

LOWNDES COUNTY RECREATION DEPARTMENT

www.lowndesrecreation.com

2025



RECREATION HANDBOOK



Handbook updated 3/22/2024

We reserve the right to change and/or amend the contents of this handbook at any time.

YOU MAY REGISTER ONLINE FOR OUR PROGRAMS AT
www.lowndesrecreation.com

CONTACT INFORMATION

Web Site	www.lowndesrecreation.com
Lowndes County Recreation Office	662.328.0885
Artesia Community Center	662.272.5276
Crawford Community Center	662.272.8365
Plum Grove Community Center	662.328.4124
Lake Lowndes State Park	662.328.9182
County Administrator	662.329.5896
Sheriff's Department- Non-Emergency Calls	662.328.6788
Ambulance, Fire & Emergency Calls	911

Game Rain-Out & Rescheduling Information

Go to
www.lowndesrecreation.com
(visit weather or game cancellations)
If no current rain out information is posted
on our website, then games will be
played as scheduled.

Or visit our Facebook page
www.facebook.com/lowndesrecreation/
If a current message is not posted on our telephone
answering machine, then games
will be played as scheduled.

**BASEBALL/SOFTBALL COACHES ARE NOT REQUIRED TO HONOR SPECIAL
REQUESTS FOR PLAYERS TO BE ON CERTAIN TEAMS, TO PLAY FOR CERTAIN
SPONSORS, TO PLAY FOR CERTAIN COACHES OR TO BE WITH CERTAIN OTHER
PLAYERS.**

SPECIAL REQUESTS ARE NOT GUARANTEED.

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1. MISSION STATEMENT

The mission of the Lowndes County Recreation Department is to improve the lives of the people of Lowndes County by continually improving the variety and quality of the programs, services, and facilities we provide. This will be done by addressing the recreation, park, leisure, and cultural needs of the communities, people, and environment of the county, and will insure the right of all citizens to participate in, and to enjoy, recreation and leisure experiences.

2. PROGRAM INFORMATION

The Lowndes County Recreation Department (LCRD) would like to welcome each of you and to provide our LCRD Handbook. This handbook has been prepared for use throughout this year's programs and contains useful information for you and the participants.

We are looking forward to the athletic seasons, as well as utilization of our recreation facilities and participation in our programs. We are committed to making this a year of fun, learning, and development for our participants and community members. The LCRD would like to work together with parents, coaches, participants, volunteers, citizens to provide programs that encourages sportsmanship, honesty, fairness, and responsibility. The LCRD stresses positive coaching and a positive playing environment during these developmental years of our youth.

3. DISCLAIMER

As a parent, guardian, volunteer, and/or citizen you should understand the following when registering your child for the LCRD programs: You are giving your approval to participate in any and all programs or activities during the season. You assume all risks and hazards incidental to such participation, including transportation to and from activities, and you do hereby waive, release, absolve, indemnify, and agree to hold harmless the LRD, the staff, employees, organizers, sponsors, supervisors, participants, and persons transporting your child to and from activities, for any claims arising out of an injury to your child. Insurance coverage is the sole responsibility of parents or guardians. The LRD does not carry any type of insurance for

4. PHYSICALLY CHALLENGED PARTICIPANTS

The LRD strictly adheres to the mandates set forth by the Americans with Disabilities Act ("ADA"). This law prohibits discrimination on the basis of disability in employment, public services and transportation, public accommodations, and telecommunications services. The LRD will make every effort to make our programs readily accessible. The LRD will give a qualified individual with a disability an opportunity to participate that is equal to the opportunity given others. The LRD will not deny a qualified individual with a disability the opportunity to participate. The LRD will not provide different or separate services to any class of qualified individuals with disabilities than are provided to others, unless that action is necessary

to provide services that are as effective as those provided to others. The LRD will not otherwise limit a qualified individual with a disability in the enjoyment of any right, privilege, advantage, or opportunity allowed others.

5. LOWNDES RECREATION DEPARTMENT

BOARD OF SUPERVISORS

Matt Furnari	District 1
Trip Hairston	President- District 2
Andy Williamson	Vice President- District 3
Jeff Smith	District 4
Leroy Brooks	District 5
Jay Fisher	County Administrator
Lloyd Price	Chief Financial Officer
Tim Hudson	Board Attorney

Staff

Jennifer Claybrook	Recreation Director
Glenda Cummings	Administrative Assistant
Tony Stewart	Maintenance Supervisor
Sarah Havens	Maintenance Technician
Tom Velek	Deputy Director; Programming & Facilities Chief
Daniel Talley	Operations Coordinator & Event Management

Recreation Locations

Anderson Grove Community Center	850 Anderson Grove Road
Artesia Community Center	Main Street, Artesia, MS
Caledonia Community Center	205 South Street, Caledonia, MS
Charles Chambray Community Center	824 Blalock Road
Concord Community Center	52 Shady Lane
Crawford Community Center	753 M.L. King Street, Crawford, MS
Lake Lowndes State Park Fields	3319 Lake Lowndes Road
Lowndes Soccer Complex	301 3 rd Street North
New Hope Community Center	381 Stadium Road
Plum Grove Community Center	54 West Minnie Vaughn Road

6. SPONSORS

The LRD staff obtains a sponsor for each league team. The only obligation the sponsor has is to pay the team sponsorship. This sponsorship provides advertisement for the sponsor and in no way does this sponsorship give the sponsor any control or ownership of a team. The LRD has full control and responsibility for all teams.

The LRD requests that you do not approach your sponsor for additional monetary support. However, we do encourage you to contact your team sponsor to let them know when their sponsored team games are scheduled, so that they may come out and support their sponsored LRD team.

7. VOLUNTEER COACHES

The LRD staff makes every possible effort to secure a coach for each league team before the player drafts occur.

Because of working within a tight time frame for our programs, we must draft the players at a given time, and obtaining a team coach before the drafts occur is not always possible. Therefore, if a team does not have a coach when we go to player draft, the LRD will try to get a player's parent to assist in the draft process for that particular team. If this is not possible, a member of the LRD staff will draft for that team.

Coaches are voluntary positions recruited from the parents or citizens. All interested parties must notify LRD of their interest and have general knowledge of the rules of their desired sport. Head coaches must be LRD approved and willing to take full responsibility for the teams' organization. A team may have assistant coaches. During the season, if for any reason the head coach steps down or is removed, one of the assistant coaches may be asked to fill the vacancy. No coach may have any type of try-outs for players.

8. PLAYERS' DRAFT PROCESS

The LRD has a responsibility to provide the best player experience possible. As a part of the process of determining how to maximize the positive player experience for every child, we use a re-draft system of all players with the only exception being the head coach and sponsor will automatically get their sibling(s). The following are reasons we use the re-draft system each year.

1. To achieve the goal of maintaining equitable teams from year to year and increasing the chance of every player to be drafted onto a team that is balanced with players of varying skill levels and to have the opportunity to be competitive.
2. The learning/skill building opportunities afforded to players who have the chance to work with or be coached by different coaches who all have different skill-sets and strengths to share with each player.
3. Achieving the goal that kids remain engaged and excited about their sport through their entire youth career; therefore reducing the number of players who choose not to return and drop out of the sport due to negative experiences on a particular team or with a particular coach.
4. The need for LRD to recruit and retain high-quality coaches who otherwise may be deterred due to the difficulties associated with inheriting a team that has players previously drafted by a different coach.
5. The social and emotional opportunities for players to play with and to get to know a wider network of players and friends from year to year; this also applies to parents networking with different parents.

6. Reduces the controversy that occurs when the number of teams may be increased or decreased with creating expansion teams or dissolving an existing team.
7. This is for the children- not the coaches.

9. PLAYERS' REGISTRATION

YOU MAY NOW REGISTER ONLINE AT www.lowndesrecreation.com

1. The dates listed on our program registration forms and flyers are the dates during which a player can become eligible to participate in the program.
2. There will be no extensions or exceptions to the dates listed for sign ups. We feel the time allotted for the registration process is adequate for everyone.
3. The LRD administration office will be open the last Saturday of registration for any last day signups. A late registration fee will be charged for anyone registering after the last published registration day. LRD will accept late registrations until 5:00pm of the player's draft night or the team selection night.
4. Parents must bring a *legal birth certificate* for the child's age verification. The LRD ***DOES*** ***NOT*** keep copies of birth certificates or certificate numbers from past years.
5. Parents should know what sizes your children will wear for uniform ordering purposes.
6. Registration fee of \$60.00 per participant for baseball and softball or you may register online at \$70.00 per participant. A late registration fee of \$70.00 for all athletics will be charged for registering after the last published registration day. LRD will accept late registrations until 5:00pm of the player's draft or selection night.
7. The registration form must be filled out *completely* to be valid.

10. LATE REGISTRATION

1. If someone moves from another city or county into Lowndes County, we will accept their registration after the registration period is over, and the child will be placed on a team or will go into the player draft.
2. Anyone else registering after the registration period will be placed in a holding file (refer to 9. Player Registration #3 and #6).
3. These registrants will be placed in order for possible participation, according to the dates and times they registered. The area of the county where they live may be considered if they are placed on a team.
4. The registrant will be placed on a team or put into the draft, only if needed to fill a deficit or complete a team roster. Roster sizes are defined as the number of players on the original roster.
5. Once a player has been removed from the holding file and placed on a team, then the registration fee must be paid.

11. REFUNDS

The LRD will allow refunds on registration fees prior to the player draft. Once the player draft or team selection has been completed, refund requests will be considered on an individual basis. However, only **50% of the registration fee** will be considered for refund after the draft. This policy is strictly enforced to allow our staff adequate time to complete team rosters, order uniforms, and complete playing schedules. Refunds take a minimum of two (2) weeks.

12. SPECIAL REQUESTS

1. The LRD & our volunteer coaches try to honor parent's requests. However, this will be done at the LRD's discretion.
2. Requests that involve personal conflicts with coaches, other children, or other parents will not be considered.
3. Requests to play on certain teams, with certain players, for certain sponsors, or for certain coaches will not be considered. Each child must go through our player draft/selection process.
4. Requests concerning extreme hardships will be considered.
5. Transportation and car-pooling are not considered extreme hardships.

13. PLAYER DISCIPLINE

Coaches may discipline players by not playing them in games or by not starting them in games if they continuously miss practice and games for unexcused reasons (excused reasons for missing practices or games involve sickness, death, church activities, Boy or Girl Scout activities, baseball/softball, football, cheerleading or soccer activities). The disciplining coach must notify the umpires, referees and opposing coach if a player is being disciplined. Parents and coaches should work closely together and communicate to insure all parties involved are aware of any reasons for absences or any discipline problems.

14. COACHES & PLAYERS CONDUCT

If a coach or player is ejected from a ball game, one will be suspended for **TWO (2) games**. On the 2nd ejection, one will be removed for the season. The suspension will be served during the next team games of the ejected coach or player. One will have the right to a hearing before the LRD Recreation Director and staff members to determine if the ejection was properly justified.

15. TEAM UNIFORMS

Each team is given the same style of uniform and equipment; therefore all of the participants of the program are dressed equally in quality and no one team may have a more expensive uniform than another team. An expensive uniform could be intimidating to some teams in the league. Your child's uniform size will be based on the information you provide on your child's player registration form. If the uniform size you give the LRD is the wrong size, it is your responsibility to replace the wrong size with the correct size.

The following uniform is provided when your child is registered in the LRD program:

BASEBALL & SOFTBALL:

1. A team jersey with the sponsor's name and a player number located on the shirt.
2. A billed cap (baseball) or visor (softball) with the team initial(s) or team logo.
3. The cap/visor and team jersey is the only uniform your child will be allowed to wear during league games. NO EXCEPTIONS.
4. The parents' responsibility is to provide your child with pants, shoes, socks and a fielder's glove.

16. JEWELRY

Exposed jewelry such as wristwatches, bracelets, any type earrings, neck chains, necklaces, or any other item judged to be dangerous by the umpires, referees or the CLRA may not be worn during the game. Medical alert bracelets are not considered jewelry, but if worn, they must be taped to the body. Players will be asked to remove jewelry and if they refuse to do so, they will not be allowed to play in a game or they will be removed from the game.

17. TRANSPORTATION

The LRD tries to establish fair and well-balanced teams, so carpooling and friendship requests are not accepted. It is the parents' responsibility to provide transportation to and from all practices and games. Team rosters are distributed prior to the first practice to assist players and parents in developing a carpool with teammates.

18. SCHOOL SESSION & LEAGUE GAME SCHEDULES

The LRD makes every effort to provide a pleasant and enjoyable recreational atmosphere for the participants and fans. We realize the importance of education and school, and the LRD attempts to schedule games in such a manner and at times that will not interfere with school, since we will play while school is in session. This may require playing on Saturdays and possibly playing only one game per night until school is out in some sports. The LRD does not adhere to a no pass-no play rule. This will have to be enforced by the parents. Our commitment and goal lies within the realms of recreation.

19. RESCHEDULING OF NON-RAIN OUT GAMES

The LRD strives to schedule games in such a manner and at times that are most convenient to the mass populace of Lowndes County. Scheduling is an enormous task because we are dealing with hundreds of baseball/softball teams and participants.

Therefore, the LRD staff **WILL NOT** reschedule games or cancel games because of personal conflicts, school graduations, school trips, week-end functions, or any invitational ball tournaments. Likewise, individual teams or coaches will not be allowed to reschedule any games to meet their individual needs.

**Please do not try to persuade the LRD to
make changes for personal gains or reasons.**

20. WEATHER & GAME RAIN OUT INFORMATION

Judging the weather is always difficult, but the LRD staff must make decisions that ensure players' and spectators' safety. Safety is our primary concern when inclement weather involving rain, thunder and lightning are present. In the event of rain or inclement weather, the LRD office will strive to make decisions on game cancellations by 4:00pm the day of the games.

For game cancellation information:

Visit our web site at: www.lowndesrecreation.com &

click on Weather & Game Cancellations.

Or visit us at www.facebook.com/lowndesrecreation/

21. LIGHTNING

Here are a few findings regarding lightning and lightning strikes.

- A. If you can either see lightning or hear thunder, you are too close and should clear your ball fields.
- B. Lightning can jump 12 to 15 miles from the clouds that create the strikes.
- C. If you are inside, stay away from windows. Don't handle electric appliances, wire, telephones or plumbing fixtures.
- D. Cars are safer than being in the open, but it has nothing to do with the tires.
- E. Most people do not die from lightning, but do have long-term negative health issues, both physical and mental.
- F. Lightning kills more Americans each year than hurricanes and tornadoes combined.

22. RESCHEDULING OF RAIN OUT GAMES

The LRD Baseball and Softball League rain-out game schedules may be played at the end of the regular season. The LRD reserves the right to play rainout games on Wednesdays or Saturdays during the season if necessary. However, only in extreme situations would we play rain-out games on Wednesdays. Rain out schedules will be posted on the

www.lowndesrecreation.com web site. It is the coaches' responsibility to know when their rain-out games will be played. The LRD realizes that rain-out games can affect prior personal plans. However, we cannot control inclement weather and we are committed to our programs, which are time consuming programs because of their large number of participants. Likewise, the commitment of all parents, coaches, players, umpires is expected.

23. PRACTICE FACILITIES

1. The LRD is not responsible for obtaining practice fields for league teams. It is the responsibility of each coach to secure one's practice field.
2. The LRD is not responsible for the upkeep or maintenance of any private practice fields and the LRD will not provide physical structures, fencing, back stops, home plates, bases or pitching rubbers.
3. The LRD will provide a limited practice schedule for use of the Lake Lowndes Fields for each team.

24. SECURITY

The LRD, in cooperation with the Lowndes County Sheriff's Department, will make every effort to insure the security of participants, fans, coaches, managers, parents, umpires, referees, league administrators and all park guests. However, the LRD and its' staff are not responsible for any personal property. For your own protection, the LRD suggests that you lock your vehicle doors when parking in our parking areas. Likewise, the LRD is not responsible for any broken windows or glass that might occur while in LRD parks.

25. NO PETS

No pets (on leash or off leash) considered as potential threats to our guests and participants will be allowed in the parks while ball games are being played. This is for the safety of our park guests and participants. You will be asked to remove the pets from the park premises.

26. ALCOHOL, TOBACCO & DRUG USE STATEMENT

***PLEASE REFRAIN FROM
SMOKING ON THE FENCE LINES OR BLEACHER AREAS***

Today we are faced with challenges as parents and coaches concerning the use of tobacco, alcohol and drugs. Young people are using tobacco, alcohol and other drugs at alarmingly high rates at extremely young ages. Coaches of youth sports have a unique opportunity to help young people learn skills that can help them avoid alcohol, tobacco and other drug use. We cannot only teach sports, skills and strategies, we can positively influence young athletes by our actions, our words and our attention to the needs of youth. A special relationship often develops between a coach and an athlete. We can take advantage of this connection to send clear, specific messages to youth about both the risks of illegal alcohol, drug use and the advantages of healthy, drug-free living.

Parents, coaches, fans and league administrators must be drug and alcohol-free at youth sports activities. Because of their influence, they must refrain from alcohol consumption or use of chemicals at LRD youth sports activities.

27. TEAM & PLAYER AWARDS

A championship & runner-up award will be given in each youth league where scores are kept. The League Champion team players & each coach will receive individual medallions.

Each player & coach of youth age divisions or leagues that do not keep scores & standings will receive an individual medallion. Coaches should come by the LRD Administration Office at their convenience to pick up their team and individual awards.

28. LEAGUE TIE BREAKER RULE

This rule applies to the LRD Baseball and Softball Leagues. At the end of the regular season, in the event of a tie for 1st place in a league, the tie breaker will be determined by won-loss records of the games played between the two teams involved. If there is still a tie, then we will go to the total number of runs scored in the games between the two teams involved. If there is still a tie, the LRD Director may declare League Co-Champions.

29. PLAYING TIME REQUIREMENTS

1. Each child must play at least 3 consecutive defensive outs and bat once in a full game.
2. If a game is shortened due to a run rule, a time limit expiring, acts of God or other reasons, each child is required the one time at bat, but not the 3 consecutive defensive outs.
3. Any player that does not get to play because of any of the above reasons must start the next game and play 3 consecutive defensive outs and bat once in the game. Penalty for failure to play a player will be forfeiture of the ball game.
4. Any coach found abusing this rule by continually refusing to allow all the players to play the required playing time; the LRD will remove this coach from the program.
5. However, coaches are given the leave way to discipline players by not playing them or not starting them in games if they continuously miss practice and games for unexcused reasons (excused reasons for missing practices or games involve sickness, death, church activities, school activities, Boy or Girl Scout activities, football or soccer activities).
6. The disciplining coach should notify the umpire & opposing coach about a player's discipline.
7. Coaches are not required to play a player who is ill or injured.
8. If a team has 12 players and the other team has 14 players, the team with 14 players has to play all 14 players on offense and defense in the game.
9. Each player must start every third ball game, play at least 3 defensive outs and have 1 offensive turn at bat.
10. A team that has 13 or more players will start his substitutes every fourth game.
11. The following playing time requirements apply to 9 & 10 and 11-12 Year Old Baseball:
See SECTION 44. 9-10 YEAR OLD BASEBALL Rule 8. Playing & Batting Rule and SECTION 45. 11-12 YEAR OLD BASEBALL Rule 7. Playing & Batting Rule.

30. DRESS CODE - PLAYERS & COACHES

All equipment and uniforms are to be worn properly by all players and coaches. Caps and pants are to be worn properly by all players and coaches. Caps are to be worn with the bills facing forward and pants are to be pulled up properly around the waist (no busting the sag). Coaches may not coach in any straw, floppy or cowboy hats. Players and coaches will be asked one time to correct any of the dress code problems. If they refuse to correct the problems, they will not be allowed to play or coach in their game and may be asked to leave the premises.

31. ROSTERS & ADDING PLAYERS

Once teams have been formed, players may be added to rosters in the following situation. If a team has lost a player(s), those players may be replaced as follows: a team roster must be below the lowest number of players on the team in their league with the lowest number of players after the draft has been completed. Example- if "Team A" drafted 14 players and "Team B" drafted 13 players (then "Team B" is the smallest rostered team). Should "Team A" lose one player, they would not be allowed to add another player, but should "Team A" lose 2 players, then they would be allowed to pick up one player- this would get their roster size to 13 players.

32. UMPIRES

Umpires are responsible for the conduct of the game in accordance with the official rules and for maintaining discipline and order on the playing field during the game. Each umpire has the authority to order a player, coach, manager, or others from doing anything which affects the administration of these rules and to enforce the prescribed penalties. Just as coaches make mistakes and players make errors; umpires will make mistakes and miss calls. Remember, officials are also human.

The LRD will not allow threats, abusive language, remarks or physical abuse toward an umpire from coaches, players, fans or parents. Likewise, the LRD will not condone an umpire making threats, using abusive language or physical abuse toward fans, players, coaches or parents. If this does occur, the person or persons involved will be removed from the park and all legal charges will be brought against them

33. COACHES' MEETINGS

2022 SUMMER BASEBALL/SOFTBALL COACHES' MEETINGS

The following meetings will be held at the

New Hope Community Center

All coaches should attend at your scheduled times

Thursday, January 20 th	ALL YOUTH BASEBALL 7-8 Boys Coach-Pitch, 9-10 and 11-12 Boys	6:00 -7:00pm
Thursday, January 20 th	ALL YOUTH SOFTBALL 7-8 Girls Coach-Pitch, 9-10 and 11-12 Fast-Pitch	7:00 - 8:00pm
Thursday, January 27 th	WEE-BALL & T-BALL 3-4 Wee-Ball & 5-6 T-Ball (Boys & Girls)	6:00 – 7:00pm

34. PLAYERS' DRAFT SCHEDULES

2022 BASEBALL, SOFTBALL, T-BALL & COACH-PITCH DRAFT WEEKS

Player drafts will be held at
New Hope Community Center

All coaches should attend at your scheduled times. We will start promptly at each scheduled time.
Anyone interested in coaching should contact Roger Short at 328-0885

Monday, March 7 th	7-8 BOYS COACH-PITCH BASEBALL	6:00- 7:00pm
Monday, March 7 th	9-10 BOYS BASEBALL	7:00- 8:00pm
Monday, March 7 th	11-12 BOYS BASEBALL	8:00- 9:00pm
Tuesday, March 8 th	7-8 GIRLS COACH-PITCH SOFTBALL	6:00- 6:30pm
Tuesday, March 8 th	9-10 GIRLS FAST-PITCH SOFTBALL	6:30- 7:00pm
Tuesday, March 8 th	11-12 GIRLS FAST-PITCH SOFTBALL	7:00- 7:30pm
Thursday, March 10 th	3-4 WEE-BALL COED	6:00- 6:30pm
Thursday, March 10 th	5-6 BOYS T-BALL BASEBALL	6:30- 7:00pm
Thursday, March 10 th	5-6 GIRLS T-BALL SOFTBALL	7:00- 7:30pm

35. DRAFT NIGHT CHECK LIST

1. Sponsors
2. Head Coaches
3. Brothers & Sisters
4. Trade one for one
5. Trade same age for same age
6. Special requests- you may or may not honor- your discretion
7. Do trades before you leave tonight
8. No trades tomorrow- NO EXCEPTIONS
9. Roster information
10. Uniform Logos
11. Dates to pick up equipment & schedule
12. Date fields are available for practice

36. PLAYERS' DRAFT RULES

**BASEBALL/SOFTBALL COACHES ARE NOT REQUIRED TO HONOR
SPECIAL REQUESTS FOR PLAYERS TO BE ON CERTAIN TEAMS, TO
PLAY FOR CERTAIN SPONSORS, TO PLAY FOR CERTAIN COACHES
OR TO BE WITH CERTAIN OTHER PLAYERS.
SPECIAL REQUESTS ARE NOT GUARANTEED.**

Each player registering for the LRD Summer Baseball/Softball Program will be drafted onto a team through an open draft system. The LRD has tried to create a fair and equitable draft system in order to establish fair and well-balanced teams. Therefore, do not try to persuade the LRD to make changes for personal gains or reasons. Remember that we are dealing with children and are providing for their recreation needs. The LRD will adhere to the following draft rules:

1. The person listed as Head Coach at the time of the draft will be required to coach the team and is the only person eligible on the team to become the All-Star Head Coach. Only the head coach and one team representative will be allowed at the player's draft. Parents and players will not be allowed to sit in during the player's draft - NO EXCEPTIONS. Parents or players will be asked to leave the building during the draft times.
2. Each player will be drafted onto a team. The only exception is the head coach and sponsor will automatically get their sibling(s). These are the only protected players. The head coach must immediately draft a protected player in the first round of drafts of their particular age group. Also, siblings will be drafted onto the same team unless requested to be separate. Siblings must be drafted immediately onto the team their sibling is drafted onto (the draftee sibling cannot be passed over until a later draft round). The sponsor's sibling(s) will be defined as the owner of the sponsoring business's sibling(s) or the manager of the

sponsoring business's sibling(s). However, only the owner's sibling(s) will be protected if both a manager and owner's sibling(s) are involved. Employee's children of sponsoring businesses will not be protected.

3. Players will be drafted according to their league age.
4. **In an attempt to keep teams as equal in talent as possible, the following will be the order in which players are drafted:**
5. **A. Oldest age players who play Travel/Tournament ball will be drafted first. B. Oldest age recreation players will be drafted next. C. Youngest age players who play Travel/Tournament ball will be drafted next. D. Youngest age recreation players will be drafted last. (Experienced fast-pitch softball pitchers will be drafted first, regardless of age, in an attempt to ensure each team has a pitcher).**
6. The order in which a team will draft players will be determined on the draft night by a random draw supervised by the LRD staff. After the first round of drafts, the order of draft will be reversed on every round following. Example (1, 2, 3, 4, 4, 3, 2, 1, 1, 2, 3, 4). Exception with 3 teams or less in a league the rotation will be as follows: 1, 2, 3, 1, 2, 3, 1, 2
- ,3. **Coaches are allowed no more than 3 minutes per draft selection.**
7. After the draft is completed, coaches may choose to trade players within their league only and at the discretion of the LRD, and adhering to the following rules #8 through #10.
8. Coaches may trade only one player for one player, the same age for the same age. If special requests by the parents are written on the player's registration form, the coaches may try to honor these requests *if possible*. However, these requests do not have to be considered, except under the discretion of the LRD. Once the coaches leave the draft sites, no more trades will be allowed. The only exception - if some very unusual or extreme hardship has been overlooked or some mistake on the part of the LRD staff has been made. If this is the case, then the LRD staff will review the situation.
9. Trades because of personal conflicts between players, parents or coaches will not be allowed.
10. Once the coaches leave the draft sites, **no more trades will be allowed**; the only exception: if some very unusual or extreme hardship has been overlooked or some mistake by the LRD staff has been made. If this is the case, then the LRD will review the situation.
11. The T-Ball Teams may not adhere to the above listed draft process and may be hand-picked at the discretion of the LRD staff (exceptions: Rule #9 will be observed).

37. YOUNGER PLAYERS PLAYING UP

Younger players playing up to the next league age level **may not** be allowed. All players may play with their own age groups. The only exception to this rule would be as follows - A 6, 8, 10 or 12 year old may be moved up to play with the next league age team for a game. The following requirements must be met:

- A. Player moving up does not have a conflicting game.
- B. Player must be 6, 8, 10 or 12 year old league age.

- C. The next league age baseball/coach-pitch or fast-pitch softball team must have only 8 players and the next age slow-pitch/coach-pitch softball team must have only 9 players.
- D. The team may pick up to the number of players required to play a regulation game plus 1 player (example- a baseball/coach-pitch or fast-pitch team needs 9 players for a regulation game and coach-pitch softball needs 10 players for a regulation game). (Example, a coach with only 7 baseball or fast-pitch players may pick up 3 players or a coach with only 8 coach-pitch players may pick up 3 players).
- E. The next league age baseball/softball team must start their existing rostered players.
- F. The player being asked to move up for the game must play - they are still under the provisions of the playing time rule.
- G. The player being moved up must wear their rostered team's uniform when playing.

38. PROTESTS

Protests will not be considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.

- 1. On a misinterpretation of a playing rule, the protest must be made before the next pitch or if on the last play of the game, before the umpires leave the playing field.
- 2. The game will be stopped at the point of the protest and will not resume until the protest has been ruled on.
- 3. The protesting coach must ask the umpires to send for a LRD Staff member to rule on the protest.

DO NOT CONTINUE UNTIL YOU GET A LRD STAFF MEMBER.

- 4. The LRD staff member's protest ruling will be final.
- 5. No protest, except on player eligibility, will be honored after a game has been completed.
- 6. Player eligibility protests will be handled through the LRD Administration Office.
- 7. Player eligibility protests must be put in writing and received by the LRD within forty-eight (48) hours from the completion of the game.

39. ALL-STAR SELECTION PROCESS

The LRD is involved in the selection of All-Star players and coaches at the conclusion of our baseball and softball program. The LRD's responsibilities involve the following:

- 1. To assure the All-Star Teams and players are properly registered.
- 2. To assure the All-Star Team rosters are correct.
- 3. To assure birth certificates are legal.
- 4. The LRD does not provide any financial assistance for All-Star uniforms or equipment.
- 5. The LRD will provide entry fees for an All-Star Teams first tournament only. If an All-Star Team advances to the next level of tournament play, the LRD will not provide another entry fee.
- 6. The LRD does not provide any transportation for any All-Star team players or coaches.

7. The LRD does not provide any insurance coverage for All-Star Teams. All Star teams will be required to purchase their own accidental insurance coverage.
9. The LRD will provide affiliation player patches for each All-Star Team.

The following process is suggested for the selection of Baseball and Softball All-Star players and coaches:

I. ALL-STAR COACH SELECTION

1. The person listed as head coach of a team at the time of the draft is the person eligible to be the All-Star Head Coach.
2. The league head coach with that league's best win/loss record as of the final games of the day prior to the All-Star selection date will be the All-Star Head Coach of that league. The win/loss record will be based on the type of team make-up the coaches choose. If a rain out occurs on the day prior to the selection date, we would go back to the last day games are played to determine the Head Coach.
3. If a coach refuses the All-Star Head Coach position, the position would go to that league's next head coach with that league's best win/loss record.
4. The All-Star Head Coach will be allowed to select one's choice of an All-Star Coaching Staff consisting of up to three (3) assistant coaches from within one's league. These three (3) coaches must be league head coaches or league assistant coaches. However, the number of coaches that may be in the dugout during an All-Star game is governed by the League Organization Affiliation.
5. If the All-Star Head Coach is ejected from a post-season game or is a no show, they will not be allowed to be an All-Star Head or Assistant Coach the following season.

II. ALL-STAR PLAYER SELECTION

The number of All-Star teams that may be selected will be based on the LRD league affiliation guidelines.

1. The preferred roster size is 13 players per team.
2. Each head coach in each league will be given a blank league All-Star Nominees Ballot.
3. Each head coach will submit a ballot with one's nominees of up to, but not more than five (5) players taken from one's league team (example, a coach could submit 1, 2, 3, 4 or 5 players).
4. A League All-Star Ballot consisting of all the nominees will be compiled by the LRD staff.
5. On the All-Star election night, each head coach will be given a League All-Star Ballot.
6. Only head coaches will be allowed to attend the designated election night. No parents, players or assistant coaches are invited to the designated election night. A head coach may allow one of his own assistant coaches to vote as their proxy.
7. Each head coach will vote by secret ballot for ten (10) All-Star players.
8. A player must have the majority of votes to be elected to the All-Star team.
9. A second vote (run off) may occur if some of the ten (10) All-Star players are tied with number of votes.

10. The LRD staff will tally the ballots.
11. The All-Star Head Coach will pick (three) 3 players of one's choice from one's league to complete the preferred 13 player roster. No alternate players will be voted on. It is the All-Star Head Coach's choice who to select should another player become necessary to use.

III. ALL-STAR SELECTION DATES

1. All-Star Nominee Ballots will go out to each head coach by Memorial Day.
2. Nominations must be returned to the LRD Administration Office 3 days prior to the designated All-Star Selection night.
3. Nominations received after 5:00pm on this date will not be included in the voting process.
4. All-Star election dates and meeting times will be announced by the LRD staff.

40. OBSTRUCTION, INTERFERENCE & SLIDING RULES

These are rules that apply to all baseball leagues and all softball leagues.

- A. **Protect the Offense-** When a fielder including the catcher, without the ball and not in the process of making a play, hinders or impedes a runner, **OBSTRUCTION HAS OCCURRED**. You award the runner the next base or if he is coming from 3rd base, you award him home.
- B. **Protect the Defense-** A runner must always avoid interfering with a fielder who is making a play, even if the fielder is in the base path. No runner may, by any action physical or verbal, hinder or impede any defensive player. **INTERFERENCE HAS OCCURRED**. The runner will be declared out, and all other runners will be returned to the bases they had legally occupied at the time of the interference.
- C. A runner may never crash, collide or attempt to run over a fielder.
- D. Interference is an act (physical or verbal) by the team at bat that interferes with, obstructs, impedes or hinders any fielder attempting to make a play.
- E. **Sliding-** A player **NEVER** has to **SLIDE**. But, if he does slide, it must be a legal slide.
A slide is illegal if:
 1. The runner uses a rolling, cross-body or pop-up slide into a fielder,
 2. Or the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position,
 3. Or the runner slashes or kicks the fielder with either leg,
 4. Or the runner tries to injure the fielder.
- F. A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder.
- G. The runner may give himself up by allowing the fielder to tag him out without sliding.

41. WEE-BALL & T-BALL
3-4 YEAR OLD WEE-BALL (COED)
5-6 YEAR OLD T-BALL

1. A game is limited to three (3) total innings played or a one (1) hour time limit. The following procedure will be used to keep up with the 60 minutes game time:

- a. Game times will be kept & observed by the League Supervisor's clock.
- b. At 6:00pm, the clock will begin running for all games scheduled at that time.

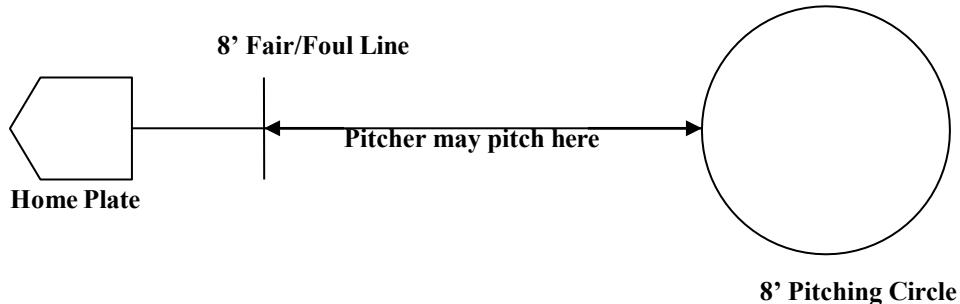
These games will end at 7:00pm, regardless of whether the home or visiting team is at bat. You will be notified by the League Supervisors that the game time has expired. The teams should immediately leave the fields for the next games.

- c. At 7:05pm, the 7:00pm games will begin and will end at 8:05pm.
- d. At 8:10pm, the 8:00pm games will begin and will end at 9:10pm.
- e. At 9:20pm, the lights will be turned off on the fields. This should allow parents, coaches and players ample time to leave the fields with lights for security.

2. Each team will bat all batters per inning. Outs will not be kept.
3. Each batter gets a maximum of three (3) swings to hit the ball into fair territory. Failure to hit the ball into fair territory within three (3) swings, then the batter is retired. No bunting is allowed. The wrist must be broken in the swing. If the batter hits just the tee, it is a strike or retires the batter if it occurs on the third swing. An eight (8) foot line will be drawn in front of home plate and the ball must be batted past the line (not to or on) to be a fair ball. These are judgment calls.

Wee-Ball, T-Ball Batting Option

- a. A coach may choose to pitch only 3 pitches per batter to all players, any players or no players under the following rules:
- b. If a coach chooses to not pitch to a player, then Rule 3. above will apply.
- c. Baseball- the pitch may be underhand or overhand.
- d. Softball- the pitch must be underhand.
- e. The pitcher may pitch 3 pitches only per batter. If the batter does not put the ball in play using the 3 pitches, then the ball will be placed on the Batting Tee with 3 swings to put the ball into play. If the ball is not put into play after the 3 Batting T swings, then the batter will be retired.
- f. The pitcher may pitch anywhere from in front of the 8' pitching circle to the 8' fair/foul line drawn in front of the home plate. A straight line will be drawn from the pitching circle to the fair/foul line and the pitcher must keep one foot on or astraddle the straight pitching line.
- g. The pitching coach must be outside the 8' pitching circle- only the defensive pitcher will be in the 8' pitching circle.
- h. For safety purposes, no defensive catcher will be used. The coach assisting the batters will be the catcher.
- i. The pitching coach must attempt to leave the field. The pitching coach that does not attempt to leave the field and interferes with the defensive player to keep him from making a play will cause the batter to be retired. No runners will advance.
- j. No bunting is allowed. The wrist must be broken in the swing.



4. The batting order will consist of all players on the team roster and the batting order may not be changed during the game. All players must remain in the original batting order for that game.
5. All players on the roster will play in the field on defense. One (1) player must be at each infield position, but not inside the base running path before the ball is hit. Each team must have a pitcher at their position. An eight-foot circle will be drawn around the pitching rubber and the pitcher must stay inside this circle until the ball is hit. For safety purposes, no player will be placed in the catcher's position.
6. In the case of an injury during the game, the player may be excused without penalty for all or part of the game and will be eligible to re-enter the game at any time. The opposing coach must be notified when a player is taken out and before re-entering the game. The player must re-enter in the same place in the batting order.
7. Time Out - Time out will be declared when a player, having possession of the ball, reaches the infield in fair territory (within the base lines) and the ball in hand is raised above the player's head and is not making an attempt to make a play on the lead runner. If the lead runner has been run back to a base and is safe, then time is automatically in effect. When time out is declared, runners will go to the nearest base. A runner may have advanced beyond the base - if that is the nearest base when time is called, one will be returned to that particular base. A base runner has to be at least half way down the base line to be given the next base. This is a judgment call.
8. A runner who leaves the base too soon (before the ball is hit) is retired. No one advances. The batter gets the pitch over.
9. Interference - If a batted ball hits any coach on the field, the ball is dead and the pitch is replayed.
10. Baseball Bats (Boys T-Ball) - May be aluminum or wooden bats only. Any official youth league bat is legal. The bat shall not be less than 25" nor more than 33" in length. The handle of the metal bat shall be no less than 3/4" diameter and the barrel no more than 2 3/4" in diameter. (The bats provided by the LRD will be aluminum T-Ball bats).
11. Softball Bats (Girls T-Ball) - May be aluminum or wooden bats only. Any official youth league softball bat is legal. The bat shall not be less than 25" nor more than 33" in length. The bat may be marked OFFICIAL SOFTBALL by the manufacturer.

12. Each team may have four (4) adult coaches. Two (2) may be in the coach's boxes and two (2) in the dugout. On defense, two (2) coaches may be on the playing field, but must remain on the outfield grass at all times.
13. The offensive coaches are to keep all players in the dugout at all times, except the batter and on deck batter.
14. The coaches may position a batter in the batter's box.
15. The coaches may not touch or assist a base runner during a live ball. This will result in the base runner being retired.
16. A copy of the team line up with numbers must be turned in to the opposing coach.
17. No infield practice before games. Be ready to start on time.
18. No team may have a bat boy or girl (this is for safety and liability purposes).
19. Team listed first on the schedule shall sit in the dugout on the first base side of the playing field.
20. Opposing coaches should meet 5 minutes prior to each game to toss the coin to determine who will be home team.
21. The teams should appoint 2 coaches per team to be responsible for close calls, preferably those coaching bases and those helping on defense.

42.

BASEBALL BAT REGULATIONS for 7-8, 9-10 and 11-12 BASEBALL

The bat shall be an unaltered baseball bat (not softball), with the following age specific requirements: For ages 5-12, all non-wood bats "MUST" meet 1.15 BPF (Bat Performance Factor) for the life of the bat and "MUST" possess a "clearly identifiable" manufacture's certification stamp. This will include 2 1/4, 2 5/8, and 2 3/4 barrel bats.

BBCOR bats are legal for use in ages 5-12.

USA BATS are legal for use in ages 5-12.

The Dizzy Dean National Board has voted unanimously to add as a legal bat for Dizzy Dean Baseball the 1.15 BPF APPROVED BAT for ages 12 and under.

The T-Ball bat cannot be used with a regular baseball.

43.

7-8 YEAR OLD COACH-PITCH BASEBALL

- I. There will be a time limit of one hour. There will be a ten (10) minute grace period for the first game. No inning may start after the time limit is up, unless the game is tied.
2. A. 7 & 8 Boys Baseball League will play six (6) innings, unless the ten (10) run rule becomes effective after four (4) innings or the fifteen (15) run rule becomes effective after two (2) innings or the time limit becomes effective.
 - B. Once a team has scored 8 runs or recorded 3 outs in a half inning, then that half inning will be over. The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game.

Exception: If 5, 6 or 7 runs have been scored in a half inning and bases are loaded and a home run is hit, all the runs will be scored even though the 8 run maximum has been surpassed. The home run may be over the fence or a true in-the-park homerun, with no errors.

3. A team may use a 4th outfielder on defense, thus allowing a total of 10 defensive players to be on the playing field.
4. A team may start a game with eight (8) players. You may insert a player who arrives late at the bottom of the line-up. The late player does not have to arrive before you have batted through your line up one time. An out will not be registered in the 9th batting position - it will be skipped without penalty.
5. All outfielders must be in the outfield grass when the batter makes contact with a pitched ball.
6. The pitcher may pitch anywhere from in front of the 20' foul arc to the pitching circle, he may not cross the foul line or enter the pitching circle. He must keep one foot on or astraddle the pitching-line. PENALTY: For not standing on or astraddle the pitching-line the defensive team will get the choice of the play or to re-bat.
7. The defensive player listed as pitcher will stay in the ten (10) foot circle until the ball is hit. The player may have one foot outside of the circle. PENALTY: Offense will get the choice of the play or to re-bat.
8. Each team may have four (4) adult coaches. Two (2) may be in the coaches boxes and two (2) in the dugout. On defense, a team may place one coach on the outfield grass for the purpose of coaching the defensive players only.
9. Pitcher Interference - If a batted ball hits the pitching coach on the field, the ball is dead and the pitch is replayed.
10. Pitcher interfering with a fielded ball - If a pitching coach interferes with a fielded ball, the ball becomes dead and the batter or the base runner being played on will be declared out. Any runners advancing will be returned to the base occupied at the time of the interference. An example would be a pitcher fielding a batted ball and in an attempt to throw to first base for the force out, the pitching coach gets in the fielders line of throw.
11. Each batter gets five (5) pitches to hit. Failure to hit the ball within the five (5) pitches, then the batter is out, unless the 5th pitch is fouled, then the batter will continue to bat until he misses a pitch or hits the ball into fair territory. The batter still strikes out after missing 3 pitches.

Bunting is allowed. If a batter squares to bunt and then swings away, he will be called out.

This is a safety issue.

12. The pitching coach may only coach the batter until he reaches first (1st) base or after he leaves third (3rd) base. The coach will be replaced after one warning of the violation.
13. The pitching coach should attempt to leave the field and try to pick up the batter's bat. The pitching coach that does not attempt to get off the field and interferes with the defensive player to keep him from making a play will cause the batter to be out. No runners will advance.
14. A batter throwing the bat - first offense, the batter receives a team warning. Second offense, any batter on that team throwing the bat is called out. Third offense by the same

batter, the batter cannot bat for the remainder of the game, but can still play in the field.

This is mandatory for safety. A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.

15. Playing Rule & Batting Rule - All players on a roster will be in the batting order and all players will bat.

A. When a player is entered in the line-up at the beginning of the game but because of injury or illness is unable to continue participation, this position in the batting order will be skipped without penalty.

B. When a player is in attendance at game time but is unable to participate because of injury or illness, this player will be listed in the batting order but skipped over without penalty.

C. Circumstances as in the above rules will be inserted by the player's name in the batting order by the official scorekeeper.

D. At game time, if either or both teams have less players than on the roster, the following apply:

1. List all players' names in the batting order with absent players listed at the end of the line up with absent recorded by their appropriate names by the scorekeeper.

2. When or if a player arrives after the game starts the manager must report to the official scorekeeper the name of the player and this player will be inserted into the proper batting order.

E. The penalty for violation shall be forfeiture of any game which all available players did not participate.

F. Each player must still play 3 defensive outs, unless the game is called because of the time limit and 3 complete innings were not played.

16. Each player must play one inning per game. One inning constitutes 3 defensive outs. Each player must start every third (3rd) ball game on defense*. Penalty: Forfeiture of ball game.

*If a team has 12 players and the other team has 14 players, the team with 14 players must play all 14 players on defense and offense in the game.

**A team that has 13 or more players will start his substitutes every fourth (4th) game.

17. Time Out - Time out will be called by the umpire when all play has ceased. If the lead runner has been run back to a base and is safe, then time is automatically in effect. Runners will not be allowed to "jockey" between bases, they must continue to the next base or return to the last base touched. The umpire's judgment is final and will not be questioned.

18. Home team will be determined by the flip of a coin.

19. No Infield Fly Rule will be used.

20. A batter may not be intentionally walked. The game is played for everyone to hit the ball.

21. Safety Rules - The following items are mandatory for a player to play: (a) Batting helmet for batters, base runners, on deck batters, pitchers and players coaching a base. (b) Catcher must wear a face mask with catcher's helmet, shin guards and chest protector.

22. **BASEBALL BAT REGULATIONS- see Rule 42.**

23. Balls – Shall be an official baseball provided by the LRD.

24. Field Dimensions - 60 ft. bases and the pitching circle will be (10) ten feet in diameter and the center will be forty-six (46) feet from the back of home plate. There will be a twenty (20) foot chalked arc from the first (1st) base line to the third (3rd) base line in front of home plate. The ball must be on or past this line to be fair, if not a foul ball.

44.

9-10 YEAR OLD BASEBALL

1. (A) There will be a time limit of one hour and a half (1 1/2). There will be a ten (10) minute grace period for the first game only. No inning may start after the time limit is up, unless the game is tied.
(B) The ten (10) run rule becomes effective after four (4) innings.
(C) The fifteen (15) run rule becomes effective after two (2) innings.
2. A pitcher will be under a pitch count as follows:

Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
0 Calendar Day	1 Calendar Day	2 Calendar Day	3 Calendar Day	
1-35	36-50	51-65	66+	75

A pitcher once removed from the mound cannot return to pitch in the same game but can play anywhere in the field.

A scorekeeper will keep up with the pitch count and record pitches.

3. A runner must slide legally into a base.
4. Home team will be determined by the flip of a coin.
5. Safety Rules - The following items are mandatory for a player to play: (a) Batting helmet
(b) Protective cups are suggested for all male players. OPTIONAL: Batting helmet with faceguard.
6. Walk Rule - Only one player per team may be walked home per inning, regardless of how the base runners have reached base. Once the one runner has been walked home, the next batter must reach base by hitting the ball, being hit by a pitched ball or being called out in some way. Example: In the same inning, Batter A is walked, Batter B hits a single and Batter C is walked. The next batter, Batter D is walked. Batter A will now come home. Bases will still be loaded and the next batter is under the Walk Rule. This batter now hits a home run. The bases are now empty. Batter F walks, Batter G walks, Batter H walks. Now, the next batter is under the Walk Rule. Also, if the runner from third (3rd) base advances home on a passed ball or wild pitch, the batter is still under the Walk Rule. Once the walk rule is in effect and a pitcher pitches 4 balls to any batter under the walk rule, then the offensive team's coach will come to the mound to pitch to that batter. The coach will be allowed to pitch 3 pitches to that batter. If that batter is unable to hit one of the pitches, then that batter will be called out. Once the walk rule has been invoked in a team's half inning, the walk rule will remain in effect for that half inning. The offensive coach could be required to pitch to another batter during that half inning.

7. A team may start a game with eight (8) players. You may insert a player who arrives late at the bottom of the line up. The late player does not have to arrive before you have batted through your line up one time. An out will not be registered in the 9th batting position - it will be skipped without penalty.

8. Playing Rule & Batting Rule - All players on a roster will be in the batting order and all players will bat.

A. When a player is entered in the line up at the beginning of the game but because of injury or illness is unable to continue participation, this position in the batting order will be skipped without penalty.

B. When a player is in attendance at game time but is unable to participate because of injury or illness, this player will be listed in the batting order but skipped over without penalty.

C. Such circumstances as in the above rules will be inserted by the player's name in the batting order by the official scorekeeper.

D. At game time, either or both teams have less players than on the roster, the following applies:

1. List all players' names in the batting order with absent players listed at the end of the line up with absent recorded by their appropriate names by the scorekeeper.
2. When or if a player arrives after the game starts the manager must report to the official scorekeeper the name of the player and this player will be inserted into his/her proper batting order.

E. The penalty for violation shall be forfeiture of any game in which all available players did not participate.

F. Re-entry and substitution rules must still be observed.

G. Each player must still play 3 defensive outs, unless the game is called because of the time limit and 3 complete innings were not played.

1. Each player must play one inning per game. One inning constitutes 3 defensive outs. Each player must start every third (3rd) ball game on defense*. Penalty: Forfeiture of ball game.

*If a team has 12 players and the other team has 14 players, the team with 14 players must play all 14 players on defense and offense in the game.

**A team that has 13 or more players will start his substitutes every fourth (4th) game.

9. **BASEBALL BAT REGULATIONS- see Rule 42.**

10. Local league rules #6, #7, and #8 above will not be used during post season tournaments (District, State and World Series tournaments). Tournament rules as per league organization affiliation will be used during post season tournaments.

45.
11-12 YEAR OLD BASEBALL

1. (A) There will be a time limit of one hour and a half (1 1/2). There will be a ten (10) minute grace period for the first game only. No inning may start after the time limit is up, unless the game is tied.

(B) The ten (10) run rule becomes effective after four (4) innings. (C) The fifteen (15) run rule becomes effective after two (2) innings.

2. A Pitcher will be under a pitch count as follows:

Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
0 Calendar Day	1 Calendar Day	2 Calendar Day	3 Calendar Day	
1-35	36-50	51-65	66+	85

A pitcher once removed from the mound cannot return to pitch in the same game but can play anywhere in the field.

A scorekeeper will keep up with the pitch count and record pitches.

3. A runner must slide legally into a base.

4. Home team will be determined by the flip of a coin.

5. Safety Rules - The following items are mandatory for a player to play: (a) Batting helmet.

(b) Protective cups are suggested for all male players. OPTIONAL: Batting helmets with face guards.

6. A team may start a game with eight (8) players. You may insert a player who arrives late at the bottom of the line-up. The late player does not have to arrive before you have batted through your line up one time. An out will not be registered in the 9th batting position - it will be skipped without penalty.

7. Playing Rule & Batting Rule - All players on a roster will be in the batting order and all players will bat.

A. When a player is entered in the line-up at the beginning of the game but because of injury or illness is unable to continue participation, this position in the batting order will be skipped without penalty.

B. When a player is in attendance at game time but is unable to participate because of injury or illness, this player will be listed in the batting order but skipped over without penalty.

C. Such circumstances as in the above rules will be inserted by the player's name in the batting order by the official scorekeeper.

D. When at game time, either or both teams have less players than on the roster, the following will apply:

1. List all players' names in the batting order with absent players listed at the end of the line up with absent recorded by their appropriate names by the scorekeeper.

2. When or if a player arrives after the game starts the manager must report to the official scorekeeper the name of the player and this player will be inserted into his/her proper batting order.
- E. The penalty for violation shall be forfeiture of any game in which all available players did not participate.
- F. Re-entry and substitution rules must still be observed.
- G. Each player must still play 3 defensive outs, unless the game is called because of the time limit and 3 complete innings were not played.
- H. Each player must play one inning per game. One inning constitutes 3 defensive outs. Each player must start every third (3rd) ball game on defense*. Penalty: Forfeiture of ball game.

*If a team has 12 players and the other team has 14 players, the team with 14 players must play all 14 players on defense and offense in the game.

**A team that has 13 or more players will start his substitutes every fourth (4th) game.

8. Local league rules #6 and #7 above will not be used during post season tournaments (District, State and World Series tournaments). Tournament rules as per league organization affiliation will be used during post season tournaments.

9. **BASEBALL BAT REGULATIONS- see Rule 42.**

10. Base runners may lead off of all bases and may steal any base. Pitchers will be eligible to balk. A balk is an illegal act committed by the pitcher with a runner(s) on base that entitles each runner to advance one base. When a pitcher commits a balk, the ball becomes dead immediately.

PITCHING REGULATIONS

I. The pitcher shall pitch while facing the batter from either a wind-up or a set position. The position of his feet determines whether he will pitch from the wind-up or the set position. He shall take his sign from the catcher with his pivot foot in contact with the pitcher's rubber. The pitching regulations begin when he intentionally contacts the pitching rubber. Turning the shoulders to check runners while in contact with the pitcher's rubber is a balk. He shall not make a quick return pitch in an attempt to catch a batter off balance. The catcher must have both feet in the catcher's box at the time of the pitch.

II. For the Wind-up Position, the pitcher is not restricted as to how he shall hold the ball. When the hands are separated or the pitcher brings his hands together and the pitcher is in contact with the pitcher's rubber, the pitcher shall continue his pitching motion. The pitcher's non-pivot foot must be in any position on or behind a line extending through the front edge of the pitcher's rubber. He is limited to not more than two pumps or rotations. After he starts his movement to pitch, he must continue the motion without interruption or alteration. With his feet in the wind-up position, the pitcher may only deliver a pitch or step backward off of the pitching rubber with his pivot foot. After the pitcher has placed his pivot foot clearly behind the rubber, he has the right to change to the set position or throw or feint to a base the same as that of any infielder. During delivery, he may lift his non-pivot foot in a step forward, or in a step backward and a step forward, but he shall not otherwise lift either foot.

III. For the Set Position, the pitcher shall have the ball in either his gloved hand or his pitching hand. His pitching hand shall be down at his side or behind his back. Before starting his delivery, he shall stand with his entire non-pivot foot in front of a line extending through the front edge of the pitcher's rubber and with his entire pivot foot in contact with or directly in front of the pitcher's rubber. He shall go to the set position without interruption and in one continuous motion. He shall come to a complete and discernible stop (a change of direction is not considered an acceptable stop) with the ball in both hands in front of the body and below the chin. Natural preliminary motions such as only one stretch may be made. During these preliminaries and during the set position until a delivery motion occurs, the pitcher may turn on his pivot foot or lift it in a jump turn to step with the non-pivot foot toward a base while throwing or feinting, or he may lift his pivot foot in a step backward off the rubber which must be in or partially within the length of the pitcher's rubber. In order to change to the wind-up position, he must first step clearly backward off the pitcher's rubber with his pivot foot first. After the pitcher has placed his pivot foot on the ground clearly behind the plate, he also has the right to throw or feint to a base the same as that of any other infielder.

46.

7-8 YEAR OLD COACH-PITCH SOFTBALL

1. There will be a time limit of one hour. There will be a ten (10) minute grace period for the first game. No inning may start after the time limit is up, unless the game is tied.
2. A team may start a game with nine (9) players. You may insert a player who arrives late at the bottom of the line-up. The late player does not have to arrive before a team has batted through your line up one time. An out will not be registered in the 10th batting position - it will be skipped without penalty.
3. All rostered players on each team will be listed in the batting order. Any eleven (11) players may play on defense, thus allowing 5 outfielders. If teams have different numbers of rostered players, the team with more players may elect to bat only the number of players as on the other team; then the remaining players will be substituted for the starting players. (Example: Team A has 12 rostered players and Team B has 14 rostered players- Team B may choose to hit only 12 players. Team B must play the 2 players who do not start the game as per RULE 29 PLAYING TIME REQUIREMENTS). Penalty for failure to play a player will be forfeiture of the ball game.
4. All outfielders must be in the grass of the outfield when the batter makes contact with a pitched ball.
5. When the pitch is released, the team pitcher must be within 3 feet to the left or right or back of the pitching rubber, not in front of the pitching rubber.
6. A. 7-8 Girls softball league will play seven (7) innings, unless the ten (10) run rule becomes effective after five (5) innings or the fifteen (15) run rule becomes effective after three (3) innings or the time limit becomes effective.
B. Once a team has scored 8 runs or recorded 3 outs in a half inning, then that half inning

will be over. The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game.

Exception: If 5, 6 or 7 runs have been scored in a half inning and bases are loaded and a home run is hit, all the runs will be scored even though the 8 run maximum has been surpassed. The home run may be over the fence or a true in-the-park home run, with no errors.

7. The pitch must be a legal pitch (moderate speed, not excessive speed).
8. The pitching coach will pitch to his own team and he must be in contact with the pitching rubber when the pitch is released.
9. If the umpire judges the pitch to be an illegal pitch, the ball is declared dead immediately and a strike is called on the batter.
10. Each team may have four (4) adult coaches. Two (2) may be in the coaches boxes and two (2) in the dugout. On defense, a team may place one coach on the outfield grass for the purpose of coaching the defensive players only. The defensive coach may coach any of his defensive players in the same manner as he would coach from the dugout. If the defensive coach does not stay on the outfield grass, one would be removed from the position for the remainder of the game. If a coach is removed from the defensive coaching position, another one of the team's coaches will be allowed to become the defensive coach. All rules concerning interference or obstruction will apply to the defensive coach.
11. Pitcher Interference - If a batted ball hits the pitching coach on the field, the ball is dead and the pitch is replayed.
12. Pitcher interfering with a fielded ball - If a pitching coach interferes with a fielded ball, the ball becomes dead and the batter or the base runner being played on will be declared out. Any runners advancing will be returned to the base occupied at the time of the interference. An example would be a pitcher fielding a batted ball and in an attempt to throw to first base for the force out, the pitching coach gets in the fielders line of throw.
13. Each batter gets five (5) pitches to hit the ball into fair territory. Failure to hit the ball into fair territory within the five (5) pitches, then the batter is out. The batter still strikes out after missing 3 pitches. No bunting is allowed and the wrist must be broken in the swing.
14. The pitching coach may only coach the batter until she reaches first (1st) base or after she leaves third (3rd) base. The coach will be replaced after one warning of the violation.
15. The pitching coach must attempt to leave the field and try to pick up the batter's bat. The pitching coach that does not attempt to get off the field and interferes with the defensive player to keep her from making a play will cause the batter to be out. No runners will advance.
16. A batter throwing the bat - first offense, the batter receives a team warning. Second offense, any batter on that team throwing the bat is called out. Third offense by the same batter, the batter cannot bat for the remainder of the game, but can still play in the field. This is mandatory for safety. A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.
17. No Infield Fly Rule will be used.

18. Playing Rule & Batting Rule - All players on a roster will be in the batting order and all players will bat.

- A. When a player is entered in the line-up at the beginning of the game but because of injury or illness is unable to continue participation, this position in the batting order will be skipped without penalty.
- B. When a player is in attendance at game time but is unable to participate because of injury or illness, this player will be listed in the batting order but skipped over without penalty.
- C. Such circumstances as in the above rules will be inserted by the player's name in the batting order by the official scorekeeper.
- D. When at game time, either or both teams have less players than on the roster, the following apply:
 1. List all players' names in the batting order with absent players listed at the end of the line up with absent recorded by their appropriate names by the scorekeeper.
 2. When or if a player arrives after the game starts the manager must report to the official scorekeeper the name of the player and this player will be inserted into his/her proper batting order.
- E. The penalty for violation shall be forfeiture of any game in which all available players did not participate.
- F. Each player must still play 3 defensive outs, unless the game is called because of the time limit and 3 complete innings were not played.
 1. Each player must play one inning per game. One inning constitutes 3 defensive outs. Each player must start every third (3rd) ball game on defense*. Penalty: Forfeiture of ball game.

*If a team has 12 players and the other team has 14 players, the team with 14 players must play all 14 players on defense and offense in the game.

**A team that has 13 or more players will start his substitutes every fourth (4th) game.

19. Time Out - Time out will be called by the umpire when all play has ceased. If the lead runner has been run back to a base and is safe, then time is automatically in effect. Runners will not be allowed to "jockey" between bases, they must continue to the next base or return to the last base touched. The umpire's judgment is final and will not be questioned.

20. Home team will be determined by the flip of a coin.

21. Umpires may or may not be used for this league. This option is at the discretion of the CLRA staff.

22. Safety Rules - The following items are mandatory for a player to play: (a) Batting helmet for batters, base runners, on deck batters and players coaching a base. (b) Catcher must wear a face mask and catcher's helmet or a batting helmet with faceguard (shin guards and chest protectors are optional).

23. Field Dimensions - 60 ft. bases and 35 ft. pitching distance.

47.
FAST-PITCH SOFTBALL
9-10 YEAR OLD and 11-12 YEAR OLD

Youth softball is governed by USA Softball Playing Rules. Exceptions to the USA Softball Playing Rules are covered under the LRD Playing Rules.

1. There will be a time limit of one (1) hour and fifteen (15) minutes. There will be a ten (10) minute grace period for the first game. No inning may start after the time limit is up, unless the game is tied.
2. A team may start a game with eight (8) players. You may insert a player who arrives late at the bottom of the line-up. The late player does not have to arrive before you have batted through your line up one time. An out will not be registered in the 9th batting position- it will be skipped without penalty.
3. All fast-pitch softball leagues will play with three (3) outfielders (Exception: 9-10 Year Old Leagues may use a 4th outfielder).
4. Fast-pitch softball leagues will play seven (7) innings, unless the eight (8) run rule becomes effective after five (5) innings or twelve (12) run rule becomes effective after three (3) innings or the time limit becomes effective.
5. All players must play as per Rule 29. PLAYING TIME REQUIREMENTS.
6. Any player, whether a starter or substitute, who has been removed from a game may be re-entered into the game one time and must occupy the same position in the batting order they were originally in. All pitching regulations must still be observed.
7. A batter throwing the bat - first offense, the batter receives a team warning. Second offense, any batter on that team throwing the bat is called out. Third offense by the same batter, the batter cannot bat for the remainder of the game, but can still play in the field. This is mandatory for safety. A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.
8. Home team will be determined by the flip of a coin.
9. Safety Rules - The following items are mandatory for a player to play: (a) Batting helmet with a securely fastened NOCSAE approved face mask guard & an attached chin strap for batters, base runners, on deck batters & players coaching a base. (b) Catcher must wear a face mask attached to an approved catcher's helmet with ear flaps and throat guard or a hockey-type catcher's helmet. Shin guards and chest protectors are required.
10. **9-10 FAST-PITCH ONLY HITTING & LINE-UP-** (A) All players on the roster will be in the batting order and all players will bat- NO EXCEPTIONS. (B) A team may use a 4th outfielder. It must be indicated on the line-up card at the start of the game.
11. **9-10 FAST-PITCH ONLY PITCHING MACHINE PROCEDURES-** (A) The pitching machine will be set at 35 mph. (B) The offensive team coach will be responsible for feeding the balls into the machine for their team when they are hitting. (C) Each batter

gets five (5) pitches to hit. A batter will strike out on the 3rd missed pitch. Failure to hit the ball within the five (5) pitches, then the batter is out, unless the fifth pitch is fouled, then the batter will continue to bat until she misses a pitch or hits the ball into fair territory. (D) At a point midway in the season, then the pitching machine will not be used and batters will face live pitchers (at this time, the Walk Rule will become effective).

12. 9-10 FAST-PITCH ONLY WALK RULE- Only one player per team may be walked home per inning, regardless of how the base runners have reached base. Once the one runner has been walked home, the next batter must reach base by hitting the ball, being hit by a pitched ball or being called out in some way. Example: In the same inning, Batter A is walked, Batter B hits a single and Batter C is walked. The next batter, Batter D is walked. Batter A will now come home. Bases will still be loaded and the next batter is under the Walk Rule. This batter now hits a home run. The bases are now empty. Batter F walks, Batter G walks, Batter H walks. Now, the next batter is under the Walk Rule. Once the walk rule is in effect and a pitcher pitches 4 balls to any batter under the walk rule, then the offensive team's coach will come to the mound to pitch to that batter. The coach will be allowed to pitch 3 pitches to that batter. If that batter is unable to hit one of the pitches, then that batter will be called out. Once the walk rule has been invoked in a team's half inning, the walk rule will remain in effect for that half inning. The offensive coach could be required to pitch to another batter during that half inning.

13. 11-12 FAST-PITCH ONLY EXTRA PLAYER RULE- (A) A team may use an Extra Player (EP) which would mean 10 players on the line-up card. (B) It must be indicated on the line-up card at the start of the game. (C) The team must end the game with 10 players or play using the short-handed rule. (D) All 10 players bat, but only 9 players will play defense. (E) Defensive changes may be made at any time; however, the batting order may not change. (F) The EP must remain in the same position in the batting order.

9-10 & 11-12 FAST-PITCH RUNS-PER-INNING RULE- Once a team has scored 8 runs or recorded 3 outs in a half inning, then that half inning will be over. The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game.

Exception: If 5, 6 or 7 runs have been scored in a half inning and bases are loaded and a home run is hit, all the runs will be scored even though the 8 run maximum has been surpassed. The home run may be over the fence or a true in-the-park home run, with no errors. In the event of a tie game at the end of regulation play (7 innings or time limit) the International tie breaker rule will go into effect.

The International Tie Breaker rule: At the start of each inning, a runner is placed on second base- the runner will be the last batter scheduled to bat in this inning. Any eligible player may be substituted for this runner. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same

process is used in each inning until a victor emerges (one team scores more runs than the other at the end of a complete inning).

14. Stealing home will be allowed for all leagues EXCEPT the 9-10 year old fast-pitch league.
15. Playing Dimensions- **(A)** 9-10 Fast-Pitch: 60 ft. bases and 35 ft. pitching distance. **(B)** 11-12 Fast-Pitch: 60 ft. bases and 40 ft. pitching distance.
16. Ball Sizes- **(A)** 9-10 Fast-Pitch: 11" Optic Yellow/Red Stitch core .47/375 compression. **(B)** 11-12 Fast-Pitch: 12" Optic Yellow/Red Stitch core .47/375 compression.

48.

SOFTBALL SHORT-HANDED PLAYING RULE

To start a game:

- 1-A game may begin/finish with one less than the required to start game.
 - A. All FP Softball requires nine (9) to start, but may start with eight (8) players.
 - B. All SP Softball requires ten (10) to start, but may start with nine (9) players.

2-The vacant position must be listed last in the batting order and the late player does not have to arrive before you have batted through your line up one time. An out will not be taken when the last position in the batting order appears- it will be skipped without penalty.

To continue a game once started with a full team listed on the batting order:

1-If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the lineup whenever a player leaves the game for any reason. Under no circumstances shall a team be permitted to bat less than the number of players required to start a game (SP- 9 players, FP- 8 players).

2-If playing shorthanded, and a substitute arrives, the substitute must be inserted immediately into the vacant spot. If the substitute refuses to enter for any reason, that player becomes ineligible the remainder of the game. If the player leaving the game is a runner or batter, the runner or batter shall be out.

3-When the player who has left the game is scheduled to bat, an out will be declared for each turn at bat. An inning or game can end with an automatic out. The player who has left the game cannot return to the lineup.

EXCEPTION: A player who has left the game under the blood rule may return even after missing a turn at bat. This turn at bat will not be declared an out.

4-Failure to have the required number of eligible players to start or continue a game will result in a forfeiture.

49.
ADULT SOFTBALL
CHURCH LEAGUES- MEN & WOMEN

Adult softball is governed by USA Softball rules. Exceptions to the USA Softball rules are covered under the LRD By-Laws.

50. ADULT SOFTBALL
COACHES' MEETING & ENTRY FEE INFORMATION

2022

The following meeting will be held at the

New Hope Community Center

All coaches should attend at your scheduled times

Tuesday, June 21st	Men & Women Church	6:30pm
Entry Fees: Men and Women. \$375.00 for a 10 game schedule plus a Double Elimination Season Ending Tournament.		
Entry Fee Deadline: Friday, July 8 th , by 5:00pm at the Lowndes Recreation Department Office.		
League Begins: July 19 th		

51.
ADULT ROSTER PROCEDURE

1. Rosters must consist of members that actively attend your church. Actively attending church means weekly.
2. Rosters- will be your church logo stationary with a list of the Church-member player's names, addresses and the player's signature. The Church Preacher/Pastor must sign the roster and include a statement verifying the Church members listed on the roster. The roster/church stationary must be turned in prior to your first scheduled ball game.
3. Adding new members- to add new members to the roster/church stationary, an updated roster/church stationary (add the new member to the existing roster/church stationary) must be provided using the credentials in the above Rule #1, Rule #2 and turned in prior to the new member playing.
4. Two (2) players who are members of a church without a softball team can play with another church with a team in the league. Both pastors of the two churches involved must provide a signed church logo stationary letter agreeing to the arrangement.
5. A suggested roster size is 20 players, but any number of players may be on the roster/church stationary.
6. These are the only situations where players may play in the Church League.

52. ADULT SOFTBALL RULES

Administrative Rules

This league is organized to give Christians an opportunity to fellowship and to play together in a way pleasing to the Lord. Winning, keeping score and your league standing are all secondary concerns. Coaches are responsible to pass this understanding on to their teams and to set an example of Christian sportsmanship.

1. Adult playing age begins at age 16. A player must turn 16 years old before the regular and posts season leagues are completed.
2. Ejections- anyone ejected from a ball game will be suspended for the next two (2) team games. A second ejection will result in being removed from the league.
3. Control of language- language should be respectful to authority and other participants. It should be representative of the Christian atmosphere we desire to create. Umpires and league staff have the authority to determine what language is offensive.

Playing Rules

4. Game time is forfeit time, except for the first game which will have a 15 minute grace period. The team arriving late may not be listed as the home team, can only be listed as the visiting team.
5. A team may start a game with nine (9) players. Each time the 10th batting slot comes up, it is an automatic out. Any player inserted after the game starts will go to the bottom of the line-up. Once a player arrives for the game, they may be inserted into the line-up in the 10th batting slot. The late player does not have to arrive before you have batted through your line-up one time.
6. Each game will have a one (1) hour time limit. Games will finish the inning they are playing if necessary.
7. Twenty-one (21) run rule after three (3) innings or ten (10) run rule after five (5) innings.
8. Home team will be determined by a coin toss prior to the game.
9. Home Team is the official scorebook. If the home team does not have a scorebook then the away team will be the official scorebook.
10. Game balls will be supplied. The 12" Clincher softball is the ball we will use.
11. Any official softball bat may be used- exception, bats listed on any softball association banned bat list may not be used.
12. Home Run Rule- Three (3) home runs. The batter is ruled out for any in excess. Any over the fence home run or four base awards, you do not have to run the bases and base runners do not have to run the bases.
13. Batters will start with a 1-1 count and allowed one courtesy foul.
14. No stealing will be allowed.

15. Uniforms- Shirts must be alike with a 3" minimum number visible on the shirt.
16. Shoes- no metal spikes.
17. Courtesy Runner- a player who has made the last team out may be used as a courtesy runner for any player on their team. The last out does not necessarily mean the last out of the prior inning; it could be the last out of the current inning. This is the only player who can be used as a courtesy runner. The courtesy runner must be reported to the umpire.
18. The umpires are in control of the game. Only the coaches are to discuss any disputes with the umpires. Players who try to take disputes into their own hands are prone to being asked to leave. Please remember these umpires are out here to fellowship and have fun to.

53. PLAYING FIELD DIMENSIONS

BASEBALL

DIMENSIONS	T-Ball	Coach-Pitch	9-10BB	11-12BB	13BB	14-15BB
Fence Distance	150'	200'	200'	250'	285'	290'
Base Distance	55'	60'	60'	70'	80'	90'
Pitching Distance	35' with an 8' circle	From 20' foul line to the pitching circle	46'	50'	54'	60'6"

SOFTBALL

DIMENSIONS	T-Ball SB	7-8 C-P	9-10FP	11-12FP	13-14FP	
Fence Distance	150'	225'	225'	225'	225'	
Base Distance	55'	60'	60'	60'	60'	
Pitching Distance	35' with an 8' circle	35'	35'	40'	40'	

54. COLUMBUS SOCCER ORGANIZATION

The Columbus Soccer Organization (CSO) was formed in 2008 to better serve the soccer community of Columbus, Mississippi and the surrounding area. Since that time C.S.O. has strived to provide the best opportunities for players in the area by providing numerous programs and resources to the players and families within the area and surrounding areas alike. CSO strives to provide an environment in which all players can improve and develop a love for soccer. Our mission is to get kids and adults playing the game of soccer in a safe environment where we lay out the proper foundations for growth in the sport despite the level being played.

CSO is a registered Mississippi non-profit corporation and federally registered 501 c.3 non-profit. It is a member organization run by a board of directors. For further information regarding CSO including important dates, bylaws, budget etc. please go to the link above.

CSO is happy to work with the Lowndes County Recreation Department to provide four distinct soccer programs: recreational soccer, TOP Soccer for players with special needs, adult soccer for men and women 19 years of age and older, and competitive soccer through Columbus United Soccer club. All programs are run by CSO with LCRD partnering in different ways depending on the program. Full information on all programs can be found on the main page listed above. CSO also works to support player and coaching development opportunities for the entire area. In addition, CSO gives back to the community through services such as the CSO Soccer Closet and events such as "Grilling for a Cure".

55. SOCCER COACHES MEETING

All coaches meetings will be held at the

Soccer Complex Referee Room
(located in the back of the south concession building)

All coaches should attend at the scheduled time
TIMES TO BE ANNOUNCED

All coaches, assistant coaches, managers, and others having regular contact with players must complete the following: 1. Background check, 2. Sideline Sports Safety certification, 3. Safe Sport certification. Coaches will not be given a roster until #1-#3 are complete and documentation is submitted to the Director of Coaching. Individuals who coached previously should contact the DOC to see if previous certifications remain valid. CSO pays for #1-#3.

Any questions about coaching, equipment, practice space, etc. should be directed to the Director of Coaching at tvelek@yahoo.com.

56. SOCCER PLAYER SELECTIONS

Rostering of teams will happen after the conclusion of registration.

Coaches will be contacted with rosters within 24 hours.

57. CSO FURTHER INFORMATION

Columbus United Soccer Club

CUSC provides competitive soccer opportunities for players 8 years of age and up. Placement on rosters is done through tryouts that take place during the summer. All coaches are licensed professionals. United also offers additional training for players ages 6 and 7 through the U8 Development Program. The club Director of Coaching (DOC) and the Board Member for Competitive Soccer both provide leadership for United and can be contacted with regards to the club. For more information please visit: <https://columbusunitedsoccer.com/>

TOP Soccer

LCRD supplies field space for the TOP Soccer Program. The program is a partnership between CSO and the local YMCA. TOP takes place in the fall. Registration is free. The United DOC is the primary point person for this program and can be contacted with regards to this program. For further information please visit: <https://columbusmssoccer.org/topsoccer/>

Adult Soccer

CSO's co-ed adult soccer league plays its matches in the spring. Registration typically opens in December prior to the start of the season. The league is open to any players 19 years of age and up. All teams are co-ed. The United DOC is the primary point person for this program and can be contacted with regards to this program. For more information please visit: <https://columbusmssoccer.org/adult-league-soccer/>

Recreational Soccer

CSO's recreational soccer league is open to all players regardless of experience beginning at 3 years of age. CSO is pleased to work with LCRD to offer this program. LCRD provides field space, walk-up registration, match scheduling, and other support. CSO runs the league, trains coaches, orders uniforms, solicits sponsorship, etc. The President of CSO and the Board Member for Recreational Soccer both provide leadership for recreational soccer and can be contacted with regards to the league. The United DOC is responsible for recreational coaches and is the first person of contact with regards to recreational coaching. For more information please visit: <https://columbusunitedsoccer.com/>

CSO recreational soccer follows USYS national rules for youth soccer. They can be found on the following pages:

<https://columbusmssoccer.org/wp-content/uploads/2020/08/USYS-Small-Sided-Games-Manual-.pdf>

58.

GUIDELINES FOR SIDELINE BEHAVIOR

Coaches will treat fellow coaches, players, and fans with respect in a manner befitting their role. Fans will accord respect to other fans, players, and coaches. All individuals responsible for a team and all spectators shall support the referee. Failure to do so will undermine the referee's authority and has the potential of creating a hostile environment for the players, the referee, and all the other participants and spectators.

- No one, except the players, is to speak to the referee during or after the game. Exceptions: Coaches may respectfully ask questions before the game or during breaks in play (water break, halftime), point out emergencies during the game, or respond to the referee if addressed.
- Absolutely no disputing calls, during or after the game. Coaches ONLY may respectfully ask referees to monitor unsafe playing conditions during breaks in play (water break, halftime). NO YELLING at the referee, EVER, and no criticism, sarcasm, harassment, intimidation, or negative feedback of any kind during or after the game.

Violators of any of the above guidelines may be ejected and are subject to disciplinary action by the CSO Board of Directors. Disciplinary action may include suspension from games for certain time periods. Disciplinary action can and will apply to coaches as well if necessary.

59.

TEAM SELECTION

Teams are rostered by CSO staff on the basis of a random assignment of players at the conclusion of registration. The following guidelines will be followed.

U4-U6: Coach will have child assigned to the team. Parents may request accommodation for family, carpool, or other personal issues. All requests must be done in writing during the registration process.

U8 and Above: Coach and assistant coach will have child assigned to the team. Parents may request accommodation for family, carpool, or other personal issues. Parents may also request continuation with a particular coach they have had in the past. All requests must be done in writing during the registration process.

NO requests will be considered after registration. Rosters will NOT be changed once they have been set and sent to coaches.

Coaches, managers, and sponsors cannot ask for a player to be placed on or excluded from a team.

There is no guarantee that requests can be honored in all situations.

Players registering late will be placed on teams on a space permitting basis.

60. PRACTICES

Practices schedules are determined after teams have been formed. A practice schedule is made by the head coach of each team. CSO does not determine or assign practice times. All players must wear appropriate soccer gear for training including shin guards and cleats. All players must bring their own water and ball to practice. Teams U6 and below typically practice one time per week. Teams U8 and above typically practice two times per week.

61.

RECREATIONAL REFUND POLICY

Full refunds for recreational registration fees are available up until the time of roster formation.

This does not include any online service charged. After the formation of rosters there is no refunds for registration fees.

Code of Conduct

Youth Sports Players

- ⦿ Follow and play by the rules.
- ⦿ Never argue with a sports official. If you disagree, have your captain, coach or manager positively approach the official.
- ⦿ Control your temper at all times. Verbal abuse of officials and verbalizing other players, deliberately distracting or provoking an opponent are not acceptable behaviors in any sport.
- ⦿ Work hard for yourself and your team.
- ⦿ Be a good sport. Applaud all skillful plays whether they are made by your team or the Competitors.
- ⦿ Treat all participants in your sport as you like to be treated.
- ⦿ Cooperate with your coach, team-mates and opponents.
- ⦿ Participate for your own enjoyment and benefit, not just to please parents, coaches and teachers.
- ⦿ Respect the rights of all participants regardless of their gender, ability, cultural, background or religion.

Parents

- ⦿ Always remember that kids participate in sport for their enjoyment, not yours.
- ⦿ Encourage kids to participate, do not force them.
- ⦿ Be positive on the child's efforts and performance rather than winning or losing.
- ⦿ Always encourage kids to play according to the rules following the code of conduct.
- ⦿ Never make negative comments to a child for making a mistake or losing a competition.
- ⦿ Remember that kids learn best by watching great role models.
- ⦿ Reinforce the stance on removing verbal and physical abuse from kid's sports games.
- ⦿ Always respect the officials' decisions and teach kids to do likewise.
- ⦿ Always show appreciation for volunteer sports coaches, officials and club administrators.
- ⦿ Respect the rights of all participants regardless of their gender, ability, cultural, background or religion.

Coaches

- ⦿ Always remember that kids participate for pleasure, enjoyment and winning is only part of the fun.
- ⦿ Never use negative ridicule or yell at children for making a mistake or not winning.
- ⦿ Be considerate and reasonable in your demands on kid's time, energy and enthusiasm.
- ⦿ Kids sports is only one part of their busy lives.
- ⦿ Always operate within the code of conduct, rules and fair spirit of your sport and instruct the kids to do the same.
- ⦿ Always ensure that the time kids spend with you as coach is a positive experience. All kids are deserving of equal attention and opportunities.
- ⦿ Try to avoid overplaying the talented more skillful kids.
- ⦿ Ensure that sporting equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- ⦿ Display control, respect and professionalism to all involved within the sport. This includes opponents, coaches, officials, administrators, the media, parents and other spectators.
- ⦿ Encourage players to do the same, be a great role model.
- ⦿ Always show concern toward sick and injured players. Follow the advice of a trained medical trainer when determining whether an injured child is ready to recommence training and competition.
- ⦿ Where appropriate obtain qualifications and keep up to date with the latest coaching practices and the latest principles of growth and development of children.
- ⦿ Any physical contact with a child should be appropriate to the situation and necessary for the player's skill development or medical care.
- ⦿ Respect the rights of all participants regardless of their gender, ability, cultural background or religion.



IMPORTANT TELEPHONE NUMBERS

BASEBALL/SOFTBALL COACHES ARE NOT REQUIRED TO HONOR SPECIAL REQUESTS FOR
PLAYERS TO BE ON CERTAIN TEAMS, TO PLAY FOR CERTAIN SPONSORS, TO PLAY FOR
CERTAIN COACHES OR TO BE WITH CERTAIN OTHER PLAYERS.

SPECIAL REQUESTS ARE NOT GUARANTEED.