Wake Forest Parks & Recreation Department

Youth Baseball, Softball, T-Ball
Rules and Regulations

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1 INTRODUCTION

This document has been developed by Wake Forest Parks & Recreation in order to familiarize volunteer coaches and part-time employees with policies, procedures, and league rules for youth baseball, softball, and t-ball leagues.

1.1 Mission Statement

The Wake Forest Parks and Recreation Department seeks to enhance the lives of the citizens of Wake Forest by offering a comprehensive system of parks, greenways, facilities, and open spaces coupled with cultural and athletic programs that promote education, health and wellness.

1.2 Purpose

The purpose of the Wake Forest Parks and Recreation Department baseball, softball and t-ball leagues is to provide the youth of the Wake Forest area the opportunity to have fun, learn sportsmanship, rules of the game, and develop the skills needed to be a successful player.

1.3 Youth Athletics Philosophy

The Wake Forest Parks and Recreation Department staff believes that youth athletic programs serve an important part in the development of physical, emotional, and mental abilities of children. The main emphasis for all WFPRD youth athletic programs is participation, increasing individual skill levels and aiding in character development. This philosophy can be achieved by teaching our youth the following concepts:

- **Fundamentals of the game**
  Regardless the sport, the primary concern of coaches should be to teach the basics. Each child should receive individual instruction and encouragement to increase his/her personal skill level.

- **Sportsmanship**
  Participants should be taught the qualities of sportsmanship and fair play. The emphasis should be on each child doing their best and having fun, not on winning or losing.

- **Team concept**
  In team sports, each member should feel that he/she is valuable to the team and can contribute to the team effort. Learning to work with others as a team is essential for successful teams and team members.

- **Respect for Officials**
  Coaches should teach children to respect the game officials. Participants should not be led to believe that the actions of an official determined the outcome of an athletic event. The example that is set by coaches (and parents) speaks much louder than the words that are spoken about sportsmanship and respect for others.

2 LEAGUE MANAGEMENT

All leagues will be under the direction of the Wake Forest Parks & Recreation Department, specifically the WFPRD Athletics Division. The WFPRD Athletics Division will be responsible for the recruitment of volunteer coaches, scheduling of practices and games, uniform/equipment orders, contracting with booking agents, official scorers, and supervision of all aspects of the Baseball/Softball program.

2.1 Communication Methods

WFPRD will communicate information to participants, coaches, and staff via telephone and e-mail. Hard-copy mailings via USPS will be used as necessary. Cancelation of practices and games due to inclement weather/field conditions will be communicated via telephone and e-mail. In addition to the notification, the Weather Line (919 435 9569) will be updated when cancelations become necessary.

2.2 League Schedules (Practice and Game)

League Schedules will be prepared by Athletics Staff. Practice schedules will be distributed to coaches at the league draft/coach meeting, with each team having a minimum of four (4) practices scheduled prior to the beginning of league play. Game schedules will be distributed at least two (2) weeks prior to the beginning of league play. Teams will be scheduled for a ten (10)-game regular season, followed by single-elimination tournaments for ages 9 and above (spring only).

Coaches will be allowed to trade assigned practice times with other teams in the league at their discretion. Once distributed, the only alterations that will be made to game schedules will be due to inclement weather/field conditions that require cancelation of scheduled games.

2.3 Website Information

League Schedules and standings will be posted on the Town of Wake Forest website, www.wakeforestnc.gov. Schedules (practice and game) will be posted to the website and updated as necessary. League standings will be updated on a weekly basis.

2.4 Important Telephone Numbers

Wake Forest Parks & Recreation Office	919 435 9560
WFPRD Athletic Coordinator	919 435 9562
Weather Line	919 435 9569

2.5 Field Locations

- J. B. Flaherty Park — 1226 North White Street
- R. H. Forrest Field — 133 West Owen Avenue
- Ailey M. Young Park — 800 East Juniper Avenue
- Tyler Run Park — 830 Pineview Drive
- Heritage High School/Park — 1150 Forestville Road
- Wake Forest Middle School/Park — 1800 South Main Street

2.6 Operating Instructions – Field Lighting Systems

- Flaherty Park and R. H. Forrest Field lights are controlled by a “throw switch” located beside the main electrical panel. Move the switch UP to turn lights on, DOWN to turn lights off.
- Heritage High School/Park lights are controlled by switches in the dugouts. Turn the switch CLOCKWISE to turn lights on, COUNTER-CLOCKWISE to turn lights off.
- WF-R Middle School/Park lights are controlled by operating the main breaker, located inside the electrical panel box. Move the switch UP to turn lights on, DOWN to turn lights off.
- Coaches are responsible for turning lights off at the conclusion of team practices. The WFPRD on-site staff member will be responsible for turning lights off at the conclusion of games.

3 LEAGUE POLICIES

3.1 League Age

Participant's "League Age" is determined by their age on April 30 of the current year. Participants will not be allowed to play outside of their assigned league/age group.

3.2 Code of Conduct/Disciplinary Action

The Wake Forest Parks & Recreation Department expects good sportsmanship from its coaches, participants, and spectators as outlined below.

- No individual shall refuse to abide by any League Official's decision.
- No individual shall be guilty of objectionable demonstrations of dissent toward any League Official, participant, or spectator.
- No individual shall be guilty of verbal abuse or physical attack upon any League Official, participant or spectator.

Persons in violation of the Code of Conduct may be subject to penalties up to and including removal from the league, depending upon the severity of their actions. Penalties for ejection are outlined below.

- In the event of an ejection of a player, the player shall be removed from the game for the remainder of the game. Ejected player must serve a two (2) - game suspension, and cannot attend team events (practices or games) while serving the suspension.
- In the event of an ejection of a coach, the coach shall be removed from the game and must leave the facility within two (2) minutes or a forfeit will be declared. If there is not an Assistant Coach present to take over coaching duties, a parent will allowed to take over duties for the game currently being played. Ejected coach must serve a two (2) - game suspension, and cannot attend team events (practices or games) while serving the suspension.
- Should a player or coach be ejected a second time during a season, the player or coach must serve a second two-game suspension. In the event of a third ejection, the player or coach will be removed from the league for the remainder of the season.
- The Wake Forest Parks & Recreation Department reserves the right to impose season-disqualification penalties at any time, should participant's behavior and action deem such disqualification necessary.

3.3 Player Placement

- Players in age groups 5-8 (Spring) and 6-7 (Fall) will be placed onto teams by WFPRD staff.
- All players new to a league, and any wishing to change teams from the past season, must participate in the draft (Spring only).
- Players returning to the same age group (except those requesting redraft) and the child of the TEAM MANAGER and ASSISTANT COACH (if named prior to draft date) are exempt from the draft.

- Player(s) absent may not be chosen during the selection process. Absent player(s) name(s) will be drawn at the conclusion of the draft.
- Players age 13 and above (Spring) will be drafted onto teams each season.
- All Fall League teams will be drafted each season, with no carry-over on rosters from the previous season.

Selection order is set by WFPRD, based on the number of players returning to team rosters. Spring baseball/softball teams will begin the draft with a minimum of four (4) players (leagues ages 9-12). Fall baseball/softball teams will begin with a minimum of two (2) players.
In the event that new ("expansion") team(s) are added, the expansion team(s) will be allowed to select players to reach the league minimum prior to the first full round of the draft, with selections alternating between "expansion team(s)" and returning teams that are drafting to the league minimum (Spring leagues, ages 9-12).

Following the minimum-roster selections, each team will select one player.

DRAFT ORDER: following the minimum-roster draft, draft order will be based on the league's final standings from the previous season (leagues 9-12). *Leagues 13+ (Spring) and 12+ (Fall) - draft order is set by draw.*

(Spring leagues 9-12) Teams will be "evened up" after the first full round of selections- all teams must have equal number of players before another "full round" is allowed. Example: team 1 starts with 6 players, all others start with less than 6. Team 1 would be allowed a selection in the round that follows the minimum-roster draft, but would then sit out of the draft until all teams have 7 players. Draft "round" will go from first to last pick, and begin again with the team having the first selection starting another round (see exception above). Selection will continue until the point where the number of eligible ("present") players is equal to or less than the number of teams selecting players. Once this point is reached, all eligible players not previously selected will be placed in the draw with those absent from the draft (***leagues 13+ - n/a)***.

Siblings are placed on the same team and count as the team's current draft selection and the team's next selection.

Trading of selections is not allowed.

3.4 Selection of Head Coach ("Manager") and Assistant Coach

WFPRD Athletics Staff will recruit volunteers to serve as Head Coach ("Manager") during the registration period for the leagues. Once the Head Coach has been selected, it will be the option of the Head Coach to name one (1) person to serve as Assistant Coach. The Assistant Coach must be named at least one (1) day prior to the league draft. Children of Head Coach and Assistant Coach will be exempt from league drafts.

3.5 Background Screening

In order to preserve the safety and well-being of participants in its Youth Athletic programs, the Wake Forest Parks and Recreation Department has selected Southeastern Security Consultants, Inc. (SSCI) to conduct background screens on all volunteers for youth athletic programs.

Volunteers will be required to complete and sign an authorization which will provide date of birth, Social Security Number, and current address allowing the Wake Forest Parks and Recreation Department to order an individual criminal background check. All authorization forms and results of screening must be received prior to the start of volunteer duties.

This policy will include all volunteers (on an annual basis) who wish to be named coach ("head coach" and/or "assistant coach") that may, in the course of their volunteer service, have the opportunity to be alone with children during activities scheduled for Wake Forest Parks and Recreation youth athletic programs. Others with incidental contact with children will not be subject to provisions of this policy at this time, although the Wake Forest Parks and Recreation Department reserves the right to conduct random checks of volunteers periodically.

SSCI will conduct the background checks on volunteers. All information received as a result of the screening will be kept confidential and not disclosed to anyone outside the Wake Forest Parks and Recreation Department. All authorization forms, records or reports shall be maintained in a confidential manner, and kept for a fixed period of time as set by the Town's record retention policy.

If any disqualifying information is found that prevents an applicant from being accepted, the Athletic Coordinator will be responsible for notifying applicant of disqualification in a confidential manner. In the event the applicant feels a mistake has been reported in their criminal background check, it is the applicant's responsibility to contact the reporting agency (SSCI) and resolve any issues. Wake Forest Parks and Recreation and its employees are not responsible for errors or omissions that may be reported on background checks.

Standards

Applicants shall be disqualified from consideration for Team Manager ("head coach") if applicant has ever been found guilty or entered a plea of guilty, *nolo contendre* (no contest), or *Alford Pleas*, regardless of the adjudication, for any of the following:

FELONIES

- ***All Felony Violence*** – regardless of the amount of time since the offense.
  Examples include: murder, manslaughter, aggravated assault, kidnapping, robbery, aggravated burglary, etc.
- ***All Felony offenses other than violence or sex within the past ten (10) years.***
  Examples include: drug offenses, theft, embezzlement, fraud, child endangerment, etc.

SEX OFFENSES

- ***All Sex Offenses*** – regardless of the amount of time since the offense. Examples include child molestation, rape, sexual assault, sexual battery, sodomy, prostitution, solicitation, indecent exposure, etc.

MISDEMEANORS

- ***All misdemeanor violence offenses within the past seven (7) years.*** Examples include: simple assault, battery, domestic violence, hit & run, etc.
- ***Two or more misdemeanor drug and alcohol offenses with the past seven (7) years.***
  Examples include: driving under the influence, simple drug possession, drunk and disorderly, pubic intoxication, possession of drug paraphernalia, etc.
- ***Any other misdemeanor*** within the past five (5) years that would be considered a potential danger to children or is directly related to the functions of the volunteer.

PENDING CASES

No person shall be permitted to volunteer that has been charged with any of the Disqualifying offenses or has case(s) pending in court until the official adjudication of the case(s).

Should any pending charges be discovered, or should any charges be brought against an Applicant during the season, the Applicant shall be suspended from serving as a volunteer until such time as the charges have been cleared or dropped and he/she is reinstated by WFPRD.

3.6 Mandatory Play

In order to ensure that all participants are provided an opportunity to play in his/her team's games, no player may be kept out of the field for two (2) consecutive innings. Exception: injury or illness.

3.7 Team Composition

It is the goal of WFPRD to place thirteen (13) players on each team, but the number of registered participants will determine the number of players per team.

Players may be added to team rosters after team placement has occurred only in situations where participants have requested to be withdrawn from the league. Replacement players will be secured via the WFPRD waiting list.

3.8 Inclement Weather

Cancellation Procedure

- WFPRD staff will inspect field conditions to determine whether to open fields for practice

or game play.

- Team Managers (youth and adult leagues) and participants (youth leagues) will be called by WFPRD staff if it is determined that cancellation of events is necessary. Participants will be notified via telephone messaging system no later than 4:30pm on weekdays**. Weekend event cancellation information will be relayed only via Weather Line recording)**.
- Weather Line **(919 435 9569)** recording will be changed after a decision to cancel games/practices has been made, and will play a message stating the day and date, and specific cancellation information (any message other than as stated above will mean that events have not been cancelled by WFPRD).
- Should inclement weather occur **AFTER 4:30pm**, and/or managers/participants have not been notified of a cancellation by WFPRD staff, teams should report to the field prepared to play/practice. *Any decision regarding game cancellations after 4:30 p.m. will be made on site by the umpiring crew (or field supervisor). For team practices and games at locations without umpiring crew (or field supervisor), coaches are to use their best judgment regarding field conditions, with player safety being the first priority. Practicing on fields that are wet can result in player injury and damage to the fields.*

Lightning/Inclement Weather Policy for Practices, Games, and Clinics

- During a practice, scrimmage, game or clinic involving WFPRD teams/participants, coaches and/or umpires must use the following policy when lightning is seen: practice/play must be suspended immediately when lightning is seen and within 30 seconds the clap of thunder is heard. Thirty (30) minutes after this condition no longer exists, practice/game/clinic may be resumed. All participants are to leave the field for a safe location such as a car or other lightning-protective enclosure until it is safe to return to the field (i.e. the required 30 minutes have passed with no additional lightning/thunder). Should a second incident of lightning/thunder occur, the 30-minute countdown shall begin again.
- Practice/Scrimmage Lightning Delays: The Team Manager will be responsible for adherence to the policy. During clinics or game play, WFPRD staff or representative (i.e. game officials) will be responsible for adherence to the policy.
- Game Day/Clinic Lightning Delays: When lightning occurs during game play, WFPRD policy requires officials to stop games for safety reasons. Restarting of the remaining games during the day cannot resume until deemed appropriate by the WFPRD official pursuant to the WFPRD Lightning Policy.

3.9 Uniforms

Team uniforms will be purchased by WFPRD. Participants will be provided a jersey, cap (or visor), and socks. The uniform as provided by WFPRD is required for game play. Teams shall not alter/enhance the uniforms in any manner. Participants must provide solid grey baseball pants (black shorts are an acceptable alternative for softball leagues).

3.10 Equipment

WFPRD will provide protective equipment (catcher's gear, and batters' helmets and bats) for each team to use. All softball players are required to wear batters' helmets with face guards attached. Coaches will be provided with baseballs/softballs to use for team practices, and game balls will be provided by WFPRD on-site (exception: Game balls will be provided for T-Ball and Coach Pitch teams when uniforms are delivered to coaches.)

Participants will be responsible for providing their own gloves and any other equipment that they deem appropriate. If participant uses equipment that belongs to the participant, the equipment must meet the established regulations.

Participants may choose to wear cleats at all levels of play – metal spikes are only allowed in baseball leagues for players age 13 and above (Spring) and 12 and above (Fall).

3.11 Awards

WFPRD will provide Participation Medals for all players at the conclusion of the season. In Spring leagues where championships are recognized, WFPRD will provide individual trophies to each member of the season and tournament championship teams.

3.12 Safety

WFPRD seeks to provide safe facilities, and will prepare fields for practice and play in accordance with acceptable industry standards. Coaches are to keep the safety of participants in mind during practices and games.

Coaches shall not leave a practice or game site without first ensuring that all participants have been picked up by a family member (or other designee, to be communicated to the coach prior to pick-up time). In the event that a participant has not been picked up within fifteen (15) minutes of scheduled end time, Coach shall call the Wake Forest Police Department (919 435 9610).

3.13 Blood-Borne Pathogens (PPG)

The safety and health of participants is a priority. Although the possibility of a communicable disease being transferred from one participant to another is unlikely, universal precautions (wearing medical gloves, proper clean-up and disposal of first-aid items) should be taken in all instances where there is a possibility of the transfer of bodily fluids.

4 UNIVERSAL PLAYING RULES

4.1 Governing Bodies

All youth baseball leagues will follow the official rules of Tar Heel Leagues, Inc. as set for the current year. Youth softball leagues will follow the official rules of the Amateur Softball Association (ASA) as set for the current year. Local exceptions and additions to the Tar Heel and ASA rules are listed by age group.

4.2 Continuous Batting Order

All youth leagues will use a continuous batting order, with all players present listed in the batting order. In the event that a player arrives late, he/she shall be added to the bottom of the lineup.

If a player must leave the game for any reason other than ejection, the player's position in the batting order will be skipped with no out being charged. Should a player be ejected from the game, an out will be charged each time his/her position comes up in the batting order.

4.3 Missed Bases

Base runners who fail to touch a base (or re-touch on a caught fly ball/infield fly) shall be called out ***"automatically"*** by the umpire. (Umpire must have seen the infraction for the call to be made).

4.4 Number of Players Required

Teams must have at least eight (8) uniformed players to start a game. In the event that a player arrives late, he/she shall be added to the bottom of the lineup.

4.5 Courtesy Runners

Courtesy runners may be used for the pitcher and catcher of record at any time. With two (2) outs, courtesy runner for the catcher is mandatory. Courtesy runner shall be the last player to have been put out.

4.6 Sliding/Contact With a Fielder

Base runners must slide or attempt to get around a fielder who is in position and waiting to make a play. If in the judgment of the umpire contact between a base runner and fielder was intentional, the player will be disqualified for the remainder of the game. The offending player will not be required to serve an "ejection suspension," but his/her team

will be charged with an out each time the offending player's position comes up in the batting order for the remainder of the game.

4.7 Infield Fly Rule

Infield Fly Rule will be in effect for all leagues age 9 and above (Spring) and all leagues age 8 and above (Fall).

4.8 Tie Games

Games that are tied at the end of regulation play (or expiration of the time limit) will proceed to one extra inning under the "International Rule." The player to have made the last out in the preceding inning will be placed on second base, and the top of the inning will begin with the runner on second base. If, after one complete inning, a winner is not determined, the game shall be recorded as a tie (exception: tournament games will be continued until a winner is determined, using the "International Rule".)

5 LEAGUE-SPECIFIC PLAYING RULES

5.1 Senior League Baseball (15-17 Spring, 14-16 Fall)

Games will consist of seven (7) innings of play (unless game is stopped due to the expiration of the time limit or by the ten-run rule).

The game clock/timer will be started at the scheduled start time, and will begin the one-hour count down. In the event that a team does not have the minimum number of players required after the expiration of ten (10) minutes, the game shall be declared a forfeit. (Should the game be started, it will be continued to the expiration of the time limit – exception: run rule still in effect). Teams are to provide Official Scorer with a lineup at least ten (10) minutes prior to game time.

No new inning shall begin after 100 minutes (1:40). Tournament Championship Game (Spring only) will have a time limit of 120 minutes (2:00).

If, after five (5) or more completed innings, one team has a 10-run (or greater) lead, the game shall be called (4 ½ if home team is ahead).

PITCHING RULES/REST REQUIREMENTS (Spring Leagues)

- Pitchers are limited to a maximum of 105 pitches per game, and a maximum of 155 pitches per week (defined as Sunday through Saturday).
- If a player pitches 76 or more pitches in a day, three (3) days of rest must be observed. *EXAMPLE: Player pitches 76 or more pitches on Monday, cannot pitch again until Friday.*
- If a player pitches 61-75 pitches in a day, two (2) days of rest must be observed. *EXAMPLE: Player pitches 61-75 pitches on Monday, cannot pitch again until Thursday.*
- If a player pitches 31-60 pitches in a day, one (1) day of rest must be observed. *EXAMPLE: Player pitches 31-60 pitches on Monday, cannot pitch again until Wednesday.*
- If a player pitches up to 30 pitches in a day, no rest period is required before pitching again. *EXAMPLE: Player pitches 30 or fewer pitches on Monday, he may pitch on Tuesday.*
- A pitcher ***replaced on the mound*** may not re-enter the game as a pitcher.

PITCHING RULES/REST REQUIREMENTS (Fall Leagues)

- A pitcher may not pitch more than four (4) innings per day.
- A pitcher ***replaced on the mound*** may not re-enter the game as a pitcher.
- Delivery of a single pitch constitutes having pitched an inning.

5.2 Senior League Softball (15-17 Spring, 14-16 Fall)

Games will consist of seven (7) innings of play (unless game is stopped due to the expiration of the time limit or by the ten-run rule).

The game clock/timer will be started at the scheduled start time, and will begin the one-hour count down. In the event that a team does not have the minimum number of players required after the expiration of ten (10) minutes, the game shall be declared a forfeit. (Should the game be started, it will be continued to the expiration of the time limit – exception: run rule still in effect). Teams are to provide Official Scorer with a lineup at

least ten (10) minutes prior to game time. Teams will place nine (9) players in the field on defense.

Teams will use 12" softballs.

No new inning shall begin after 90 minutes (1:30). Tournament Championship Game (Spring only) will have a time limit of 120 minutes (2:00).

Players may not pitch more than 6 innings per game. Delivery of a single pitch constitutes having pitched one inning. ***ONLY the starting pitcher may re-enter the game as a pitcher (one time/game).***

If, after five (5) or more completed innings, one team has a 10-run (or greater) lead, the game shall be called (4 ½ if home team is ahead).

5.3 Junior League Baseball (13-14 Spring, 12-13 Fall)

Games will consist of seven (7) innings of play (unless game is stopped due to the expiration of the time limit or by the ten-run rule).

The game clock/timer will be started at the scheduled start time, and will begin the one-hour count down. In the event that a team does not have the minimum number of players required after the expiration of ten (10) minutes, the game shall be declared a forfeit. (Should the game be started, it will be continued to the expiration of the time limit – exception: run rule still in effect). Teams are to provide Official Scorer with a lineup at least ten (10) minutes prior to game time.

No new inning shall begin after 100 minutes (1:40). Tournament Championship Game (Spring only) will have a time limit of 120 minutes (2:00).

If, after five (5) or more completed innings, one team has a 10-run (or greater) lead, the game shall be called (4 ½ if home team is ahead).

PITCHING RULES/REST REQUIREMENTS (Spring Leagues)

- Pitchers are limited to a maximum of 105 pitches per game, and a maximum of 155 pitches per week (defined as Sunday through Saturday).
- If a player pitches 76 or more pitches in a day, three (3) days of rest must be observed. *EXAMPLE: Player pitches 76 or more pitches on Monday, cannot pitch again until Friday.*
- If a player pitches 61-75 pitches in a day, two (2) days of rest must be observed. *EXAMPLE: Player pitches 61-75 pitches on Monday, cannot pitch again until Thursday.*
- If a player pitches 31-60 pitches in a day, one (1) day of rest must be observed. *EXAMPLE: Player pitches 31-60 pitches on Monday, cannot pitch again until Wednesday.*
- If a player pitches up to 30 pitches in a day, no rest period is required before pitching again. *EXAMPLE: Player pitches 30 or fewer pitches on Monday, he may pitch on Tuesday.*
- A pitcher ***replaced on the mound*** may not re-enter the game as a pitcher.

PITCHING RULES/REST REQUIREMENTS (Fall Leagues)

- A pitcher may not pitch more than three (3) innings per day.
- A pitcher ***replaced on the mound*** may not re-enter the game as a pitcher.

Delivery of a single pitch constitutes having pitched an inning.

5.4 Junior League Softball (13-14 Spring, 12-13 Fall)

Games will consist of seven (7) innings of play (unless game is stopped due to the expiration of the time limit or by the ten-run rule).

No new inning shall begin after 90 minutes (1:30). Tournament Championship Game (Spring only) will have a time limit of 120 minutes (2:00).

The game clock/timer will be started at the scheduled start time, and will begin the one-hour count down. In the event that a team does not have the minimum number of players required after the expiration of ten (10) minutes, the game shall be declared a forfeit. (Should the game be started, it will be continued to the expiration of the time limit – exception: run rule still in effect).

Teams are to provide Official Scorer with a lineup at least ten (10) minutes prior to game time.

Teams will place nine (9) players in the field on defense.

Teams will use 12" softballs.

If, after five (5) or more completed innings, one team has a 10-run (or greater) lead, the game shall be called (4 ½ if home team is ahead).

Players may not pitch more than 6 innings per game. Delivery of a single pitch constitutes having pitched one inning. ***ONLY the starting pitcher may re-enter the game as a pitcher (one time/game).***

5.5 Little League Baseball (11-12 Spring, 10-11 Fall)

Games will consist of six (6) innings of play (unless game is stopped due to the expiration of the time limit or by the ten-run rule).

No new inning shall begin after 90 minutes (1:30). Tournament Championship Game (Spring only) will have a time limit of 120 minutes (2:00).

The game clock/timer will be started at the scheduled start time, and will begin the one-hour count down. In the event that a team does not have the minimum number of players required after the expiration of ten (10) minutes, the game shall be declared a forfeit. (Should the game be started, it will be continued to the expiration of the time limit – exception: run rule still in effect).

Teams are to provide Official Scorer with a lineup at least ten (10) minutes prior to game time.

If, after four (4) or more completed innings, one team has a 10-run (or greater) lead, the game shall be called (3 ½ if home team is ahead).

Base runners may not leave the base until the pitched ball has reached home plate.

PITCHING RULES/REST REQUIREMENTS (Spring Leagues)

- Pitchers are limited to a maximum of 85 pitches per game, and a maximum of 125 pitches per week (defined as Sunday through Saturday).
- If a player pitches 61 or more pitches in a day, three (3) days of rest must be observed. *EXAMPLE: Player pitches 61 pitches on Monday, cannot pitch again until Friday.*

- If a player pitches 41-60 pitches in a day, two (2) days of rest must be observed. *EXAMPLE: Player pitches 41-60 pitches on Monday, cannot pitch again until Thursday.*
- If a player pitches 21-40 pitches in a day, one (1) day of rest must be observed. *EXAMPLE: Player pitches 21-40 pitches on Monday, cannot pitch again until Wednesday.*
- If a player pitches 1-20 pitches in a day, no rest period is required before pitching again. *EXAMPLE: Player pitches 20 or fewer pitches on Monday, he may pitch on Tuesday.*
- A pitcher ***replaced on the mound*** may not re-enter the game as a pitcher.

PITCHING RULES/REST REQUIREMENTS (Fall Leagues)

- A pitcher may not pitch more than two (2) innings per day.
- A pitcher ***replaced on the mound*** may not re-enter the game as a pitcher.

Delivery of a single pitch constitutes having pitched an inning.

5.6 Little League Softball (11-12 Spring, 10-11 Fall)

Games will consist of six (6) innings of play (unless game is stopped due to the expiration of the time limit or by the ten-run rule).

No new inning shall begin after 90 minutes (1:30). Tournament Championship Game (Spring only) will have a time limit of 120 minutes (2:00).

The game clock/timer will be started at the scheduled start time, and will begin the one-hour count down. In the event that a team does not have the minimum number of players required after the expiration of ten (10) minutes, the game shall be declared a forfeit. (Should the game be started, it will be continued to the expiration of the time limit – exception: run rule still in effect).

Teams are to provide Official Scorer with a lineup at least ten (10) minutes prior to game time.

Teams will use 12” softballs.

Teams will place nine (9) players in the field on defense.

Dropped third strike rule will *not* be used.

If, after four (4) or more completed innings, one team has a 10-run (or greater) lead, the game shall be called (3 ½ if home team is ahead).

Base runners may not leave the base until the pitched ball has been released by the pitcher.

Offensive innings will consist of three (3) outs or a maximum of six (6) runs.

PITCHING RULES

- A pitcher may not pitch more than four (4) innings per game.
- No more than five (5) pitchers may be used in one game. **EXCEPTION**: In case of injury to the fifth pitcher (or extra innings), a sixth may be used.
- *Only the starting pitcher may re-enter the game as a pitcher (and can only re-enter once per game).*
- Delivery of a single pitch constitutes having pitched an inning.

5.7 Minor League Baseball (9-10 Spring, 8-9 Fall)

Games will consist of six (6) innings of play (unless game is stopped due to the expiration of the time limit). Ten-run rule will not apply in this league.

No new inning shall begin after 60 minutes. Tournament Championship Game (Spring only) will have a time limit of 90 minutes (1:30).

The game clock/timer will be started at the scheduled start time, and will begin the one-hour count down. In the event that a team does not have the minimum number of players required after the expiration of ten (10) minutes, the game shall be declared a forfeit. (Should the game be started, it will be continued to the expiration of the time limit – exception: run rule still in effect).

Teams are to provide Official Scorer with a lineup at least ten (10) minutes prior to game time.

Offensive innings will consist of three (3) outs or a maximum of six (6) runs.

Batters will be given 5 pitches (or combination of 3 swinging strikes/foul balls). If ball is not put into play on the 5th pitch, batter will be called out (exception: foul ball on 5th pitch and any subsequent foul balls).

Stealing and bunting are not allowed. Batted balls that hit the pitching machine will be declared "dead ball" and batter will be awarded first base, with base runners advancing only if forced.

Play is stopped by making a putout, or by containing (stopping) the lead runner and petitioning the umpire for time-out. NOTE: coaches are to avoid unnecessary base running – players may advance one base on any overthrown ball.

Player at the pitcher's position must have at least one foot within the 10' circle that is around the pitching machine.

PITCHING MACHINE – For team practices, the first team to practice will set up the pitching machine, and the last team to practice will secure the machine in the storage area. For games, the HOME team in the day's first game will set up the pitching machine, and the HOME team in the day's last game will secure the machine in the storage area.

5.8 Minor League Softball (9-10 Spring, 8-9 Fall)

Games will consist of six (6) innings of play (unless game is stopped due to the expiration of the time limit). Ten-run rule will not apply in this league.

No new inning shall begin after 60 minutes. Tournament Championship Game (Spring only) will have a time limit of 90 minutes (1:30).

The game clock/timer will be started at the scheduled start time, and will begin the one-hour count down. In the event that a team does not have the minimum number of players required after the expiration of ten (10) minutes, the game shall be declared a forfeit. (Should the game be started, it will be continued to the expiration of the time limit – exception: run rule still in effect).

Teams are to provide Official Scorer with a lineup at least ten (10) minutes prior to game time.

Teams will field ten (10) players on defense, with four (4) players playing in the outfield.

Teams will use 11" softballs.

Offensive innings will consist of three (3) outs or a maximum of six (6) runs.

Batters will be given 5 pitches (or combination of 3 swinging strikes/foul balls). If ball is not put into play on the 5th pitch, batter will be called out (exception: foul ball on 5th pitch and any subsequent foul balls).

Stealing and bunting are not allowed. Batted balls that hit the pitching machine will be declared "dead ball" and batter will be awarded first base, with base runners advancing only if forced.

Play is stopped by making a putout, or by containing (stopping) the lead runner and petitioning the umpire for time-out. NOTE: coaches are to avoid unnecessary base running – players may advance one base on any overthrown ball.

Player at the pitcher's position must have at least one foot within the 10' circle that is around the pitching machine.

PITCHING MACHINE – For team practices, the first team to practice will set up the pitching machine, and the last team to practice will secure the machine in the storage area. For games, the HOME team in the day's first game will set up the pitching machine, and the HOME team in the day's last game will secure the machine in the storage area.

5.9 Coach-Pitch Baseball

Games will consist of six (6) innings of play (unless game is stopped due to the expiration of the time limit).

No new inning shall begin after 60 minutes.

The home team (listed on the schedule) will provide a volunteer umpire for the duration of the game.

Teams will field ten (10) players on defense, with four (4) players playing in the outfield.

Offensive innings will consist of three (3) outs or a maximum of six (6) runs.

Batters will be given 5 pitches (or combination of 3 swinging strikes/foul balls). If ball is not put into play on the 5th pitch, batter will be called out (exception: foul ball on 5th pitch and any subsequent foul balls).

Stealing and bunting are not allowed. Batted balls that hit the adult pitcher will be declared "dead ball" and batter will be awarded first base, with base runners advancing only if forced.

Play is stopped by making a putout, or by containing (stopping) the lead runner and petitioning the umpire for time-out. NOTE: coaches are to avoid unnecessary base running – players may advance one base on any overthrown ball.

Player at the pitcher's position must have at least one foot within the 10' circle that is around the pitching rubber.

Pitching will be overhand delivery, from a minimum of 40 feet.

5.10 T-Ball

Games will consist of six (6) innings of play (unless game is stopped due to the expiration of the time limit).

No new inning shall begin after 60 minutes.

The home team (listed on the schedule) will provide a volunteer umpire for the duration of the game.

Teams will field nine (9) players on defense, with four (4) players playing in the outfield (no catcher is used in T-Ball).

Offensive innings will consist of three (3) outs or a maximum of six (6) runs.

All batters will hit from the tee.

Players who throw the bat outside of the circle around home plate will re-hit on the first offense. Should the same player throw the bat outside the circle a second time, he/she will lose their at-bat (no out is charged).

Once the game begins, defensive coaches may not remain on the field with the players. Coaches may, however, give instruction from beyond the foul lines, past the coaches' box (along the outfield lines).