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**FORSYTH COUNTY PARKS AND RECREATION DEPARTMENT
YOUTH RULE BOOK**

SECTIONS

- I. INTRODUCTION*
- II. YOUTH ARTICLES*
- III. YOUTH RULES*
- IV. YOUTH APPENDIX*

I

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.

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. The intent of the rule shall be the deciding factor when establishing "interpretations".

ABBREVIATIONS

FCPRD:	Forsyth County Parks and Recreation Department
BB:	Baseball
SB:	Softball
FP:	Fast-pitch

II
YOUTH ARTICLES

		INDEX	
TITLE		RULE	PAGE
ARTICLE	1.0	FOUNDATION	
	1.1	Title	1
	1.2	Composition	1
	1.3	Purpose	1
	1.4	Affiliation	1
	1.5	Governing Authority	1
	1.6	Disciplinary Committee	1
ARTICLE	2.0	BOARDS OF DIRECTORS	
	2.1	Boards	1
	2.2	Board's Service	1
	2.3	Duties	1
	2.4	Meetings	1
	2.5	Appointments	1
	2.6	Voting Procedures	2
	2.7	Representation	2
ARTICLE	3.0	PREAMBLE	
	3.1	Priority over Associations	2
	3.2	Priority over Official Rules	2
ARTICLE	4.0	LIABILITY	
	4.1	Responsibility	2
	4.2	Assumed Risk	2
ARTICLE	5.0	CALENDAR	
	5.1	Fiscal Year	2
	5.2	Playing Year	2
	5.3	Bi-Laws/Rules	2
	5.4	Registration Information	2

III
YOUTH RULES

RULE	1.0	ELIGIBILITY	
	1.1	Age Control - Baseball	2
	1.2	Age Control - Softball	2
	1.3	Minimum Age to Play	2
	1.4	Boundaries	2
	1.5	Participation	2
	1.6	Dual Participation	3
	1.7	Playing Up	3
	1.8	Playing Down	3
	1.9	Certification	3
RULE	2.0	REGISTRATION	
	2.1	Registration	3
	2.2	Fee	3
	2.3	Regulations	3
	2.4	Late Registration	3
	2.5	Insurance	3

INDEX

TITLE	RULE	PAGE
	2.6	Registration Restrictions 3
	2.7	Player Release/Transfer 3
	2.8	Registration Verification 4
RULE	3.0	BIRTH VERIFICATION
	3.1	Registration Proof 4
	3.2	Responsibility 4
	3.3	Questions 4
	3.4	Invalid Verification 4
RULE	4.0	TRYOUTS/TEAM SELECTIONS
	4.1	Tryouts 4
	4.2	Tryout Format 4
	4.3	Player Selection 4
	4.4	Assistant Coach Designation 4
	4.5	County Draft 5
	4.6	Team Entry 5
RULE	5.0	TEAM ROSTER
	5.1	Roster Limits 5
	5.2	Roster Changes 5
	5.3	Roster Information 5
	5.4	Move-ins 5
	5.5	Roster Deadline 5
RULE	6.0	LEAGUE REGULATIONS
	6.1	Age Groups 5
	6.2	Schedule Format 6
	6.3	Playoffs 6
	6.4	Awards 6
	6.5	Rain-out Games 6
	6.6	Re-scheduled Games 6
RULE	7.0	GAME REGULATIONS
	7.1	Official Rule Books 6
	7.2	Quantity of Umpires 6
	7.3	Scorekeeping and Records 6
	7.4	Records 7
	7.5	Unsportsmanlike Conduct 7
	7.6	Game Balls 7
	7.7	Suspended Games 7
	7.8	Incomplete Games 7
	7.9	Line-ups 7
RULE	8.0	PARTICIPATION REQUIREMENTS
	8.1	Playing Requirement Rule 7
	8.2	Batting Order 7
	8.3	Defensive Substitution 7
	8.4	Penalty 7
RULE	9.0	PROTEST
	9.1	Protestable Items 8
	9.2	Protest Requirements 8
	9.3	Appeal 8

INDEX

TITLE	RULE	PAGE
	COACHES CERTIFICATIONS	
RULE	10.0	
	10.1	8
	10.2	8
	10.3	8
	10.4	8
	10.5	8
	EQUIPMENT	
RULE	11.0	
	11.1	9
	11.2	9
	11.3	9
	11.4	9
	11.5	9
	11.6	9
	11.7	9
	11.8	9
	11.9	9
	11.10	9
	11.11	9
	ALL STAR SELECTION	
RULE	12.0	
	12.1	9
	12.2	9
	12.3	9
	CODE OF CONDUCT	
RULE	13.0	
	13.1	10
	13.2	10
	13.3	10
	13.4	10
	13.5	10
	13.6	10
	13.7	10
	13.8	10
	13.9	10
	13.10	10
	PRACTICE REGULATIONS	
RULE	14.0	
	14.1	10
	14.2	10
	14.3	10
	14.4	10
	14.5	10
	14.6	10
	14.7	10
	SPECIAL GAME PROVISIONS	
Rule	15.0	
	15.1	11
	15.2	11
	15.3	11
	15.4	11
	15.5	11
	15.6	11
	15.7	11
	15.8	11
	15.9	11

IV
YOUTH APPENDIX

INDEX

<u>TITLE</u>	<u>RULE</u>	<u>PAGE</u>
APPENDIX A	5 BASEBALL PLAYING RULES	13
APPENDIX B	6 BASEBALL PLAYING RULES	14
APPENDIX C	7 BASEBALL PLAYING RULES	15
APPENDIX D	8 REC BASEBALL PLAYING RULES	16-17
APPENDIX E	8 PREMIER BASEBALL PLAYING RULES	17
APPENDIX F	9 BASEBALL PLAYING RULES	18
APPENDIX G	10 BASEBALL PLAYING RULES	19
APPENDIX H	11-12 BASEBALL PLAYING RULES	20
APPENDIX I	13-14 BASEBALL PLAYING RULES	21
APPENDIX J	15-18 BASEBALL PLAYING RULES	22
APPENDIX K	5-6 SOFTBALL PLAYING RULES	23
APPENDIX L	7 SOFTBALL PLAYING RULES	24
APPENDIX M	8 SOFTBALL PLAYING RULES	25
APPENDIX N	9-10 SOFTBALL PLAYING RULES	26
APPENDIX O	11-12 SOFTBALL PLAYING RULES	27
APPENDIX P	13-15 SOFTBALL PLAYING RULES	28
APPENDIX Q	Rule Changes for 2011	29
APPENDIX R	Bat and Ball Requirement Chart	29
APPENDIX S	GAME SPECIFICS	29
APPENDIX T	TRAVEL BB & SB RULES	30

**FORSYTH COUNTY YOUTH BASEBALL & SOFTBALL
BI-LAWS AND PLAYING RULES**

ARTICLE 1.O FOUNTDATION

- 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 of 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 be affiliated with the Georgia Recreation and Parks Association (GRPA), A.S.A, North GA Fast-Pitch (NGFP), Northwest Baseball (NWBA), and Lanier Baseball League (LBL).
- 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.O 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:** Directors shall serve on the county advisory Board of Directors. Their role 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 persons who are not members of their Associations.
- 2.4 MEETINGS:** The Forsyth County Recreation Department will meet with each Advisory Board as needed for smooth operation of the program. One meeting will be held in December to set rules for the following spring season. One meeting will be called in March with Directors and all coaches present. At this meeting all administrative directions will be given, including schedules.
- 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 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.
- 2.7 REPRESENTATION:** Each Association will be represented by its Baseball and Softball Directors who will serve on the Advisory Board of Directors. Each Association will have one (1) vote.

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 participant associations and participating individuals such as players, coaches, parents, spectators, etc., 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:** Shall begin in October. Officers shall be elected prior to October meeting, and shall serve for 1 year per election.
- 5.2 PLAYING YEAR:** Practices may begin in February and games will begin in March and conclude on or prior to July 1st. Schedules are to reflect decisions of the board.
- 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 by the December meeting. This should include fees, sites, and any other information pertaining to registration.

III

YOUTH BASEBALL & SOFTBALL PLAYING RULES

RULE 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 20% 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 & COACH SHALL BE SUSPENDED FOR THE REMAINDER OF THE SEASON.**
- 1.7 PLAYING UP:** Players may play in age groups above their league age, with written consent of the parents, and approval of the Association Director and Coach. Players playing up must play in that age group for the entire season.
- 1.8 PLAYING DOWN:** No player may play below his or league age for any reason.
- 1.9 CERTIFICATION:** Each Booster Club should be prepared to supply age verification upon request.

RULE 2.0 REGISTRATION

- 2.1 REGISTRATION:** Dates, Times, and Locations will be determined at the December Director's meeting. Each Association may conduct registration at a site of its choice. All times and dates will be the same for all Associations.
- 2.2 FEE:** Each booster club will pay a \$15.00 per player fee to FCPRD. 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 December Directors meeting. All parents and/or guardian must sign a player release at registration for each child.
- 2.3 REGULATIONS:** It is recommended that all players play in the community in which the attend school. Each Association must register all players who are eligible and wish to participate, unless otherwise approved by FCPRD. Request to limit registrations will be granted by FCPRD only when necessary due to field space limitations. No final decisions on rosters or numbers of teams shall be determined prior to County Directors Meeting in March.
- 2.4 LATE REGISTRATION:** All players who wish to register after the deadline must do so at the County Recreation Department. Players who sign up late will be placed on a waiting list. All Associations shall accept any player who registers within the late registration period if roster spots are available. The Friday following the close of registration shall be the deadline for late registration.
- 2.5 INSURANCE:** County Insurance is optional; however, if parents do not wish to take county insurance, they must sign the registration form certifying that the player in question has insurance. Players will not be allowed on the field without insurance.
- 2.6 REGISTRATION RESTRICTION:** Players may only register with one Association. Players are required to play with the association they register with. No refunds shall be awarded.
- 2.7 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 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

2.8 REGISTRATION VERIFICATION: Each Association must submit a complete registration list within 5 days of registration closing.

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 discretely 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 QUESTIONS:** 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. No refunds shall be given in this situation.

RULE 4.0 TRYOUTS & TEAM SELECTIONS

- 4.1 TRY-OUTS** Will be conducted by each Association following registration. All players are required to tryout prior to placement on any team. Tryouts shall be conducted at a time and place approved by the Recreation Department.
- 4.2 TRYOUT FORMAT:** The following format will be used for all teams ages 14 and under playing in the Forsyth County program.
- A. Directors appoint a committee consisting of head coaches in their age group to evaluate and rate each player during tryouts.
 - B. All players are required to tryout. Players who miss tryouts will attend a make-up date if possible. 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. Following tryouts, the committee will determine the number of teams.
- 4.3 PLAYER SELECTION:** League players will be drafted by the Head Coach or Coaches.
- 4.4 ASSISTANT COACH DESIGNATION:** One (1) assistant may be designated by each head coach **prior to tryouts**. 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. This assistant coach must serve as a coach during the season and should certify in the NYSCA or other County approved certification program.

- 4.5 COUNTY DRAFT:** Will be supervised by the FCPRD, and conducted in a manner to be used by each association.
- A.** 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 coach's children are assigned, the rotation draft begins from total pool of players that attended tryouts.
 - B.** Players who did not attend tryouts will be placed on teams by a blind draw after the rotation draft. Players who did not attend tryouts are not eligible to be drafted. If a Head Coach and/or designated assistant coach's child did not attend tryouts, they will be the first and second round picks for that teams (Head Coach-1st Round & Assistant Coach-2nd Round).
 - C.** Following exchanges, (each team may initiate one trade) a copy of roster with coach's name will be turned into the FCPRD. NO exchanges will be allowed after rosters are turned in without consent of the FCPRD.
 - D.** No Player shall be added to a team after this point, unless approved by the FCPRD and Association Director.
- 4.6 TEAM ENTRY:** Each Association will attend a meeting in February to enter teams into leagues and establish divisions. The Director will enter the number of teams and team names. The Board of Directors shall then divide teams into divisions once total number of teams in each league has been established. Associations are not required to field teams in all age groups.

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 County approval. Minimum roster limit shall be 10 players unless otherwise approved by the FCPRD.
- 5.2 ROSTER CHANGES:** No player shall be added to a team roster after the first game except under these two circumstances:
- A.** Players may not be moved between Recreation and Travel Rosters once rosters have been submitted to the league.
 - B.** A team may replace any player that is dropped off their roster permanently, not to exceed the number of players on the original roster. Players added may come from another team within the same association, provided agreement is reached by coaches, parents, player, and Director. NOTE: In both instances the Team Manager must submit in writing the names of players added or deleted and the reason for the change to the FCPRD. Players who are on a travel roster for the current season may not be added to recreation teams. Players who are on a recreation roster for the current season may not be added to a travel roster.
- 5.3 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.
- 5.4 MOVE-INS:** If a player moves into the county after the season begins, they will be eligible to play if a team has an available roster spot.
- 5.5 ROSTER DEADLINE:** All rosters shall be turned in to the FCPRD prior to their first practice.

RULE 6.0 LEAGUE REGULATIONS

- 6.1 AGE GROUPS:** Players will be placed in groups according to age. **BASEBALL** age groups are: 5,6,7,8,9,10,11,12,13,14,15-16 and 17-18. **SOFTBALL** age groups are: 5-6, 7, 8, 9-10, 11-12, and 13-15. Players may not play below their age level. Players may play above their age level if the parents, coach and director approve. Written consent is required from the parents.

- 6.2 SCHEDULE FORMATS:** Teams within a division will play the same number of games within that division in all leagues. Scores and Standings will be kept in all leagues. Team regular season records will determine the seed for the League Championship Tournament. Teams will be seeded by points. Team with the most points will be the 1 seed and team with least points will be last seed. Points will be awarded as follows: Win = 2 points; Tie = 1 point; Loss = 0 points. The League Championship Tournament will be a double elimination format.
- 6.3 PLAYOFFS:** All ties for tournament seeds will be decided by Head to Head results during season if possible. If the head to head rule does not break the tie, a blind draw will occur. The League Championship Tournament winner will be declared division champion for all ages.
- 6.4 AWARDS:** Medals will be awarded for 1 seeds after regular season play. First and second place trophies will be awarded for the League Championship Tournament.
- 6.5 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 4:00 PM. 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.
- 6.6 RE-SCHEDULED GAMES:** No game shall be re-scheduled without the consent of the league office. Consent will only be granted under the following conditions: Games will not be rescheduled for any reason other than weather or unplayable field condition(s). **FCPRD holds final decision on field playability.**

RULE 7.0 GAME REGULATIONS

- 7.1 OFFICIAL RULE BOOK:** This rulebook will supersede all "support" rulebooks: BASEBALL: 5-18 year olds – USSSA Baseball
SOFTBALL: 9-18 year olds A.S.A. Official Rule Book.
- 7.2 QUANTITY OF UMPIRES:** The number of umpires used per game in each age division shall be:
- | | | | |
|---------|---------------|-----------|-----------|
| 5-6...1 | 8 premier...2 | 11-12...2 | 15-18...2 |
| 7-8...1 | 9-10...2 | 13-14...2 | |
- In the event that the required number of umpires fails to show, the game may be played with one umpire (ages 8 premier and 9-18).
- 7.3 SCOREKEEPING & RECORDS:** The plate umpire shall designate the **home team as the "Official Scorekeeper"**. **The home team will be responsible for turning in a game report, signed by one coach from each team, at the conclusion of the game. Failure to turn in the game report will be recorded as a forfeit for the home team.** The visiting team will be responsible for providing an adult to run the scoreboard. **Failure to provide a scoreboard operator will result in a forfeit for the visiting team.**
- A. A pitching chart will be provided by the FCPRD to all coaches in baseball leagues age 8 premier 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 opposing team.

- 7.4 RECORDS:** League office shall maintain league records.
- 7.5 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 parent's of his/her players.
- 7.6 GAME BALLS:** Home team must provide 2 official game balls for each game.
- 7.7 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 ½ if the home team is leading) for 7 inning games. A game must complete 1 full inning to be considered suspended; failure to do so shall constitute a re-start.
- 7.8 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 4 inning, in the top of the 5th inning the visitors score 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.
- 7.9 LINE-UPS:** Each team must submit an official copy of their line-up to the opposing team and the home plate umpire prior to start of game.

RULE 8.0 PARTICIPATION REQUIREMENTS

- 8.1 PLAYING REQUIREMENT RULE:** Every player who abides by the rules and regulations set up by each individual 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 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.
- 8.2 BATTING ORDER:** Each team must bat entire roster present at game time. No penalty shall be charged for a player leaving the line-up. 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 3 complete innings, the player does not have to bat. **Exception:** 5-6 BB and SB, 15-18 BB and SB
- 8.3 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 3 complete innings are not required to play. (minimum of 2 defensive innings is waived if the game does not complete 4 innings).
- 8.4 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 9.0 PROTEST

- 9.1 PROTESTABLE ITEMS:** Only protest concerning ineligible or illegal players; rule interpretation or playing requirements will be accepted. A protest must be officially declared during the game by the team coach. Notification must also be made to the plate umpire and both scorebooks. RULE INTERPRETATION: must be declared prior to next legal or illegal 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.
- 9.2 PROTEST REQUIREMENTS:** A written protest and \$50.00 fee must be turned into 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.
- 9.3 APPEAL:** Decision of league office may be appealed. A \$50.00 appeal fee and a written appeal must be filed with league office within 48 hours of notification of protest decision. 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 Associations.

RULE 10.0 COACHES CERTIFICATION

- 10.1 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.
- 10.2 BACKGROUND CHECK AUTHORIZATION:** All coaches must submit a notarized authorization allowing the FCPRD to procure a background check. The following is a brief description of background check policies and procedures.
- A. All coaches will be required to have a background check investigated by local authorities.
 - B. Investigative printouts can come from local, state and federal agencies.
 - C. All information gathered by the FCPRD & will be held by the FCPRD and not disseminated in any way, except to determine eligibility of applicant in question.
 - D. The FCPRD and its Advisory Board will determine all applicants' eligibility, using the FCPRD Background Check Policy and Procedure guidelines.
 - E. Any applicant whose eligibility is denied by the FCPRD and its Advisory Board has the right to appeal the decision within 10 days of being denied.
- 10.3 COACH'S CERTIFICATION:** Certification is required for all coaches through NYSCA or other county approved program.
- 10.34 FIRST AID:** First Aid certification is required for all coaches. Coaches are not required to have a current First Aid Card, but need to have proof of certification.
- 10.5 PENALTY FOR VIOLATION:** Shall be enforced at the discretion of league office for current season. A coach that fails to complete their certification shall be suspended from coaching for 1 calendar year.

RULE 11.0 EQUIPMENT

- 11.1 OFFICIAL EQUIPMENT:** All equipment rules and regulations shall be followed in accordance with USSSA Baseball Official Rule Book (Baseball) and the Official A.S.A. Rule Book (Softball).
- 11.2 GAME BALLS:** Shall be designated by the FCPRD Athletic Staff and no other ball may be substituted. A Worth RIF 10 ball will be used for 6 & under BB. The Easton 11" Incrediball will be used for 6 & under SB.
- 11.3 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, and players coaching bases in all age groups. Helmets shall be either a compression type helmet or have chinstraps.
- 11.4 UNIFORMS:** Each team must wear matching shirts similar in style and color with number on back.
- 11.5 SHOES:** Are mandatory for all divisions. Shoes with metal spikes or removable cleats are not allowed except in 13-18 baseball.
- 11.6 JEWELRY:** Is not allowed at any time while participating in practices or games.
- 11.7 BASEBALL CATCHER EQUIPMENT:** Catcher must wear full protective gear including mask with throat protector, body protector, protective helmet (must cover ears), shin guards and a protective cup in an athletic supporter in all ages 8 and up. For ages 5-7, shin guards are not required, but may be worn if desired.
- 11.8 SOFTBALLCATCHER EQUIPMENT:** A regulation softball mask with throat protector, helmet and body protector must be worn for 5-7 softball. Full catchers gear must be worn in 8-18 Fast-pitch softball.
- 11.9 FACE GUARDS:** Safety face guards on batting helmets are recommended in all ages. They are required in all SB age groups 8 and above.
- 11.10 CAST:** A player shall not be allowed to play with any type of plaster or metal cast on any part of his/her body.
- 11.11 BATS:** All legal Baseball bats may be used in 5-14 Baseball. 15-18 bat rules revert to Georgia High School rules. All A.S.A. softball approved bats may be used for softball ages 5-18.

RULE 12.0 ALL STAR SELECTIONS

- 12.1 TEAM PARTICIPATION:** All Stars teams may be selected in recreation divisions in age groups 5-18 for baseball and 5-18 for softball. 8 premier player are not eligible for all-stars.
- 12.2 ALL STAR SELECTION: BB/SB (5-18)** Formation of all-star teams and selection of coaches will be left to the discretion of the booster clubs.
- 12.3 FORMATION AND PRACTICES:** All-star teams may be formed at any point following the first day of practice for the recreation league. All-star teams may only practice on Saturdays, following the completion of all scheduled recreation games, and 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 tournaments during the current recreation season league schedule of games under the following condition: All teams, county wide, in the participating team's age division, must have no scheduled league games during the dates of the tournament. In addition, travel to or from the tournament can not 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.

RULE 13.0 CODE OF CONDUCT

- 13.1 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.
- 13.2 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.
- 13.3 VIOLATION OF CODE OF CONDUCT:** Any violation of the County Code of Conduct or the NYSCA Code of Conduct.
- 13.4 TOBACCO PRODUCTS:** No participant shall be permitted to use tobacco products within the confines of the playing area.
- 13.5 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.
- 13.6 PENALTY FOR 1 EJECTION:** Any participant ejected for unsportsmanlike conduct shall be suspended from his/her next game.
- 13.7 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.
- 13.8 PENALTY FOR 2 EJECTIONS:** Any participant ejected for a second time within the same season shall be suspended for the remainder of the season.
- 13.9 EJECTION PROCEDURE:** Any 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.
- 13.10 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.

RULE 14.0 PRACTICE REGULATIONS

- 14.1 LIMITS PER WEEK:** No team may conduct more than 3 games or practices within one week on FCPRD facilities. This is to include any combination of 3 unless it is deemed necessary by the FCPRD.
- 14.2 TIME LIMITS:** No team may conduct a practice of more than 1½ hours in length.
- 14.3 LIMITS PER DAY:** No team may practice more than once per day.
- 14.4 CURFEWS:** No team may conduct an organized event (practice/meeting) beyond 11:00 PM during the week. (During School)
- 14.5 SUNDAY PRACTICES:** Sunday practices should be voluntary, and no disciplinary action should be taken against any player should they miss these activities.
- 14.6 ALL-STAR PRACTICES:** All-star teams may begin practicing on the date specified at the December director's meeting. Practices may be conducted on Saturdays, following the completion of all recreation league games, and Sundays. Teams may practice as often as they wish once the end of season tournament is concluded, provided that field space is available. All practices must be scheduled through the FCPRD Athletic Coordinator.
- 14.7 PENALTIES:** Coaches found to be in violation of these rules will be subject to a hearing before the disciplinary committee.

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:** (5-9 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 pitch shall be treated as a foul ball.
- 15.5 ON FIELD COACH:** (5-8 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 still remaining in the time limit. Texas tiebreaker will be used in both Baseball and Softball. Texas tiebreaker-In extra innings start each half inning with the last batter of the previous inning on second base.

**YOUTH
BASEBALL
&
SOFTBALL
RULES**

13
APPENDIX A
5 YOUTH BASEBALL (SPRING)
4 YOUTH BASEBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 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 center 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 player's 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.**
- A.5 BATTING ORDER:** See Batting Order Rule (Rule 8.2). 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 pitcher must pitch with one foot in contact with or astride the pitching line. 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 is thrown overhand to first base in an attempt to get the batter-runner out. **(See defensive rule A.13)**
- 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 base-runner 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. Teams will place 10 players on defense, using 4 outfielders and have free substitution. Teams may also elect to do without a catcher and have 5 OF. A team must complete each inning as it started either with C or 5 OF. Short Fielder is not allowed.
 - B. 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.
 - 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 remain behind outfield arc until the ball has been put into play by the batter. Penalty: If an outfielder crosses the arc before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded.
- A.11 EQUIPMENT:** All approved baseball bats are permitted. Worth RIF 10 baseballs will be used for game play.
- A.12 INFIELD FLY:** Does not apply to this league.

14
APPENDIX B
6 YOUTH BASEBALL (SPRING)
5 YOUTH BASEBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 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 center 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:**
- For all games played prior to May 1st, each batter will receive three pitches from the adult pitcher, if after three pitches, the ball has not been put into play or the batter has not struck out, the batter will have the option of either two more pitches or two swings off a batting tee. A fifth pitch foul shall not count as an out, however, on a fifth swing off the tee, the ball must be put into play or the batter will be called out. Additionally, three swings and misses on a ball pitched by the adult pitcher will constitute an out. For all games played May 1st through the end of the season, including the League Championship Tournament, coach pitch only will be used. Each batter will receive a maximum of five pitches from the coach. Failure to swing at the fifth pitch will result in an out. Three strikes (swing and miss or foul ball constitutes a strike) during an at bat will result in an out. A foul on the fifth pitch will not result in an out.
- B.5 BATTING ORDER:** See Batting Order Rule (Rule 8.2). 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 pitcher must pitch with one foot in contact with or astride the pitching line. 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 playing area 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.
- 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. Team will place 10 players on defense, using 4 outfielders and have free substitution. A short fielder is not allowed. 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.
 - C. Outfielders must remain behind outfield arc until the ball has been put into play by the batter. Penalty: If an outfielder crosses the arc before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded.
- B.11 EQUIPMENT:** Catcher must wear mask with throat protector, athletic protective cup, and chest protector. Shin guards are recommended. 6 year olds must use the Worth RIF 10 baseball for game play.
- B.12 INFIELD FLY:** Does not apply to this league.

15
APPENDIX C
7 YOUTH BASEBALL (SPRING)
6-7 YOUTH BASEBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 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 & 10 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 8.2). 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 with one foot in contact with or astride the pitching line. The youth pitcher must remain in the circle until the ball has been hit
- 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. 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.
- 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. A short fielder is not allowed. 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.
 - C. Outfielders must remain behind outfield arc until the ball has been put into play by the batter. Penalty: If an outfielder crosses the arc before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded.
- C.11 EQUIPMENT:** Catcher must wear mask with throat protector, athletic protective cup, and chest protector. Shin guards are recommended. A regulation baseball will be used for game play.
- C.12 INFIEL D FLY:** Does not apply to this league.

16
APPENDIX D
8 YOUTH BASEBALL (SPRING REC)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

- D.1 PLAYING FIELD:**
- A. Base distance is 60 feet.
 - B. Pitching mound will be 40 ft.
 - C. Home plate arc shall be drawn 20 ft in front of home plate to designate the dead ball area.
- 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 8.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.
- D.6 PITCHER:**
- A. Youth Pitcher will pitch off the mound. Youth pitcher must have one foot in contact with the pitching rubber when the ball is delivered.
 - B. See Adult Pitcher Rules (Rule 15.4 & 15.7) concerning the adult pitcher. The adult pitcher must pitch overhand. The Adult pitcher must have one foot in contact with the front edge of the pitching mound when the ball is delivered.
- D.7 PITCHING RULES:** A player pitch/coach pitch format will be used. This format will be as follows: The youth pitcher will have a maximum of three pitches. Strikes will be called by the umpire on a ball pitched in the strike zone but not swung at, or for a swing and miss, or for a foul ball. The batter can be called out due to a called third strike or a swing and miss on a third strike from the youth pitcher. After the three pitches by the youth pitcher, if the batter is not out, the adult pitcher will have a maximum of two pitches (exception: if the second and/or subsequent pitch is fouled, the batter gets another pitch). The strike count from the youth pitcher will carry over to the adult pitcher. For example: The youth pitcher records two strikes on the batter, the batter swings and misses at the first pitch from the adult pitcher. The batter is out. The batter does not have to swing at the first pitch from the adult pitcher, no matter the strike count. Failure to swing at the second pitch from the adult pitcher, however, will constitute an out. If a batter is hit by the pitch of the youth pitcher, they will be awarded first base. This does not apply to batters hit by a pitch from the adult pitcher.
- Youth pitcher may pitch a maximum of 2 innings in a game and a maximum of 3 innings in a week. The week is determined as starting on Monday and ending on Saturday. Coaches will be required to keep pitching charts and produce them upon request by the umpire or opposing team coach. Failure to have an up to date, signed (by the umpire) pitching chart will result in a forfeit.
- When the adult pitcher is pitching, the youth pitcher must have one foot in contact with the pitching mound until the ball is released from the pitcher's hand.
- D.8 ON-FIELD COACHES:** See On-Field coaches (Rule 15.6) No other defensive coaches are allowed on the field.
- D.9 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.10 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.11 DEFENSE:**
- A. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.
 - B. Outfielders must remain behind outfield arc until the ball has been put into play by the batter. Penalty: If an outfielder crosses the arc before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded.

D.12 EQUIPMENT: Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play.

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

17

APPENDIX E

8 YOUTH BASEBALL (SPRING PREMIER)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

E.1 PLAYING FIELD:

- A. Base distance is 60 feet.
- B. Pitching mound will be 40 ft.

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 the catcher will be an out.

E.5 BATTING ORDER:

See Batting Order Rule (Rule 8.2). **WARNING** - coaches who skip a player without just cause will be brought before the Disciplinary Committee.

E.6 PITCHER:

- A. Youth Pitcher will pitch off the mound. Youth pitcher must have one foot in contact with the pitching rubber when the ball is delivered.
- B. All other pitching rules, including re-entry, will revert to USSSA 8 year old kid pitch rules.

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

E.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.

E.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 not 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.

E.10 DEFENSE:

- A. Team will place 9 players on defense, using 3 outfielders and have free substitution. A short fielder is not allowed. 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.
- C. Outfielders must remain behind outfield arc until the ball has been put into play by the batter. **Penalty:** If an outfielder crosses the arc before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded.

E.11 EQUIPMENT:

Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play.

E.12 INFIELD FLY:

Will apply to this league.

18
APPENDIX F
9 YOUTH BASEBALL (SPRING)
8 YOUTH BASEBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 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 8.2). 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 ANY TWO CONSECUTIVELY SCHEDULED GAMES. Consecutively scheduled games are defined as follows: Team "A" has a game on Monday and their next game is Thursday. These games are considered consecutively scheduled games. Innings will be counted and recorded according to USSSA rule (an out equals 1/3 of an inning pitched)
- 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 leaves the pitcher's hand. Penalty for leaving early is an out. Runners 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.
 - 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. A short fielder is not allowed. 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.
- F.11 EQUIPMENT:** Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play.
- F.12 INFIELD FLY:** Will apply to this league.

19
APPENDIX G
10 YOUTH BASEBALL (SPRING)
9 YOUTH BASEBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 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 8.2). 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 ANY TWO CONSECUTIVELY SCHEDULED GAMES. Consecutively scheduled games are defined as follows: Team "A" has a game on Monday and their next game is Thursday. These games are considered consecutively scheduled games. Innings will be counted and recorded according to USSSA rule (an out equals 1/3 of an inning pitched)
- 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. 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.
- 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. A short fielder is not allowed. 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.
- G.11 EQUIPMENT:** Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play.
- G.12 INFIELD FLY:** Will apply to this league.

20
APPENDIX H
11-12 YOUTH BASEBALL (SPRING)
10-11 YOUTH BASEBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

- H.1 PLAYING FIELD:**
- A. Base distance is 70 feet.
 - B. Pitching mound will be 50 ft.
- H.2 RUN LIMIT:** The offensive team may score a maximum of 5 runs per inning. 10 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 not be an out. Batter must be tagged out or thrown out at first base.
- H.5 BATTING ORDER:** See Batting Order Rule (Rule 8.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.
- H.6 PITCHING RULES** All pitching rules revert to USSSA.
- 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. 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.
- 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. A short fielder is not allowed. 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.
- H.11 EQUIPMENT:** Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play.
- H.12 INFIELD FLY:** Will apply to this league.

21
APPENDIX I
13-14 YOUTH BASEBALL (SPRING)
12-13 YOUTH BASEBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

- I.1 PLAYING FIELD**
- A. Base distance is 80 feet (13 year olds) and 90 feet (14 year olds).
 - B. Pitching mound will be 54 ft. (13 year olds) and 60 feet 6 inches (14 year olds)
- I.2 RUN LIMIT:** No run limit per inning.
- I.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 20 after 3 innings, 15 after 4 innings or 10 after 5 innings.
- 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 8.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.
- I.6 PITCHING RULES** All pitching rules revert to USSSA.
- 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. A short fielder is not allowed. 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.
- I.11 EQUIPMENT:** Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play.
- I.12 INFIELD FLY:** Will apply to this league.

22
APPENDIX J
15-18 YOUTH BASEBALL (SPRING)
14-17 YOUTH BASEBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

- J.1 PLAYING FIELD:**
- A. Base distance is 90 feet.
 - B. Pitching mound will be 60'6".
- 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 & 55 minute mark of the game or when the run differential reaches 20 after 3 innings, 15 after 4 innings or 10 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:** 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.
- J.6 PITCHING RULES** All pitching rules revert to USSSA.
- 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. A short fielder is not allowed. 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.
- J.11 EQUIPMENT:** Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play.
- J.12 INFIELD FLY:** Will apply to this league.
- J.13 TEAM FORMATION:** Teams may be formed at the discretion of each booster club. A draft is not required.
- J.14 LEAGUE FORMATION:** Not Applicable for Fall League. This age division will be split into 2 leagues. Team placement in a league will be determined by the FCPRD Athletic Staff and league Board of Directors after the round robin play-in tournament which will be conducted during the dates of the pre-season tournament. Participation in this play-in tournament is mandatory.

23
APPENDIX K
5-6 YOUTH SOFTBALL (SPRING)
4-5 YOUTH SOFTBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

- K.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. An 8 foot diameter circle shall be drawn across the front edge of the pitching rubber (30') to designate location for youth pitcher.
- K.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.
- K.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.
- K.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 player's 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.**
- K.5 BATTING ORDER:** See Batting Order Rule (Rule 8.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.
- K.6 PITCHER:** See Adult Pitcher Rule (Rule 15.4 & 15.7) concerning the adult pitcher. Adult pitcher must pitch underhand. The youth pitcher must remain in the circle until the ball has been hit. Adult pitcher must pitch with one foot in contact with the pitching rubber.
- K.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.
- K.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 is thrown overhand to first base in an attempt to get the batter-runner out.
- K.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/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.
- K.10 DEFENSE:**
- A. Teams will place 10 players on defense, using 4 outfielders and have free substitution. Teams may also elect to do without a catcher and have 5 OF. A team must complete each inning as it started either with C or 5 OF. Short Fielder is not allowed.
 - 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 remain behind outfield arc until the ball has been put into play by the batter. Penalty: If an outfielder crosses the arc before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded.
 - D. The youth pitcher is not allowed to field the ball and run to first, second or third base to record a force out. The youth pitcher will be allowed to run to home and record a force out. If the youth pitcher does field the ball and run to a base, play will be called dead at that time and the base runner will be ruled safe.
- K.11 EQUIPMENT:** All approved softball bats are permitted. Easton 11" Incrediball softballs will be used for game play.
- K.12 INFIELD FLY:** Does not apply to this league.

24
APPENDIX L
7 YOUTH SOFTBALL (SPRING)
6-7 YOUTH SOFTBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 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. An 8 foot diameter circle shall be drawn across the front edge of the pitching rubber (30') to designate location for youth pitcher.
- 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 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.
- L.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.
- L.5 BATTING ORDER:** See Batting Order Rule (Rule 8.2). 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. Adult pitcher must pitch underhand. The youth pitcher must remain in the circle until the ball has been hit. Adult pitcher must pitch with one foot in contact with the pitching rubber.
- L.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.
- 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.
- 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. 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. Team will place 10 players on defense, using 4 outfielders and have free substitution. A short fielder is not allowed. 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.
 - C. Outfielders must remain behind outfield arc until the ball has been put into play by the batter. Penalty: If an outfielder crosses the arc before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded.
- L.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.
- L.12 INFIELD FLY:** Does not apply to this league.

25
APPENDIX M
8 YOUTH SOFTBALL (SPRING)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

- M.1 PLAYING FIELD:**
- A. Base distance is 50 feet.
 - A. Pitching rubber will be 30 ft.
 - B. An 8 foot diameter circle shall be drawn around the pitching rubber.
- 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 & 25 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, 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 8.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.
- M.6 PITCHER:**
- A. Youth Pitcher will pitch from the 30' pitching rubber. Youth pitcher must have one foot in contact with the pitching rubber when the ball is delivered.
 - B. See Adult Pitcher Rules (Rule 15.4 & 15.7) concerning the adult pitcher. The adult pitcher must pitch underhand. The Adult pitcher must have one foot in contact with the front edge of the pitching rubber when the ball is delivered. The youth pitcher must remain in pitching circle during all adult pitches until the ball is put into play by the batter.
- M.7 PITCHING RULES:**
- A player pitch/coach pitch format will be used. This format will be as follows: The youth pitcher will have a maximum of three pitches. Strikes will be called by the umpire, or for a swing and miss, or for a foul ball. The batter can be called out due to a called third strike or a swing and miss on a third strike from the youth pitcher. After the three pitches by the youth pitcher, if the batter is not out, the adult pitcher will have a maximum of two pitches (exception: if the second pitch from the adult pitcher is fouled, the batter gets another pitch). The strike count from the youth pitcher will carry over to the adult pitcher. For example: The youth pitcher records two strikes on the batter, the batter swings and misses at the first pitch from the adult pitcher. The batter is out. The batter does not have to swing at the first pitch from the adult pitcher, no matter the strike count. Failure to swing at the second pitch from the adult pitcher, however, will constitute an out. If a batter is hit by the pitch of the youth pitcher, they will be awarded first base. This does not apply to batters hit by a pitch from the adult pitcher.
- M.8 ON-FIELD COACHES:** See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.
- M.9 DEAD BALL AREAS:** Play shall be called dead when:
- A. All advancement of runners is, in the judgment of the umpire, halted.
 - B. A ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.
- M.10 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.11 DEFENSE:**
- A. Team will place 10 players on defense, using 4 outfielders and have free substitution. A short fielder is not allowed. 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.
 - C. Outfielders must remain behind outfield arc until the ball has been put into play by the batter. Penalty: If an outfielder crosses the arc before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded.
- M.12 EQUIPMENT:** Catcher must wear mask with throat protector, chest protector & shin guards. 11-inch Regulation Fast-Pitch Softball (Optic Yellow) will be used for game play.
- M.13 INFIELD FLY:** Does not apply to this league.

26
APPENDIX N
9-10 YOUTH SOFTBALL (SPRING)
8-9 YOUTH SOFTBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 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 diameter 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 8.2). WARNING - coaches who skip a player without just cause will be brought before the Disciplinary Committee.
- N.6 PITCHING RULES** The youth pitcher will throw a maximum of 5 pitches to each batter. Strikes will be assessed by the umpire for a called strike or a swing and miss or a foul ball. A batter that is hit by a pitch from the youth pitcher will be awarded first base. There will be no walks. If the youth pitcher fails to strike the batter out or the ball is not put in play by the batter, an adult pitcher will take the mound. The adult pitcher will have as many pitches as there are strikes left in the batters at bat. For example, if the youth pitcher threw one strike to a batter after 5 pitches, the adult pitcher would have 2 pitches to their batter. If a batter is hit by the pitch of the adult pitcher, they are not awarded first base. No stealing is permitted off a pitch from the adult pitcher. A foul ball on the final pitch from the adult pitcher will not be an out (foul ball on the last pitch will be treated as a two strike foul, resulting in another pitch). The adult pitcher must have one foot in contact with the pitching rubber at the time the pitch is released. The youth pitcher must be in the pitching circle, either even with or behind the pitching rubber during coach pitches, until the ball leaves the pitchers hand.
- N.7 ON-FIELD COACHES:** See On-Field coaches (Rule 15.6). No other defensive coaches are allowed on the field.
- N.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.
- N.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.
 - A. 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.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. 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.11 EQUIPMENT:** Catcher must wear mask with throat protector, chest protector & shin guards. 11-inch Regulation Fast-Pitch Softball (Optic Yellow) will be used for game play.
- N.12 INFIELD FLY:** Will not apply to this league.

27
APPENDIX O
11-12 YOUTH SOFTBALL (SPRING)
10-11 YOUTH SOFTBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 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 diameter circle shall be drawn around the pitching rubber.
- O.2 RUN LIMIT:** The offensive team may score a maximum of 3 runs per inning. 6 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 8.2). 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 ASA.
- 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 pitchers 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. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.
 - A. 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 must wear mask with throat protector, chest protector & shin guards. 12-inch Regulation Fast-Pitch Softball (Optic Yellow) will be used for game play.
- O.12 INFIELD FLY:** Will apply to this league.

28
APPENDIX P
13-15 YOUTH SOFTBALL (SPRING)
12-14 YOUTH SOFTBALL (FALL)

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

- P.1 PLAYING FIELD:**
- A. Base distance is 60 feet.
 - B. Pitching rubber is 40 feet
 - C. An 8 foot diameter circle shall be drawn around the pitching rubber.
- P.2 RUN LIMIT:** The offensive team may score a maximum of 3 runs per inning. 6 runs in 6th 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 8.2). 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 ASA.
- 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 pitchers hand. Penalty for leaving early is an out.
 - A. 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. A short fielder is not allowed. 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 must wear mask with throat protector, chest protector & shin guards. 12-inch Regulation Fast-Pitch Softball (Optic Yellow) will be used for game play.
- P.12 INFIELD FLY:** Will apply to this league.

29
APPENDIX Q
RULE CHANGES FOR 2011

BASEBALL

1. 8 year old baseball—We will use player/coach pitch format the entire season
2. 13-14 year old baseball—No run limit per inning.
3. 14 year old baseball – Base distance is 90 feet, pitching distance is 60 feet 6 inches
4. 8 Premier Baseball—Infield fly will be used.
5. 8 Premier Baseball – Players not eligible for Rec. all-stars.

SOFTBALL

1. 5-8 Softball—Youth pitcher not allowed to run to a base to record an out (other than home).
2. 10 & Under Softball—Player pitch/coach pitch format will be used.

GENERAL RULES

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.

APPENDIX R
BAT & BALL CHART

<u>AGE</u>	<u>SPORT</u>	<u>BALL</u>	<u>BAT</u>
5-6'	BB	WORTH RIF 10	ANY BB BAT
7-13'	BB	*STANDARD	ANY BB BAT
15-18	BB	*STANDARD	HIGH SCHOOL RULES
5-6'	SB	11" INCREDIBALL	ANY SB BAT
7-10'	SB	*11" STANDARD	ANY SB BAT
11-18'	SB	*12" STANDARD	ANY SB BAT

Standard means a "real" ball. Not a safety ball. For softball, the standard ball will be optic yellow, core.47 or lower. Safety ball for 5-6 softball will be the "Incrediball", manufactured by Easton. RIF 10 ball for baseball will be Worth RIF 10. High School bat regulation for 15-18 baseball is as follows; Bat must be stamped BESR. Barrel maximum is 2 5/8. Drop is -3 (e.g. 32 in. bat must weigh at least 29 oz.)

APPENDIX S
GAME SPECIFIC BY AGE GROUP

BASEBALL

	<u>5</u>	<u>6</u>	<u>7</u>	<u>8 REC</u>	<u>8 PREMIER</u>	<u>9 & 10</u>	<u>11 & 12</u>	<u>13 & 14</u>	<u>15 & UP</u>
INNINGS	5	6	6	6	6	6	6	7	7
TIME	55 MIN	55 MIN	70 MIN	85 MIN	85 MIN	85 MIN	85 MIN	100 MIN	115 MIN
BASES	50 FT	60 FT	60 FT	60 FT	60 FT	65 FT	70 FT	80/90 FT	90 FT
PITCHING	42 FT	42 FT	42 FT	40 FT	40 FT	46 FT	50 FT	54/60'6"	60' 6 "
INFIELD FIY	NO	NO	NO	NO	YES	YES	YES	YES	YES
STEALING	NO	NO	NO	NO	YES	YES	YES	YES	YES
DROP 3RD STRIKE	NO	NO	NO	NO	NO	NO	YES	YES	YES

SOFTBALL

	<u>5-6</u>	<u>7</u>	<u>8</u>	<u>9-10</u>	<u>11-12</u>	<u>13-15</u>
INNINGS	6	6	6	6	6	7
TIME	55 MIN	70 MIN	85 MIN	85 MIN	85 MIN	85 MIN
BASES	50 FT	50 FT	50 FT	60 FT	60 FT	60 FT
PITCHING	30 FT	30 FT	30 FT	35 FT	40 FT	40 FT
INFIELD FIY	NO	NO	NO	NO	YES	YES
STEALING	NO	NO	NO	YES	YES	YES
DROP 3RD STRIKE	NO	NO	NO	NO	YES	YES

APPENDIX T**TRAVEL BASEBALL/SOFTBALL COUNTY RULES & REGULATIONS**

- All travel teams are to operate under the rules laid out in the FCPRD county rule book.
- This applies to practice and game times once the recreation teams start practicing. That date is Feb 21. The rule states that no team may hold more than 3 scheduled activities (games or practices) on a county field in a one week period; practices may not exceed 1 hr. and 30 min. Monday through Saturday. Travel teams may practice for 2 hrs. on Sunday if field space is available. Batting cages are scheduled at the discretion of and through the booster club and are not counted as one of the 3 activities.
- It is required this season that a travel team schedule their practice days on the same days they have requested games when possible.
- Games can and will be moved by the FCPRD athletic staff prior to the recreation season to avoid single game umpire fees. This may include moving games between parks in close proximity.
- Games may be scheduled on Tuesday, Wednesday, Friday, Saturday (at the conclusion of recreation play and if umpires can be obtained) and Sunday. A game scheduled Tuesday, Wednesday or Friday must have a start time of 7:30pm in ages 9-10(BB and SB) and 7:45pm ages 11-12(BB) and 11-18(SB) unless it is a doubleheader. Travel games may begin in the 6pm time slot in these ages if the game is followed by another travel game. Game times for 13-14 BB may be in either time slot, since the rec. games for these ages follow closely the same time limits as travel.
- All game schedules must be submitted to your FCPRD park coordinator when you receive them and are not final until approved by your FCPRD park coordinator.
- All umpires for scheduled games will be contacted and secured through the FCPRD. Teams may not secure their own umpires for scheduled games.
- Games may not be rescheduled on county fields for any reason other than a cancellation by the FCPRD due to inclement weather or other acts of God that render the fields unplayable. Games cancelled for these reasons must be rescheduled and approved through your FCPRD park coordinator.

ROSTERS

- All travel teams must submit their final team roster to their FCPRD park coordinator by 12pm on January 14th. Failure to do so will result in that team not being allowed to use a county field for games and practices. Rosters must include the players name, school attended, and physical address.
- According to the county travel policy, each county travel team must have a minimum of 75% county residents. For teams that carry 11 players, 8 must be county residents to be in compliance. If, after submitting your roster, a player quits the team or is forced to stop playing due to injury and that places the team in conflict with the 75% rule, they will not be required to add a player to get into compliance. However, if the coach chooses to add a player, it must be done in a manner that will comply with the policy.
- Number of players on a roster must comply with roster limits of the sanctioning body the team is affiliated with (USSSA, NWGA, NGFP etc.); however, all listed players must be active participants of the team, not just a name on the roster. This means all players on the roster are in attendance and participating at practices and are in uniform and in the team area for all games.
- Once rosters are submitted on January 14th, the players on that roster are bound to that county team for the duration of the spring season. A travel player on a submitted roster may not leave a travel team and play for a recreation team during the same season. Likewise, a recreation player may not leave their rec. team play for a travel team during the same season. The penalty for violating this rule in either instance will be a suspension for the player and head coach of the offending team for the remainder of the season. The only exception to player movement rules will be from team to team at the same level (travel or rec.) within the park. This means a player from team "A" at a park could be moved to team "B" (same age group or one group higher) should a situation arise through injury or attrition that left the team with an insufficient number of players to field a team. Should this situation arise, any player movement must be made with the knowledge and consent of your FCPRD park coordinator.

Players may be added to travel rosters after the roster submission date for the reasons outlined above for players transferring from one team to another. If this occurs, the coach adding a player(s) must conform to the following procedures.

1. The player must not be on another FCPRD sanctioned team's roster.
2. The player must not cause the team to fall out of compliance with the residency requirements of the county travel policy.
3. The addition must follow any other rules set forth by the sanctioning body of the league the team is affiliated with (USSSA, NWGA, and NGFP etc.)
4. All roster additions or subtractions MUST BE reported promptly to you FCPRD park coordinator.

SEASON DATES

- The spring season is considered by the FCPRD to run from the roster submission date on January 14th until the end of the recreation season.
- Once the FCPRD recreation season is completed, travel teams may obtain additional practice times through their FCPRD park coordinator.
- Roster and residency requirements are also relaxed at this point. Players from recreation teams as well as additional out of county players may be added to travel rosters upon completion of the recreation season, provided such additions comply with the sanctioning body the travel team is affiliated with.

