. Failure to leave immediately or any further disruption shall result in the immediate ejection from the Park. Failure to leave the Park shall result in the County Sheriff's Office involvement. Umpires may use their discretion when dealing with youth players who have been ejected. Umpire can decide to leave player in dugout under the coach's control, in the stands under a parent's control, or other options.

8.10 RUNNING UP THE SCORE: Any coach found to be guilty of intentionally running up the score will be subject to a hearing before the Disciplinary Committee. This is punishable by suspension of the offending coach, if the actions taken are determined to be deliberate and intentional without any concern for the well-being of the opponents.

8.11 CHEER RULE: Cheering or chanting by any individual or team as a whole will be limited to cheering or chanting encouragement to a member of one's own team. Any cheering or chanting directed at any player, coach or spectator of the opposing team or directed at the opposing team as a whole will not be allowed. The first infraction will result in a warning being issued by the umpire to both teams. The next infraction will result in the ejection of the head coach from the offending team. A third infraction will result in forfeiture of the game by the offending team.

RULE 9.0 ALL STAR SELECTIONS

9.1 TEAM PARTICIPATION: All Star teams may be selected in recreation divisions in age groups 6-18 for baseball and 6-18 for softball.

9.2 ALL STAR SELECTION: BB/SB (6-18) Formation of all-star teams and selection of coaches will be left to the discretion of the booster clubs. Players selected for All Stars MUST participate in the same age group they participated in during the regular season.

9.3 FORMATION AND PRACTICES: All-star team evaluations/practice may begin on the Sunday before Recreation Practices begin. All-Star Teams may be selected no earlier than March 30. All-star teams may only practice on Sundays. All-star teams may not, under any circumstance, hold any practice, team meeting, or other activity which could in any way affect or impact a player's participation with his/her recreation team. All-star teams may participate in "Sunday Only" tournaments/scrimmages during the current recreation season league schedule of games under the condition that travel to or from the tournament cannot affect a player's ability to participate with his/her recreation league team. Penalty: First Offense, the player(s) will not be allowed to participate on any all-star team for the remainder of the current season. Second Offense, the all-star team will be disbanded, and all players and coaches will be restricted from participating in all-stars for the remainder of the current season. Additionally, coaches may be subject to further disciplinary action by the FCPRD.

9.4 GAMES/SCRIMMAGES: Home games and scrimmages must be scheduled through FCPRD Coordinators. Umpires for games and scrimmages must be paid directly through the team/booster club, however FCPRD may assist in scheduling the officials.

RULE 10.0 PRACTICE REGULATIONS

10.1 LIMITS PER WEEK: No Recreation team may conduct more than 3 games or practices (games, practices, batting cage practices & other meetings) within one week (Monday – Sunday). This includes meetings on Non-FCPRD facilities. This is to include any combination of 3 unless it is deemed necessary by the FCPRD. Exceptions: Travel teams may exceed 3 meetings per week if they use Non-FCPRD facilities.

10.2 TIME LIMITS: No team may conduct a practice of more than 1½ hours in length.

10.3 LIMITS PER DAY: No team may practice more than once per day.

10.4 CURFEWS: No team may conduct an organized event (practice/meeting) beyond 11:00 PM during the week. (During School)

10.5 SUNDAY PRACTICES: Sunday practices should be voluntary, and no disciplinary action should be taken against any player should they miss these activities.

10.6 ALL-STAR PRACTICES: All-star teams may begin practicing on the date specified at the Winter Director's meeting. Practices may be conducted on Sundays only during the recreation season. Teams may practice as often as they wish once the end of season tournament is concluded if field space is available. All practices must be scheduled through the FCPRD Athletic Staff.

10.7 PENALTIES: Coaches found to be in violation of these rules will be subject to a hearing before the Disciplinary Committee.

RULE 11.0 GAME REGULATIONS

11.1 OFFICIAL RULE BOOK: This rulebook will supersede all "support" rulebooks:
BASEBALL: 5-18 year olds – USSSA Baseball **SOFTBALL:** 9-18 year olds USA Softball
Official Rule Book.

11.2 QUANTITY OF UMPIRES: The number of umpires used per game in each age division shall be: 5-6...1 7 Major, 7-8 Minor...1 8 Major...1 9-10 Minor...1 9 & 10 Major...2 11-12...2 13-14...2 15-18...2

If the required number of umpires fails to show, the game may be played with one umpire. These numbers apply to the Spring Season Only.

11.3 SCOREKEEPING & REPORTS: The plate umpire shall designate the home team as the "Official Scorekeeper". The home team will be responsible for filling out the online game report, located at parks.forsythco.com, within 24 hours of the conclusion of each game. The visiting team will be responsible for providing an adult to run the scoreboard.

NOTE: A pitching chart will be provided by the FCPRD to all coaches in baseball leagues age 8 and above. It is the responsibility of the head coach to record all innings pitched in every game by his/her pitcher of record. At the conclusion of every game, it is the coach's responsibility to have the pitching chart signed by the home plate umpire. If the umpire refuses, a note should be made on the game report. This pitching chart must be present at each game, for review prior to each game, by the opposing coach and the umpire upon request. **Failure to produce an up to date, signed pitching chart will result in a forfeit by that team.** All pitching changes during the game must be reported to the home plate umpire and the opposing team.

11.4 RECORDS: FCPRD shall maintain league win/loss records and standings.

11.5 UNSPORTSMANLIKE CONDUCT: The umpire shall have the authority to eject from a game any player, coach, or spectator whose actions, whether physical or verbal, are in the umpire's judgment jeopardizing the continuation of the game or being abusive toward any individual. This includes chanting or taunting directed at a participant of the opposing team by name or position, yelling "swing" or "balk", etc. in an attempt to distract a participant from the opposing team, or taking any action, verbal or non-verbal, in an attempt to distract or intimidate a member of the opposing team. Unsportsmanlike behavior will not be tolerated. The head coach for each team is responsible for the actions of every member of his/her team, including assistant coaches and parents of his/her players. (see Appendix S: Code of Conduct)

NOTE: Deliberate actions to lose a game will be considered unsportsmanlike conduct and violators will be subject to discipline.

11.6 GAME BALLS: Home team must provide 2 official game balls for each game. (Spring Season Only) In the fall, each team will provide one new ball for each game.

11.7 SUSPENDED GAMES: Games shortened by reason of rain or other acts of God before they have become an official game shall be resumed at the point of termination. In case of rain or other acts of God, an official game shall be any game in which 3 full innings (2 1/2 if the home team is leading) have been completed for 5 inning games, 4 full innings (3 1/2 if the home team is leading) for 6 inning games, and 5 full innings (4 1/2 if the home team is leading) for 7 inning games and/or 3/4 of the time limit has passed. A game must complete 1 full inning to be considered suspended; failure to do so shall constitute a re-start. NOTE: It is the responsibility of the HOME TEAM to record the inning, score, outs, base runners, spot in batting order and time remaining when a game is suspended and report it to FCPRD within 24 hours.

11.8 INCOMPLETE GAMES: In games that are official but fail to finish a complete inning due to weather, the final score will be the score of the last complete inning if the score changed in the inning that was not completed. Example: home team leads 3-2 after the 4th inning, in the top of the 5th inning the visitors scored 2 runs to take a 4-3 lead. Game then becomes rained out before the inning is completed. The final score would revert to the last completed inning, Home 3 Visitors 2.

11.9 LINE-UPS: Each team must submit an official copy of their line-up to the opposing team and the home plate umpire prior to the start of game. The Line-up is set and official at this point. (See Rule 12.2 for clarification concerning tardy or absent players.)

RULE 12.0 PARTICIPATION REQUIREMENTS

12.1 PLAYING REQUIREMENT RULE: Every player who abides by the rules and regulations set up by each individual head coach governing practices, games, conduct, etc., will earn the right to play the minimum amount on defense and be placed in the batting order during each game regardless of playing ability (exception: see 15-18 BB playing rules). If a player is not allowed to play in a game, the coach must inform the opposing coach and the plate umpire prior to the game as to the reason why the player will not play. A player that continually disrupts his/her team's practices, games, and/or meetings may be removed from the program with prior approval from FCPRD and/or the player's Local Association's Board. A player expelled from the program for behavior issues may appeal the decision to the Disciplinary Committee. FCPRD recommends that each team hold a preseason meeting to establish team rules, regulations, and conduct/behavior expectations.

12.2 BATTING ORDER: Each team must bat the entire roster present at game time. (EXCEPTION: 15-18BB may choose to utilize a regulation batting order.) If a player leaves the batting order for any reason other than illness or injury, then an out shall be charged. A player may re-enter the batting order at a later point, by being placed in original spot in the batting order. In the event the player arrives after the game has started, the batter shall be placed at the bottom of the order. If a player arrives after 2 complete innings, the player is not required to bat.

12.3 DEFENSIVE SUBSTITUTION: Free Defensive Substitution, players may enter and re-enter in an unrestricted manner. Each player must play 1 inning of defense prior to the completion of 3 innings and 2 full innings on defense during the game. Players who arrive after 2 complete innings are not required to play. (minimum of 2 defensive innings is waived if the game does not complete 4 innings). NOTE: In all age groups of baseball with kid pitching, no pitcher may re-enter at the pitcher's position. They may re-enter at any other defensive position.

12.4 PENALTY: A violation of any part of this rule, including skipping a player's turn at bat without just cause, shall result in a hearing for the entire coaching staff before the Disciplinary Committee. The game may be forfeited, and the coaches suspended if the Disciplinary Committee deems necessary.

RULE 13.0 PROTEST

13.1 PROTESTABLE ITEMS: Only protests concerning ineligible or illegal players, rule interpretation, or playing requirements will be accepted. A protest must be officially declared during the game by the head coach. Notification must also be made to the plate umpire and both scorebooks. **RULE INTERPRETATION:** must be declared prior to next

pitch. Failure to declare shall deny a protest. **ILLEGAL OR INELIGIBLE PLAYER:** must be declared prior to the completion of the game. Failure to declare shall deny a protest.

PLAYING REQUIREMENTS: must be declared prior to the completion of the game. Failure to declare shall deny a protest.

13.2 PROTEST REQUIREMENTS: A written protest and \$50.00 fee must be handed in to the league office within 48 hours of the protest. If protest is determined to be legal, the league office shall accept the protest and make a ruling. If the protest is upheld, the \$50.00 fee will be refunded. If the protest is denied the league office will retain the \$50.00 fee.

13.3 APPEAL: Decision of league office may be appealed. A \$50.00 appeal fee and a written appeal must be filed with the league office within 48 hours of notification of the protest decision. The Appeal Board shall consist of 2 Directors of Forsyth County booster clubs not involved in the protest, Youth Athletic supervisor from the FCPRD and one board member from an affiliated Officials Association not involved in the protest.

13.4 TOURNAMENT: During the end of season tournament, the FCPRD Athletic Staff shall act as the Appeal Board and/or the Disciplinary Committee. Teams found violating the playing requirement rules and/or using illegal/ineligible players during the end of season tournament will be removed from the tournament and the coach(es) will be subject to further disciplinary action.

RULE 14.0 EQUIPMENT

14.1 OFFICIAL EQUIPMENT: All equipment rules and regulations shall be followed in accordance with USSSA Baseball Official Rule Book (Baseball) and the Official USA Softball Rule Book (Softball), except when noted otherwise in this rulebook.

14.2 GAME BALLS: Shall be designated by the FCPRD Athletic Staff and no other ball may be substituted without prior approval from the FCPRD Athletic Staff. A Worth RIF 10 ball will be used for 6 & under BB. The Easton 11” Incrediball will be used for 5-6 SB. (Spring only). In fall, FCPRD provided balls are approved for game play as well as the designated balls for spring.

BALL CHART

AGE SPORT BALL

5-6 BB Worth RIF 10

7-18 BB *STANDARD

5-6 SB 11” INCREDIBALL

7-10 SB *11” STANDARD

Standard means a “real” ball. Not a safety ball. For softball, the standard ball will be optic yellow, core.47 or lower. In the event of supply/shipping issues, alternative balls may be used with prior approval from Athletic Staff.

COACH PITCH AGE GROUPS: Penalty for using an unapproved ball: An unapproved ball will be removed from play when found. If an unapproved ball is found immediately after the most recent batter reached base safely on a batted ball, then that batter is out and any base runners will be returned to their previously held base. No other penalty will be assessed. The Offensive Coach should double check any ball thrown into play before the ball is pitched.

14.3 BATTING HELMETS: Must bear the NOCSAE seal of approval and must have double earflaps. Helmets must be worn by all batters, base runners, on-deck players, bat boys/girls under 18 years old and players coaching bases in all age groups. Helmets shall be either a compression type helmet or have chinstraps.

14.4 UNIFORMS: Each team must wear matching shirts similar in style and color with number on back.

14.5 SHOES: Are mandatory for all divisions. Metal cleats are allowed in 14uBB, 18uBB and 18uSB ONLY. **NO METAL CLEATS ARE ALLOWED ON ARTIFICIAL PITCHING MOUNDS.**

14.6 JEWELRY: Jewelry is not to be worn at any time while participating in practices or games.

14.7 BASEBALL CATCHER EQUIPMENT: Catcher must wear full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable), body protector, shin guards and a protective cup in an athletic supporter in all ages 7-8 Major and up. For ages 7-8 Minor and younger, shin guards are not required, but may be worn if desired.

14.8 SOFTBALL CATCHER EQUIPMENT: A regulation softball mask with throat protector, helmet and body protector must be worn for 5-8 softball. Full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable), body protector, shin guards must be worn in 9-16 Fast-pitch softball.

14.9 FACE GUARDS: Safety face guards on batting helmets are recommended for all ages. They are required in all SB age groups.

14.10 SOFTBALL PITCHER EQUIPMENT: In all Youth Softball age groups, it is recommended that the player in the pitching position wear an approved pitcher's facemask.

14.11 CASTS: A player shall not be allowed to play with any type of hard cast (including but not limited to plaster or metal) on any part of his/her body.

14.12 BATS: Baseball Bat Rules:

ALL AGES: Bats must have either the USSSA BPF 1.15 Stamp OR the USA Baseball Stamp affixed. 14uBB: Bat may be no more than a drop 5. (difference between ounces and length)

18uBB: Bat may be no more than a drop 3. (difference between ounces and length)

Softball bats must be an ASA approved and stamped bat.

Penalty: Batter will be called out. All runners returned to previously held bases.

RULE 15.0 SPECIAL GAME PROVISIONS

15.1 DEFENSIVE COACH: May only enter the playing area after time has been called by the umpire. (Exception: in the event of injury, coach may enter the field)

15.2 BASE COACHES: 2 Adults may serve as base coaches. If a player is selected to coach a base, he/she must wear a batting helmet.

15.3 GRACE PERIOD: Shall be 15 minutes, for the first game of the day only and shall not count as part of the time limit. THERE IS NO GRACE PERIOD ON SATURDAY.

15.4 ADULT PITCHER: (COACH PITCH AGE GROUPS ONLY) the adult pitcher shall be an adult from the offensive team. The adult pitcher may only speak to the batter before the pitch and after the ball has been hit. Once the ball has been hit the adult pitcher must move off the field (to the opposite side of the play) immediately. She/he must remain off the field until time has been called by the umpire. **If, in the judgment of the umpire, the adult pitcher interferes with the play of the ball, the batter shall be called out, and the play shall be called dead. Continued interference by the adult pitcher will result in the umpire removing the adult pitcher from the field.** If the adult pitcher is hit by a batted ball, the play shall be called dead and the play shall be treated as a no pitch.

15.5 ON FIELD COACH: COACH PITCH AGE GROUPS ONLY, an offensive coach shall be permitted to stand behind home plate to aid in setting the batter. The coach may only speak to the batter before the pitch and after the ball has been hit. The coach may help the batter position within the batter's box.

15.6 BUCKET RULE: For all age groups that have youth pitching, one defensive coach may be positioned in the designated chalk area in front of their dugout for the sole purpose of signaling pitches. The coach may stand or be seated on a bucket. If the coach interferes with play while a ball is in play, the opposing team will be awarded two bases for every base runner. This rule is a privilege, not a right. Arguing with an umpire or interacting with an umpire or other player in any way outside proper procedures (which would entail asking for and being granted time by the umpire) will result in the coach/team losing the bucket privilege for the remainder of the game.

15.7 SPEAKING RULE (ON FIELD COACH): Penalty for coach violating the speaking rule shall be as follows: **(1)** a coach will be warned for the first offense. **(2)** If, during the same game the same coach violates the same rule again, he may be removed from his position as pitcher or home plate coach and will then be restricted to coaching from the dugout or serve as a base coach. **(3)** If the coach does not leave the field or becomes argumentative, he may then and only then be ejected from the game.

15.8 THROWING A BAT: Any player unintentionally throwing a bat will receive one warning. This warning is a team warning and any player who throws a bat after the warning will be called out.

15.9 EXTRA INNINGS: Extra innings will only be played if there is time remaining in the time limit. In the extra innings, the team at bat will place the last batter of the previous inning on 2nd base and start the inning with one out. During the end of season tournament, the extra innings rules will apply to the first FULL inning after the time limit has expired. (EXAMPLE: The time limit expires during the visiting teams at bat in the 4th inning. The score remains tied after the 4th inning ends. The extra innings rules will start with the visiting teams at bat in the 5th inning.

15.10 "AVOID CONTACT": In ALL AGE GROUPS

BASEBALL & SOFTBALL: Whenever a tag play is imminent, a runner must slide or seek to avoid contact with the fielder/ catcher. Attempting to jump, leap, hurdle or dive over the fielder/catcher is not interpreted as seeking to avoid contact. PENALTY: The runner shall be called out. The runner may face ejection if, in the umpire's judgment, the contact is deemed malicious.

15.11 BALKS: Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind: (A) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk. (B) With a runner on first (1st) base, the pitcher may make a

complete turn, without hesitating toward first (1st) base and throw to second (2nd) base. This is not to be interpreted as throwing to an unoccupied base. (C) In 9U & 10U baseball, obvious balk violations should be reported to coach when spotted by the umpire, but no penalty should be enforced. (D) In age divisions 11U – 18U, balks shall be strictly enforced without warning.

15.12 ON DECK BATTER: In ALL AGE GROUPS of BASEBALL & SOFTBALL: The On Deck Batter shall position his or her self in the on deck behind the batter. If there is a righthanded batter at the plate, the On Deck Batter should be in the 3rd base on deck circle. If there is a left-handed batter at the plate, the On Deck Batter should be in the 1st base on deck circle.

15.13 INTENTIONAL WALKS: COACH PITCH AGE GROUPS ONLY: No batter may be walked intentionally.

15.14 COURTESY RUNNER:

A. For Catcher: ALL AGE GROUPS: A courtesy runner for the catcher of record from the previous inning may be used. The courtesy runner shall be the player that made the last batted out of the inning. If no out has been recorded in that inning, then the courtesy runner shall be the player that made the last batted out from the previous inning.

B. For Pitcher: KID-PITCH AGE GROUPS ONLY: A courtesy runner for the pitcher of record from the previous inning may be used. The courtesy runner shall be the player that made the last batted out of the inning. If no out has been recorded in that inning, then the courtesy runner shall be the player that made the last batted out from the previous inning.

C. The same player cannot be the courtesy runner for both the catcher and pitcher in the same inning.

15.15 FAKE BUNTS: IN ALL AGE GROUPS OF BOTH BASEBALL & SOFTBALL: A batter may NOT show the intent to bunt and then swing away. Penalty: The play will be immediately called dead, and the batter declared out, whether contact is made or not. Both teams will be warned that the next violation by either team will result in an ejection.

**YOUTH
BASEBALL
&
SOFTBALL
RULES**

APPENDIX A

5 YOUTH BASEBALL

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

A.1 PLAYING FIELD:

A. Base distance is 50 feet.

B. Home plate arc shall be drawn 20 feet in front of home plate to designate the dead ball area.

C. A 10 foot diameter circle shall be drawn across the front edge of the pitching rubber (42') to designate location for youth pitcher.

D. A pitching line will be drawn from center of 20 ft arc to the bottom of pitching circle at (42').

A.2 RUN LIMIT: The offensive team may score a maximum of 5 runs per inning.

A.3 GAME: A complete game shall be 5 innings (4 1/2 if home team is leading). No new inning may begin after 55 minutes or when the run differential reaches the point where a team is mathematically eliminated.

A.4 BATTER: Each batter shall receive 5 attempts to put the ball in play during a turn at bat. An attempt is defined as either a pitch from the adult pitcher or a swing at the ball off the tee. On the 5th attempt, the ball must be put in play, or the batter will be called out. Additionally, the first two attempts during a players at bat must be pitches from the adult pitcher. The remaining 3 attempts can be either pitches or swings off the tee. A foul ball on a pitch from the coach pitcher will not be an out. This applies to the entire season. **Note that the batter will be charged with an attempt on a pitch from the adult pitcher whether they swing at the pitch or not.**

A.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

A.6 PITCHER: See Adult Pitcher Rules (Rule 15.4 & 15.7) concerning the adult pitcher. The adult pitcher must pitch overhand. Adult pitchers must pitch with one foot in contact with or astride the pitching line. Adult pitchers may NOT stride inside the bunt arc. The youth pitcher must remain in the circle until the ball has been hit.

A.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.5 & 15.7). 2 defensive coaches may be positioned in the outfield playing area as deep as the deepest outfielder.

A.8 DEAD BALL AREAS: Play shall be called dead when:

- A. All advancement of runners is, in the judgment of the umpire, halted.
- B. A batted ball does not travel beyond the 20 foot arc drawn in front of home plate.
- C. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.
- D. A batted ball fielded in the infield is thrown to any base in an attempt to get a runner out.
- E. On balls batted past the outfielders, time shall be called when the ball is possessed in the infield by a defensive player. Infield to be defined as inside the baselines.

A.9 BASERUNNER:

- A. Stealing is not permitted.
- B. Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out.
- C. A baserunner shall occupy the base to which he/she is nearest when play becomes dead.
- D. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

A.10 DEFENSE:

- A. All players in attendance at a game MUST play on defense. The typical infield positions of pitcher, 1st base, 2nd base, shortstop and 3rd base are the only defensive players allowed on the infield. All other players must play in the outfield. Use of a catcher is optional.
- B. If shorthanded to start a game, the defense MUST field a player in the pitcher position. 86641.qxp_86641 2/1/24 1:35 PM Page 34
- C. The ball will become dead on any throw to first base. If the throw is an intentional underhand roll, the runner will be ruled safe.

D. Defensive players may not be positioned within the baseline. **Penalty:** Umpire shall instruct the coach to move the defensive player out of the baseline.

E. Outfielders must be at least 15 feet behind the baseline before the ball is put in play. Outfielders may not move closer until the ball is put into play.

F. The Youth Pitcher may run to home plate to achieve an out (tag runner or plate) ONLY. Youth Pitcher MUST throw or toss the ball to achieve an out at any other base. Youth Pitcher CANNOT tag a runner going to 1st, 2nd, or 3rd bases. **Penalty:** Runner will be called safe. Runner will also be called safe on deliberate rolling of the ball to a base.

A.11 EQUIPMENT: Worth RIF 10 baseballs will be used for game play (spring). In fall, the FCPRD provided ball is allowed.

A.12 INFIELD FLY: Does not apply to this league.

APPENDIX B

6 YOUTH BASEBALL

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

B.1 PLAYING FIELD:

A. Base distance is 60 feet.

B. Home plate arc shall be drawn 20 feet in front of home plate to designate the dead ball area.

C. A 10 foot diameter circle shall be drawn across the front edge of the pitching rubber (42') to designate location for youth pitcher.

D. A pitching line will be drawn from center of 20 ft. arc to the bottom of pitching circle at (42').

B.2 RUN LIMIT: The offensive team may score a maximum of 5 runs per inning. 10 run maximum in 6th inning and any extra innings.

B.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 55 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

B.4 BATTER: Prior to April 22, each batter shall receive 5 attempts to put the ball in play during a turn at bat. An attempt is defined as either a pitch from the adult pitcher or a swing at the ball off the tee. On the 5th attempt, the ball must be put in play, or the batter will be called out. Additionally, the first two attempts during a player at bat must be pitches from the adult pitcher. The remaining 3 attempts can be either pitches or swings off the tee.

Note that the batter will be charged with an attempt on a pitch from the adult pitcher whether they swing at the pitch or not. April 22 and beyond, coach pitch only will be used (no tee will be used).

A foul ball on a pitch from the coach pitcher will not be an out. This applies to the entire season. 86641.qxp_86641 2/1/24 1:35 PM Page 36

B.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

B.6 PITCHER: See Adult Pitcher Rules (Rule 15.4 & 15.7) concerning the adult pitcher. The adult pitcher must pitch overhand. Adult pitchers must pitch with one foot in contact with or astride the pitching line. Adult pitchers may NOT stride inside the bunt arc. The youth pitcher must remain in the circle until the ball has been hit.

B.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.5 & 15.7). 2 defensive coaches may be positioned in the outfield as deep as the deepest outfielder.

B.8 DEAD BALL AREAS: Play shall be called dead when:

- A. All advancement of runners is, in the judgment of the umpire, halted.
- B. A batted ball does not travel beyond the 20 foot arc drawn in front of home plate.
- C. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.
- D. A batted ball fielded in the infield is thrown to any base in an attempt to get a runner out.
- E. On balls batted past the outfielders, time shall be called when the ball is possessed in the infield by a defensive player. Infield to be defined as inside the baselines.

B.9 BASERUNNER:

- A. Stealing is not permitted.
- B. Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out.

C. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

B.10 DEFENSE:

A. All players in attendance at a game MUST play on defense. The typical infield positions of pitcher, 1st base, 2nd base, shortstop and 3rd base are the only defensive players allowed on the infield. All other players must play in the outfield. Use of a catcher is optional. 86641.qxp_86641 2/1/24 1:35 PM Page 37

B. If short handed to start a game, the defense MUST field a player in the pitcher position.

C. The ball will become dead on any throw to first base. If the throw is an intentional underhand roll, the runner will be ruled safe.

D. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

E. Outfielders must be at least 15 feet behind the baseline before the ball is put in play. Outfielders may not move closer until the ball is put into play.

F. The Youth Pitcher may run to home plate to achieve an out (tag runner or plate) ONLY. Youth Pitcher MUST throw or toss the ball to achieve an out at any other base. Youth Pitcher CANNOT tag a runner going to 1st, 2nd, or 3rd bases. Penalty: Runner will be called safe. Runner will also be called safe on deliberate rolling of the ball to a base.

B.11 EQUIPMENT: Catcher must wear mask with throat protector, and chest protector. Shin guards are recommended. 6 year olds must use the Worth RIF 10 baseballs for game play (spring). In fall, the FCPRD provided ball is allowed.

B.12 INFIELD FLY: Does not apply to this league.

APPENDIX C

7-8 YOUTH BASEBALL MINOR (Fall)

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

C.1 PLAYING FIELD:

A. Base distance is 60 feet.

B. Home plate arc shall be drawn 20 feet in front of home plate to designate the dead ball area.

C. A 10 foot diameter circle shall be drawn across the front edge of the pitching rubber (42') to designate location for youth pitcher.

D. A pitching line will be drawn from center of 20 ft arc to the center of pitching circle at (42').

C.2 RUN LIMIT: The offensive team may score a maximum of 5 runs per inning. 10 run maximum in 6th inning and any extra innings.

C.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 25 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

C.4 BATTER: Each batter shall receive 3 strikes (swing and miss or foul ball constitutes a strike) or 5 pitches, whichever comes first. A foul ball on the fifth pitch shall not count as an out. Failure to swing at the fifth or any subsequent pitch will result in the batter being out.

C.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

C.6 PITCHER: See Adult Pitcher Rules (Rule 15.4 & 15.7) concerning the adult pitcher. The adult pitcher must pitch overhand. Adult Pitcher must pitch from a standing position. Adult pitchers must pitch with one foot in contact with or astride the pitching line. Adult pitchers may NOT stride inside the bunt arc. The youth pitcher must remain in the circle until the ball has been hit. 86641.qxp_86641 2/1/24 1:35 PM Page 39

C.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.5 & 15.7). 1 defensive coach may be positioned in the outfield playing area as deep as the deepest outfielder.

C.8 DEAD BALL AREAS: Play shall be called dead when:

A. On balls fielded on infield: Runners may advance one base, at risk, on the initial overthrow. Play will be dead after that. Example: Ball is hit to shortstop. Shortstop throws to 1st Base and the ball gets away. Batter/Runner runs towards 2nd Base. Ball gets away again. Play is now dead. On balls hit to the outfield, the play will be called dead when the ball is possessed by a defensive player on the infield.

Umpire's judgement on advancement of the runners. Infield is defined as inside the baselines.

B. A batted ball does not travel beyond the 20 foot arc drawn in front of home plate.

C. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

C.9 BASERUNNER:

A. Stealing is not permitted.

B. Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out.

C. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

C.10 DEFENSE:

A. Team will place 10 players on defense, using 4 outfielders and have free substitution. Short fielders are not allowed. The team must have a catcher with the required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

C. Outfielders must be at least 15 feet behind the baseline before the ball is put in play. Outfielders may not move closer until the ball is put into play.

D. If shorthanded, the defense must field a pitcher and a catcher.

C.11 EQUIPMENT: Catcher must wear mask with throat protector, and chest protector. Shin guards are recommended. A regulation baseball will be used for game play.

C.12 INFIELD FLY: Does not apply to this league.

APPENDIX D

7 YOUTH BASEBALL MAJOR

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

D.1 PLAYING FIELD:

- A.** Base distance is 60 feet.
- B.** Home plate arc shall be drawn 20 feet in front of home plate to designate the dead ball area.
- C.** A 10 foot diameter circle shall be drawn across the front edge of the pitching rubber (42') to designate location for youth pitcher.
- D.** A pitching line will be drawn from center of 20 ft arc to the center of pitching circle at (42').

D.2 RUN LIMIT: The offensive team may score a maximum of 5 runs per inning. 10 run maximum in 6th inning and any extra innings.

D.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 25 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

D.4 BATTER: Each batter shall receive 3 strikes (swing and miss or foul ball constitutes a strike) or 5 pitches, whichever comes first. A foul ball on the fifth pitch shall not count as an out. Failure to swing at the fifth or any subsequent pitch will result in the batter being out.

D.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

D.6 PITCHER: See Adult Pitcher Rules (Rule 15.4 & 15.7) concerning the adult pitcher. The adult pitcher must pitch overhand. Adult Pitcher must pitch from a standing position. Adult pitchers must pitch with one foot in contact with or astride the pitching line. Adult pitchers may NOT stride inside the bunt arc. The youth pitcher must remain in the circle until the ball has been hit.

D.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.5 & 15.7). 1 defensive coach may be positioned in the outfield playing area as deep as the deepest outfielder.

D.8 DEAD BALL AREAS: Play shall be called dead when:

- A.** All advancement of runners is, in the judgment of the umpire, halted.
 - a.** Clarifications:
 - i.** Defense possesses ball at the base ahead of the lead runner, forcing the runner to retreat.

ii. Defense possesses a ball in front of the lead runner forcing the runner to retreat.

iii. Lead runner voluntarily retreats to previous base.

B. A batted ball does not travel beyond the 20 foot arc drawn in front of home plate.

C. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

D.9 BASERUNNER:

A. Stealing is not permitted.

B. Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out.

C. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

D.10 DEFENSE:

A. Team will place 10 players on defense, using 4 outfielders and have free substitution. Short fielders are not allowed. The team must have a catcher with the required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

C. Outfielders must be at least 15 feet behind the baseline before the ball is put in play.

D. If shorthanded, the defense must field a pitcher and a catcher.

D.11 EQUIPMENT: Catcher must wear mask with throat protector, and chest protector. Shin guards are recommended. A regulation baseball will be used for game play.

D.12 INFIELD FLY: Does not apply to this league.

APPENDIX E

8 YOUTH BASEBALL MAJOR

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

E.1 PLAYING FIELD:

A. Base distance is 60 feet.

B. The Pitching Mound will be placed with the rubber at 40ft.

E.2 RUN LIMIT: The offensive team may score a maximum of 3 runs per inning. 6 run maximum in 6th inning and any extra innings.

E.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 25 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

E.4 BATTER: Dropped 3rd strike by catcher will be an out.

E.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

E.6 PITCHER: HYBRID PITCHING RULES: Kid pitcher will pitch complete at bat. Strike outs are allowed, walks are not. Once 4 balls have been called on the batter, the coach pitcher shall enter the game and have two pitches. A foul ball on the third strike from a kid pitcher or the second pitch from the coach pitcher will not be an out and batter will receive another pitch. When Adult Pitcher is active, the youth pitcher must have one foot in contact with the mound. Adult Pitcher will pitcher from directly in front of the mound. Adult Pitcher must pitch from a standing position.

E.7 PITCHING RULES: A PITCHER CAN PITCH A MAXIMUM OF 2 INNINGS IN ANY GAME AND A MAXIMUM OF 4 INNINGS IN A WEEK.

A. If a pitcher does pitch 2 innings in a game, the pitcher must have at least one day of rest before pitching again.

B. DEFINITION OF "INNING PITCHED": WITHIN ONE INNING PLAYED

A. ONE OUT RECORDED EQUALS 1/3 OF AN INNING PITCHED.

B. THREE OUTS RECORDED EQUALS ONE WHOLE INNING PITCHED.

C. 4 BATTERS OR MORE FACED WITHIN AN INNING EQUALS ONE INNING PITCHED.

C. No Balks will be called.

E.8 ON-FIELD COACHES: No defensive coaches are allowed on the field.

E.9 DEAD BALL AREAS: Play shall be called dead when: A. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

E.10 BASERUNNER: A. Stealing is not permitted. Runners may not advance on wild pitch or passed ball. B. Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out. C. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

E.11 DEFENSE:

A. Team will place 10 players on defense, using 4 outfielders and have free substitution. Short fielders are not allowed.

B. If shorthanded, the defense must field a pitcher and a catcher.

C. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

D. Outfielders must be at least 15 feet behind the baseline before the ball is put in play.

E.12 EQUIPMENT: Catcher must wear full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable) , body protector, shin guards and a protective cup in an athletic supporter. A regulation baseball will be used for game play.

E.13 INFIELD FLY: Does not apply to this league.

APPENDIX F

9-10 YOUTH BASEBALL MINOR (fall)

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

F.1 PLAYING FIELD:

A. Base distance is 65 feet.

B. Pitching mound will be 46 ft.

F.2 RUN LIMIT: The offensive team may score a maximum of 3 runs per inning. 6 runs in 6th inning or any extra innings.

F.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 25 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

F.4 BATTER: Dropped 3rd strike by the catcher will be an out.

F.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

F.6 PITCHING RULES: A PITCHER CAN PITCH A MAXIMUM OF 3 INNINGS IN ANY GAME AND A MAXIMUM OF 6 INNINGS IN A WEEK.

A. If a pitcher does pitch 3 innings in a game, the pitcher must have at least one day of rest before pitching again. See Rule 15.11 for statement concerning balks.

B. DEFINITION OF "INNING PITCHED": WITHIN ONE INNING PLAYED

A. ONE OUT RECORDED EQUALS 1/3 OF AN INNING PITCHED.

B. THREE OUTS RECORDED EQUALS ONE WHOLE INNING PITCHED.

C. 4 BATTERS OR MORE FACED WITHIN AN INNING EQUALS ONE INNING PITCHED.

C. See Rule 15.11 for statement concerning balks.

F.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.

F.8 DEAD BALL AREAS: Play shall be called dead when: A. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

F.9 BASERUNNER:

A. Stealing is permitted. Runners must stay in contact with the base until the ball crosses the plate. Penalty for leaving early is an out. **Runners may only steal one base per pitch and may not steal home.** Runners may only advance home from third base on a batted ball or be forced in due to a bases loaded walk or bases loaded batter hit by pitch. The runner on 3rd is LIVE if they leave the base. NOTE: Batter/Runner may not steal 2nd Base after a walk or hit by pitch.

B. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

F.10 DEFENSE:

A. Team will place 9 players on defense, using 3 outfielders and have free substitution. Outfielders must be positioned in the grass. The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. Short fielders are not allowed. The team must have a catcher with the required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

F.11 EQUIPMENT: Catcher must wear full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable), body protector, shin guards and a protective cup in an athletic supporter. A regulation baseball will be used for game play.

F.12 INFIELD FLY: Will apply to this league.

APPENDIX G

9 YOUTH BASEBALL MAJOR

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

G.1 PLAYING FIELD:

A. Base distance is 65 feet.

B. Pitching mound will be 46 ft.

G.2 RUN LIMIT: The offensive team may score a maximum of 3 runs per inning. 6 runs in 6th inning or any extra innings.

G.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 25 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

G.4 BATTER: Dropped 3rd strike by the catcher will be an out.

G.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

G.6 PITCHING RULES:

A. PITCHER CAN PITCH A MAXIMUM OF 3 INNINGS IN ANY GAME AND A MAXIMUM OF 6 INNINGS IN A WEEK.

B. If a pitcher does pitch 3 innings in a game, the pitcher must have at least one day of rest before pitching again.

C. DEFINITION OF "INNING PITCHED": WITHIN ONE INNING PLAYED

A. ONE OUT RECORDED EQUALS 1/3 OF AN INNING PITCHED.

B. THREE OUTS RECORDED EQUALS ONE WHOLE INNING PITCHED.

C. 4 BATTERS OR MORE FACED WITHIN AN INNING EQUALS ONE INNING PITCHED.

D. See Rule 15.11 for statement concerning balks.

G.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.

G.8 DEAD BALL AREAS: Play shall be called dead when:

A. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

G.9 BASERUNNER:

A. Stealing is permitted. Runners must stay in contact with the base until the ball crosses the plate. Penalty for leaving early is an out. **Runners may steal home.**

B. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

G.10 DEFENSE:

A. Team will place 9 players on defense, using 3 outfielders and have free substitution. Outfielders must be positioned in the grass. The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. Short fielders are not allowed. The team must have a catcher with the required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

G.11 EQUIPMENT: Catcher must wear full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable) , body protector, shin guards and a protective cup in an athletic supporter. A regulation baseball will be used for game play.

G.12 INFIELD FLY: Will apply to this league.

APPENDIX H

10 YOUTH BASEBALL MAJOR

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

H.1 PLAYING FIELD:

A. Base distance is 65 feet.

B. Pitching mound will be 46 ft.

H.2 RUN LIMIT: The offensive team may score a maximum of 3 runs per inning. 6 runs in 6th inning or any extra innings.

H.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 25 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

H.4 BATTER: Dropped 3rd strike by the catcher will be an out.

H.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

H.6 PITCHING RULES:

A. PITCHER CAN PITCH A MAXIMUM OF 3 INNINGS IN ANY GAME AND A MAXIMUM OF 6 INNINGS IN A WEEK.

B. If a pitcher does pitch 3 innings in a game, the pitcher must have at least one day of rest before pitching again.

C. DEFINITION OF "INNING PITCHED": WITHIN ONE INNING PLAYED

A. ONE OUT RECORDED EQUALS 1/3 OF AN INNING PITCHED.

B. THREE OUTS RECORDED EQUALS ONE WHOLE INNING PITCHED.

C. 4 BATTERS OR MORE FACED WITHIN AN INNING EQUALS ONE INNING PITCHED.

D. See Rule 15.11 for statement concerning balks.

H.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.

H.8 DEAD BALL AREAS: Play shall be called dead when:

A. A ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.

H.9 BASERUNNER:

A. Stealing is permitted. Runners must stay in contact with the base until the ball crosses the plate. Penalty for leaving early is an out. **Runners may steal home.**

B. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

H.10 DEFENSE:

A. Team will place 9 players on defense, using 3 outfielders and have free substitution. Outfielders must be positioned in the grass. The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. Short fielders are not allowed. The team must have a catcher with the required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

H.11 EQUIPMENT: Catcher must wear full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable), body protector, shin guards and a protective cup in an athletic supporter. A regulation baseball will be used for game play.

H.12 INFIELD FLY: Will apply to this league.

APPENDIX I

11-12 YOUTH BASEBALL

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

I.1 PLAYING FIELD:

A. Base distance is 70 feet.

B. Pitching mound will be 50 ft.

I.2 RUN LIMIT: The offensive team may score a maximum of 5 runs per inning. 10 runs in 6th inning or any extra innings.

I.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 25 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

I.4 BATTER: Dropped 3rd strike by the catcher will not be an out. Batter must be tagged out or thrown out at first base.

I.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

I.6 PITCHING RULES: A PITCHER CAN PITCH A MAXIMUM OF 3 INNINGS IN ANY GAME AND A MAXIMUM OF 6 INNINGS IN A WEEK.

A. If a pitcher does pitch 3 innings in a game, the pitcher must have at least one day of rest before pitching again.

B. DEFINITION OF "INNING PITCHED": WITHIN ONE INNING PLAYED

A. ONE OUT RECORDED EQUALS 1/3 OF AN INNING PITCHED.

B. THREE OUTS RECORDED EQUALS ONE WHOLE INNING PITCHED.

C. 4 BATTERS OR MORE FACED WITHIN AN INNING EQUALS ONE INNING PITCHED.

C. See Rule 15.11 for statement concerning balks.

I.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.

I.8 DEAD BALL AREAS: Play shall be called dead when: A. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

I.9 BASERUNNER:

- A.** Runners are allowed to lead off. **Runners may steal home.**
- B.** There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

I.10 DEFENSE:

- A.** Team will place 9 players on defense, using 3 outfielders and have free substitution. Outfielders must be positioned in the grass. The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. Short fielders are not allowed. The team must have a catcher with the required catcher's equipment.
- B.** Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

I.11 EQUIPMENT: Catcher must wear full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable) , body protector, shin guards and a protective cup in an athletic supporter. A regulation baseball will be used for game play.

I.12 INFIELD FLY: Will apply to this league.

APPENDIX J

13-14 YOUTH BASEBALL

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

J.1 PLAYING FIELD:

- A.** Base distance is 80 feet.
- B.** Pitching mound will be 54 ft.

J.2 RUN LIMIT: No run limit per inning.

J.3 GAME: A complete game shall be 7 innings (6 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 40 minute mark of the game or when the run differential reaches 15 after 3 innings, 10 after 4 innings or 8 after 5 innings.

J.4 BATTER: Dropped 3rd strike by the catcher will not be an out. Batter must be tagged out or thrown out at first base.

J.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

J.6 PITCHING RULES All pitching rules revert to USSSA, WITH THE FOLLOWING EXCEPTION: DEFINITION OF "INNING PITCHED": WITHIN ONE INNING PLAYED

A. ONE OUT RECORDED EQUALS 1/3 OF AN INNING PITCHED.

B. THREE OUTS RECORDED EQUALS ONE WHOLE INNING PITCHED.

C. 4 BATTERS OR MORE FACED WITHIN AN INNING EQUALS ONE INNING PITCHED.

See Rule 15.11 for statement concerning balks.

NO METAL CLEATS ARE ALLOWED ON ARTIFICIAL PITCHING MOUNDS.

J.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.

J.8 DEAD BALL AREAS: Play shall be called dead when:

A. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

J.9 BASERUNNER:

A. Runners are allowed to lead off. Runners may steal home.

B. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

J.10 DEFENSE:

A. Team will place 9 players on defense, using 3 outfielders and have free substitution. Outfielders must be positioned in the grass. The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. Short fielders are not allowed. The team must have a catcher with the required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

J.11 EQUIPMENT: Catcher must wear full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in

helmet or detachable), body protector, shin guards and a protective cup in an athletic supporter. A regulation baseball will be used for game play.

J.12 INFIELD FLY: Will apply to this league.

APPENDIX K

15-18 YOUTH BASEBALL

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

K.1 PLAYING FIELD:

- A.** Base distance is 90 feet.
- B.** Pitching mound will be 60'6".

K.2 RUN LIMIT: No run limit per inning.

K.3 GAME: A complete game shall be 7 innings (6 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 55 minute mark of the game or when the run differential reaches 15 after 3 innings, 10 after 4 innings or 8 after 5 innings.

K.4 BATTER: Dropped 3rd strike by the catcher will not be an out. Batter must be tagged out or thrown out at first base.

K.5 BATTING ORDER: Each coach has the option to list only nine players in the batting order. This is not required. Coach may elect to list all players in attendance on the batting order if they choose. There are no minimum play requirements in this age group, however, free substitution is allowed.

K.6 PITCHING RULES: All pitching rules revert to USSSA, WITH THE FOLLOWING EXCEPTION: **DEFINITION OF "INNING PITCHED": WITHIN ONE INNING PLAYED**

- A.** ONE OUT RECORDED EQUALS 1/3 OF AN INNING PITCHED.
- B.** THREE OUTS RECORDED EQUALS ONE WHOLE INNING PITCHED.
- C.** 4 BATTERS OR MORE FACED WITHIN AN INNING EQUALS ONE INNING PITCHED.

See Rule 15.11 for statement concerning balks.

NO METAL CLEATS ARE ALLOWED ON ARTIFICIAL PITCHING MOUNDS.

K.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.

K.8 DEAD BALL AREAS: Play shall be called dead when: A. A ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.

K.9 BASERUNNER: A. Runners are allowed to lead off. Runners may steal home. B. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

K.10 DEFENSE:

A. Team will place 9 players on defense, using 3 outfielders and have free substitution. Outfielders must be positioned in the grass. The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. A short fielder is not allowed. The team must have a catcher with the required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

K.11 EQUIPMENT: Catcher must wear full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable), body protector, shin guards and a protective cup in an athletic supporter. A regulation baseball will be used for game play.

K.12 INFIELD FLY: Will apply to this league.

K.13 TEAM FORMATION: Teams may be formed at the discretion of each booster club. A draft is not required.

APPENDIX L 5-6

YOUTH SOFTBALL

Teams must have at least 7 players to start a game and at least 7 to finish a game. No outs will be charged. Teams dropping below 7 players will forfeit the game.

L.1 PLAYING FIELD:

A. Base distance is 50 feet.

B. Home plate arc shall be drawn 10 feet in front of home plate to designate the dead ball area.

C. A pitching rubber will be placed 20ft from home plate to mark the closest the adult pitcher may deliver a pitch.

D. A 10 foot diameter circle centered 35ft from home plate shall be drawn to designate location for youth pitcher.

E. A pitching line shall be drawn from 20ft pitching rubber to the bottom of the pitching circle.

L.2 RUN LIMIT: The offensive team may score a maximum of 5 runs per inning. 10 run maximum in 6th inning and any extra innings.

L.3 GAME: A complete game shall be 6 innings (5 1/2 if home team is leading). No new inning may begin after 55 minutes or when the run differential reaches the point where a team is mathematically eliminated.

L.4 BATTER: Each batter shall receive 5 attempts to put the ball in play during a turn at bat. An attempt is defined as either a pitch from the adult pitcher or a swing at the ball off the tee. On the 5th attempt, the ball must be put in play, or the batter will be called out. Additionally, the first two attempts during a players at bat must be pitches from the adult pitcher. The remaining 3 attempts can be either pitches or swings off the tee. A foul ball on a pitch from the coach pitcher will not be an out. This applies to the entire season. **Note that the batter will be charged with an attempt on a pitch from the adult pitcher whether they swing at the pitch or not.**

L.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

L.6 PITCHER: See Adult Pitcher Rules (Rule 15.4 & 15.7) concerning the adult pitcher. The adult pitcher must pitch underhand. Adult pitchers must pitch with one foot in contact with or astride the pitching line. Adult pitchers may NOT stride in front of the 20ft pitching rubber. The youth pitcher must remain in the circle until the ball has been hit.

L.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.5 & 15.7). 2 defensive coaches may be positioned in the outfield as deep as the deepest outfielder.

L.8 DEAD BALL AREAS: Play shall be called dead when:

A. All advancement of runners is, in the judgment of the umpire, halted.

B. A batted ball does not travel beyond the 10 foot arc drawn in front of home plate.

C. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

D. A batted ball fielded in the infield is thrown to any base in an attempt to get a runner out. **E.** On balls batted past the outfielders, time shall be called when the ball is possessed in the infield by a defensive player.

L.9 BASERUNNER:

A. Stealing is not permitted.

B. Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out.

C. A base-runner shall occupy the base to which he/he is nearest when play becomes dead.

D. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

L.10 DEFENSE:

A. All players in attendance at a game **MUST** play on defense. The typical infield positions of pitcher, 1st base, 2nd base, shortstop and 3rd base are the only defensive players allowed on the infield. All other players must play in the outfield. Use of a catcher is optional.

B. If short handed to start a game, the defense **MUST** field a player in the pitcher position

C. The ball will become dead on any throw to first base. If the throw is an intentional underhand roll, the runner will be ruled safe.

D. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

E. Outfielders must be at least 15 feet behind the baseline before the ball is put in play. Outfielders may not move closer until the ball is put into play.

F. The Youth Pitcher may run to home plate to achieve an out (tag runner or plate) **ONLY**. Youth Pitcher **MUST** throw or toss the ball to achieve an out at any other base. Youth Pitcher **CANNOT** tag a runner going to 1st, 2nd, or 3rd bases. Penalty: Runner will be called safe. Runner will also be called safe on deliberate rolling of the ball to a base.

L.11 EQUIPMENT: Easton 11” Incrediball softballs will be used for game play (spring). In fall, the FCPRD provided ball is allowed.

L.12 INFIELD FLY: Does not apply to this league.

APPENDIX M

7 & 8 YOUTH SOFTBALL

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

M.1 PLAYING FIELD:

- A.** Base distance is 60 feet.
- B.** A pitching rubber will be placed at 20ft from home plate to mark the closest the adult pitcher may deliver a pitch.
- C.** A 10 foot diameter circle centered at 35ft from home plate shall be drawn to designate location for youth pitcher.
- D.** A pitching line shall be drawn from 20ft pitching rubber to the bottom of the pitching circle.

M.2 RUN LIMIT: The offensive team may score a maximum of 5 runs per inning. 10 run maximum in 6th inning and any extra innings.

M.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 1 hr. & 10 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

M.4 BATTER: Each batter shall receive 3 strikes (swing and miss or foul ball constitutes a strike) or 5 pitches from an adult pitcher, whichever comes first. A foul ball on the fifth pitch shall not count as an out. Failure to swing at the fifth or any subsequent pitch will result in the batter being out.

M.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

M.6 PITCHER: See Adult Pitcher Rules (Rule 15.4 & 15.7) concerning the adult pitcher. The adult pitcher must pitch underhand. Adult pitchers must pitch with one foot in contact with or astride the pitching line. Adult pitchers may NOT stride in front of the 20ft pitching rubber. The youth pitcher must remain in the circle until the ball has been hit.

M.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.5 & 15.7). 1 defensive coach may be positioned in the outfield playing area as deep as the deepest outfielder.

M.8 DEAD BALL AREAS: Play shall be called dead when:

A. On balls fielded on infield: Runners may advance one base, at risk, on the initial overthrow. Play will be dead after that. Example: Ball is hit to shortstop. Shortstop throws to 1st Base and the ball gets away. Batter/Runner runs towards 2nd Base. Ball gets away again. Play is now dead. On balls hit to the outfield, the play will be called dead when the ball is possessed by a defensive player on the infield. Umpire's judgement on advancement of the runners. Infield is defined as inside the baselines.

B. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

M.9 BASERUNNER:

A. Stealing is not permitted.

B. Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out.

C. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

M.10 DEFENSE:

A. Team will place 10 players on defense, using 4 outfielders and have free substitution. Short fielders are not allowed. The team must have a catcher with the required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

C. If shorthanded, the defense must field a pitcher and a catcher.

D. Outfielders must be at least 15 feet behind the baseline before the ball is put in play. Outfielders may not move closer until the ball is put into play.

M.11 EQUIPMENT: Catcher must wear mask with throat protector and chest protector. Shin guards are recommended. 11-inch Regulation Fast-Pitch Softball (Optic Yellow) will be used for game play.

M.12 INFIELD FLY: Does not apply to this league.

APPENDIX N

9-10 YOUTH SOFTBALL

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

N.1 PLAYING FIELD:

- A.** Base distance is 60 feet.
- B.** Pitching rubber is 35 feet
- C.** An 8 foot radius circle shall be drawn around the pitching rubber.

N.2 RUN LIMIT: The offensive team may score a maximum of 3 runs per inning. 6 runs in 6th inning or any extra innings.

N.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 25 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

N.4 BATTER: Dropped 3rd strike by the catcher will be an out.

N.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

N.6 PITCHING RULES: All pitching rules revert to USA Softball rules.

N.7 PITCHER:

- A.** Youth Pitcher will pitch from the 35' pitching rubber. Youth pitcher must have one foot in contact with the pitching rubber when the ball is delivered.

N.8 ON-FIELD COACHES: See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.

N.9 DEAD BALL AREAS: Play shall be called dead when:

- A.** A ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.

N.10 BASERUNNER:

- A.** Stealing is permitted. Runners must stay in contact with the base until the ball crosses the plate. Penalty for leaving early is an out. **Runners may only steal one**

base per pitch and may not steal home. Runners may only advance home from third base on a batted ball or be forced in due to a bases loaded walk or bases loaded batter hit by pitch. The runner on 3rd is LIVE if they leave the base. NOTE: Batter/Runner may not steal 2nd Base after a walk or hit by pitch.

B. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

N.11 DEFENSE:

A. Team will place 10 players on defense, using 4 outfielders and have free substitution. Outfielders must be positioned in the grass. The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. Short fielders are not allowed. The team must have a catcher with required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

N.12 EQUIPMENT: Catcher: Full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable), body protector, shin guards must be worn. 11-inch Regulation Fast-Pitch Softball (Optic Yellow) will be used for game play.

N.13 INFIELD FLY: Will not apply to this league.

APPENDIX O

11-13 YOUTH SOFTBALL

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

O.1 PLAYING FIELD:

A. Base distance is 60 feet.

B. Pitching rubber is 40 feet.

C. An 8 foot radius circle shall be drawn around the pitching rubber.

O.2 RUN LIMIT: The offensive team may score a maximum of 5 runs per inning. 10 runs in 6th inning or any extra innings.

O.3 GAME: A complete game shall be 6 innings (5 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 25 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

O.4 BATTER: Dropped 3rd strike by the catcher will not be an out. Batter must be tagged out or thrown out at first base.

O.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

O.6 PITCHING RULES: All pitching rules revert to USA Softball rules.

O.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.

O.8 DEAD BALL AREAS: Play shall be called dead when: A. A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

O.9 BASERUNNER:

A. Stealing is permitted. Runners must stay in contact with the base until the ball leaves the pitcher's hand. Penalty for leaving early is an out.

B. There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

O.10 DEFENSE:

A. Team will place 9 players on defense, using 3 outfielders and have free substitution. Outfielders must be positioned in the grass. The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. Short fielders are not allowed. The team must have a catcher with the required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

O.11 EQUIPMENT: Catcher: Full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable), body protector, shin guards must be worn. 12-inch Regulation Fast-Pitch Softball (Optic Yellow) will be used for game play.

O.12 INFIELD FLY: Will apply to this league.

APPENDIX P

14-18 YOUTH SOFTBALL

Teams must have at least 7 players to start a game and at least 7 to finish a game. No out will be charged if a team starts with 7 players. Teams dropping below 7 players will forfeit the game.

P.1 PLAYING FIELD:

- A.** Base distance is 60 feet.
- B.** Pitching rubber is 43 feet
- C.** An 8 foot radius circle shall be drawn around the pitching rubber.

P.2 RUN LIMIT: The offensive team may score a maximum of 5 runs per inning. 10 runs in 7th inning or any extra innings.

P.3 GAME: A complete game shall be 7 innings (6 1/2 if the home team is ahead). No new inning may begin after the 1 hr & 25 minute mark of the game or when the run differential reaches the point where a team is mathematically eliminated.

P.4 BATTER: Dropped 3rd strike by the catcher will not be an out. Batter must be tagged out or thrown out at first base.

P.5 BATTING ORDER: See Batting Order Rule (Rule 12.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

P.6 PITCHING RULES: All pitching rules revert to USA Softball rules.

P.7 ON-FIELD COACHES: See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.

P.8 DEAD BALL AREAS: Play shall be called dead when:

- A.** A ball is thrown outside the fence, play becomes dead, and each runner is entitled to one extra base.

P.9 BASERUNNER:

- A.** Stealing is permitted. Runners must stay in contact with the base until the ball leaves the pitcher's hand. Penalty for leaving early is an out.
- B.** There is no appeal in this league. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

P.10 DEFENSE:

A. Team will place 9 players on defense, using 3 outfielders and have free substitution. Outfielders must be positioned in the grass. The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. Short fielders are not allowed. The team must have a catcher with required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

P.11 EQUIPMENT: Catcher: Full protective gear including helmet/mask (must be single body construction and must cover both ears) with throat protector (integrated in helmet or detachable), body protector, shin guards must be worn. 12-inch Regulation Fast-Pitch Softball (Optic Yellow) will be used for game play.

P.12 INFIELD FLY: Will apply to this league.

APPENDIX Q

GAME SPECIFIC BY AGE GROUP

BASEBALL

	5BB	6BB	7&8 Min	7 Maj	8 Maj	9&10 Min	9 Maj	10 Maj	11&12 BB	13&14 BB	15&16BB
INNINGS	5	6	6	6	6	6	6	6	6	7	7
TIME	55 min	55 min	85 min	85 min	85 min	85 min	85 min	85 min	85 min	100 min	115 min
BASES	50 ft	60 ft	60ft	60 ft	60 ft	65 ft	65 ft	65 ft	70 ft	80 ft	90 ft
PITCHING	20-42 ft	20-42 ft	20-42 ft	20-42 ft	40ft	46 ft	46 ft	46 ft	50 ft	54 ft	60'6"
INFIELD FLY	NO	NO	NO	NO	NO	YES	YES	YES	YES	YES	YES
LEADING OFF	NO	NO	NO	NO	NO	NO	NO	NO	YES	YES	YES
STEALING	NO	NO	NO	NO	NO	YES	YES	YES	YES	YES	YES
DROP 3RD	NO	NO	NO	NO	NO	NO	NO	NO	YES	YES	YES
STRIKE											

SOFTBALL

	6uSB	8uSB	10uSB	11-13 SB	14-18 SB
INNINGS	6	6	6	6	7
TIME	55 min	70 min	85 min	85 min	85 min
BASES	50 ft	60 ft	60 ft	60 ft	60 ft
PITCHING	20-42 ft	35 ft	35 ft	40 ft	43 ft
INFIELD FLY	NO	NO	NO	YES	YES
STEALING	NO	NO	YES	YES	YES
DROP 3RD	NO	NO	NO	YES	YES
STRIKE					

APPENDIX R

FCPRD End of Season Tournaments

Rules and Information

****REGULAR SEASON RULES WILL APPLY FOR ALL AGE GROUPS UNLESS OTHERWISE NOTED BELOW.****

****6BB “AFTER April 22” PITCHING/BATTING RULES IN TOURNAMENT.****

****BRACKETS ARE SUBJECT TO CHANGE DUE TO FINAL STANDINGS AND/OR WEATHER.****

1. All tournaments will be single elimination.
2. Tournaments may begin the first or second weekend in May. Older age groups (10 & up) will play first, younger ages (8 & under) will play later.
3. The home team for each game will be the higher seed for that bracket including the Championship Games.
4. Run limits from the regular season will apply in all age groups and all games, including Championship Games.
5. Time limits from the regular season will apply in all age groups and all games, including the Championship Games.
6. No games will end in a tie. Tie Breaker Rules are outlined in the County Rule Book.
7. Game reports are not required by teams. FCPRD Staff will update the brackets at each park after the games. The On-Line Brackets will be updated the following morning.
8. Player participation rules from the regular season will apply in all age groups.
9. Grace Periods from the regular season will apply. There is no grace period for Saturday or Sunday games. 86641.qxp_86641 2/1/24 1:35 PM Page 70
10. Lineup cards **MUST** be provided to the opposing team and umpire **PRIOR** to game time. **Players’ first name, last name and jersey number MUST be included on lineup cards.**

Pitching Regulation for Baseball

1. **8 Majors will use regular season pitching rules.**

2. AGES 9 AND UP: A pitcher may pitch no more than 3 innings in a game and pitch again that same day. A pitcher can pitch no more than 6 innings per day and no more than 9 total innings in the tournament.

3. Pitching charts must be kept by each head coach for all baseball age groups.

4. Pitching charts must be signed by the home plate umpire following each game. **Coaches are responsible for having their chart signed IMMEDIATELY following the game.**

5. Failure to produce an up-to-date and signed pitching chart will result in a forfeit.

6. Using an ineligible pitcher will result in a forfeit should that pitcher record an out. If discovered before recording the out, the ineligible pitcher will be removed from the mound with no penalty.

7. ALL PITCHING CHANGES MUST BE ANNOUNCED TO THE HOME PLATE UMPIRE AND THE OPPOSING TEAM.

APPENDIX S

Code of Conduct:

For all FCPRD competitions, positive cheering by players, coaches and spectators is encouraged. Any negative cheering/ actions may result in a warning and/or removal from the site, whether it is for or against “your” team. No artificial noisemakers (i.e., cow bells, air horns, etc.) shall be allowed in the dugouts, bleachers, seats and standing areas around the perimeter of the competition in any sport(s). The FCPRD Staff is empowered with the authority to take action towards those that violate this policy.

By registering for an athletic program, volunteering as a coach, serving as a game official, or attending an event as a spectator, all participants agree to abide by the following Code of Conduct.

Failure to abide by the Code of Conduct may jeopardize yours and/or your child’s opportunity to participate in any FCPRD’s athletic programs.

Youth Athletic Code of Conduct:

I will remember that youth athletics are for the children and not the adults.

I will do my best to provide a safe environment for all youth participants.

I will review and practice basic first aid principles and emergency procedures.

I will place the emotional and physical well-being of my players ahead of a personal desire to win.

I will treat all players, coaches, parents, officials, and spectators with respect.

I will know, understand, teach, and abide by the rules of the game.

I will refrain from using drugs, alcohol, and tobacco at or during youth athletic events.

I will not engage in any behavior which would endanger the health, safety, or well-being of any participant.

I will not engage in any verbal or physical threats or abuse aimed at any participant.

I will not engage in the use of profanity.

I will not engage, encourage, or participate in a fight or scuffle with any participant.

Disciplinary Action:

Anyone that fails to abide by the FCPRD's Code of Conduct while attending, coaching, officiating, or participating in an FCPRD sports event will be subject to disciplinary action including but not limited to the following in any order or combination.

Violators may receive a verbal warning from FCPRD staff.

Violators may receive a written warning from FCPRD staff.

Violators may receive an immediate ejection from event and/or park from FCPRD staff.

Violators may be placed on probation.

Violators may be suspended from event(s) and/or parks(s).