



# Youth Baseball/Softball Handbook



**WE Hunt Recreation Center  
301 Stinson Ave.  
P.O. Box 8  
Holly Springs, NC 27540  
[www.hollyspringsnc.us](http://www.hollyspringsnc.us)**

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**Important Phone Numbers**

Hunt Recreation Center .....	557-9600
Weather Hotline .....	557-2939
Steve Johnson - Recreation Programs Specialist. ....	557-9601
Austin Ohms - Recreation Programs Specialist.....	557-3124
Chris Champion - Recreation Programs Manager.....	567-4031
Kristen Denton – Community Center Manager.....	557-6293
Adam Huffman – Assistant Parks and Recreation Director.....	557-2925
LeeAnn Plumer – Parks and Recreation Director.....	577-3124

Dear Coaches and Parents,

We would like to take this opportunity to thank all the parents and coaches involved with our youth baseball/softball program. Everyone is working hard to make this season fun and successful.

The goal of the Parks and Recreation baseball/softball program is to provide quality instruction which promotes sportsmanship, teamwork, development, participation and fun. Individually, to develop technical skills which will enhance the ability, desire and confidence of each player. It is the coach's responsibility to instill this concept into all participants and their parents.

If anyone associated with your team loses sight of these objectives, please remind them that this is about children playing a game. Our job, as parents and coaches, is to facilitate a fun learning experience, and to lead by example. Often, the way we react to things on and around the field teaches them more than the game itself.

Also, please remember to use the designated parking areas. Parking on the street, and on the track around Womble Park is prohibited. You may park in the open space near the batting cages. If you have children that are not participating in our programs, for their safety, be sure to watch them. Remember to keep our facilities clean and beautiful for everyone to enjoy.

Sincerely,  
Holly Springs Parks and Recreation Department

## **Holly Springs Parks and Recreation Parental Code of Conduct**

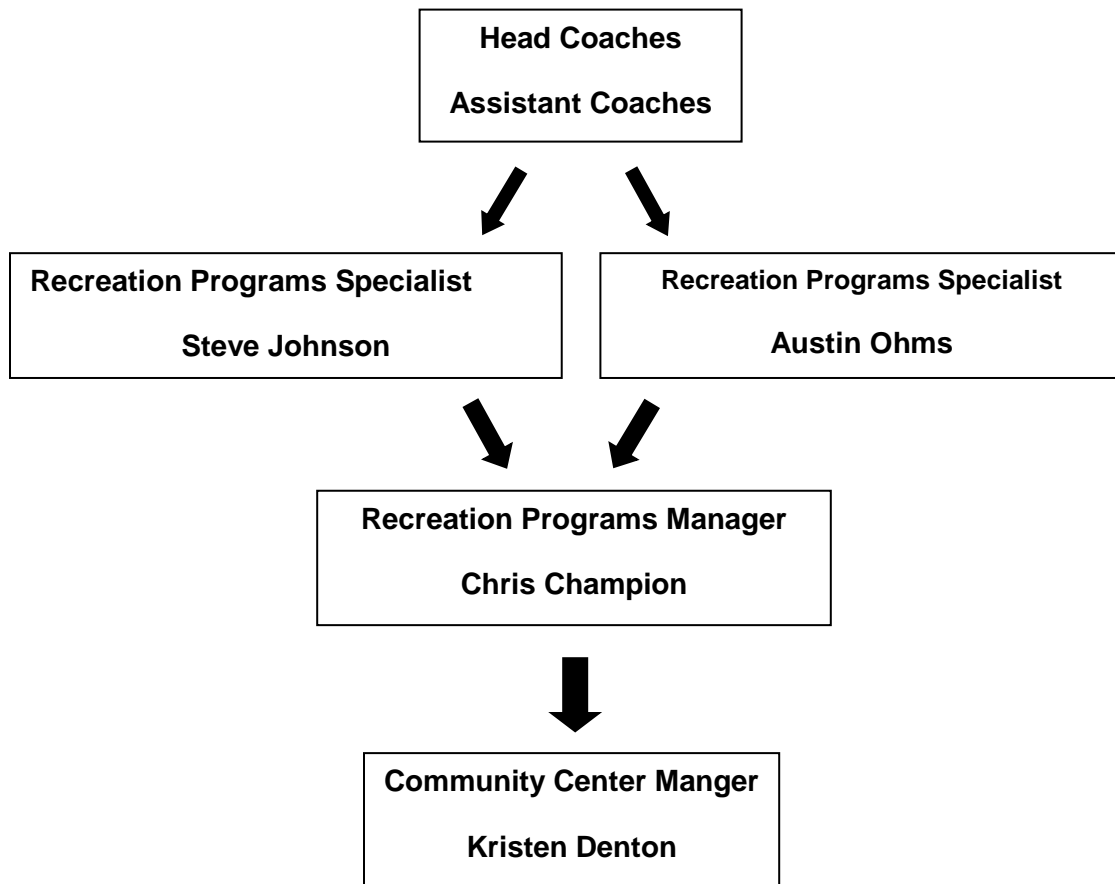
- Exhibit socially acceptable behavior at practice sessions, games, and matches or refrain from attending these events.
- Ensure that your children have the proper equipment.
- Ensure that your children arrive and are picked up at the stated time.
- Applaud all good effort and good plays or remain silent.
- Allow the coaches to instruct without outside interference or influence.
- Support the coaches in what they want the players to learn.
- Treat the coaches and league leaders with dignity and respect.
- Ensure that your children receive ample positive encouragement regardless of the outcome of their events.
- Allow your children to play without negative pressure, verbal or physical.
- Ensure that your children do not intentionally injure other players.
- Help your children adhere to the written and unwritten rules of honesty, fair play and good sportsmanship.
- Assist in helping other players, the team, or the program when asked.
- When possible, provide your children with extra instructional opportunities.
- When possible, provide your children with opportunities to learn other sports so that they have a more balanced development.

**1. Purpose.** The purpose of the Holly Springs Youth Baseball program is to provide the opportunity for skill development, sportsmanship, and fun in a participation based atmosphere.

**2. League Management.**

- a. Operation of the league shall be under the direction of the Recreation Programs Manager, or designated staff member.
- b. The governing authority shall be vested in the Town of Holly Springs Parks & Recreation Department, Athletic Division.
- c. National Federation of High Schools rules will apply except where stated in the Handbook.

**3.0 Communication.** Communication is an important aspect of our baseball program. To help keep communication smooth and productive, there is a certain “chain of command” that we ask everyone to use.



#### 4. Coaches & Assistants

- a. All coaches are required to submit a volunteer application from which is available at <http://www.hollyspringsnc.us/DocumentCenter/View/1579> . Additionally, all coaches must complete an online background check which can be accessed at [www.AccurateNow.com](http://www.AccurateNow.com) .
- b. A coaching staff not to exceed three (3) shall be appointed by the Recreation Programs Manager or designated staff. The three coaches should consist of one (1) head coach and two (2) assistant coaches. T-Ball, Coach Pitch and Machine Pitch leagues are allowed (1) head coach and three (3) assistant coaches.
- c. All assistant coaches may be selected by the head coach after the draft pending approval of the Recreation Programs Manager or designated staff.
- d. All coaches will be evaluated after each season.
- e. All coaches must understand and agree to carry out the duties, responsibilities, policies, and philosophies as established by the Holly Springs Parks and Recreation Department.
- f. Head coaches are required to hold a preseason parents meeting to: establish an open line of communication with parents; review and affirm the Holly Springs parks and Recreation Code of Conduct; outline expectations for coaches, parents, and players; coordinate parental assistance; and disseminate schedules and other pertinent information.
- g. Only the head coach and their assistants will be allowed to sit on the bench with the team during an official game. Upon notification by an umpire, or HSPR staff member, additional adults are to be removed from the dugout. Failure to adhere to this ruling will result in the ejection of the head coach.
- h. No head coach or assistant coach may leave the dugout for the purpose of discussion with an official. All coaches should remain inside the dugout during play when their team is in the field. Coaches may not sit outside the dugout.
- i. No active Holly Springs Parks and Recreation coach shall recruit players to play in or on programs and/or teams outside the Holly Springs Youth Program that directly affects current attendance to leagues and/or tournament play. Violation of this rule will result in expulsion from the program.

## **5. Player Eligibility**

- 5.01 League Baseball age for the 2018 Fall Season and 2019 Spring Season is the player's age as of May 1<sup>st</sup> of 2019. League Softball age is the player's age as of January 1<sup>st</sup> of 2019.
- 5.02 Nonresidents may participate in the program, providing they pay an additional fifty (50) percent fee along with the registration fee.
- 5.03 Players ages nine (9) and above returning to a team in the same age group must still register. However, these players will be excused from skills assessments. No player shall be eligible to participate in assessments, player selection, practices, or games until they have completed the registration process. Teams will incur a penalty of forfeiture of all games in which an ineligible player participates. Coaches may face disciplinary action if they allow an ineligible player to participate.
- 5.04 Players ages nine (9) and above that are new to the age group must attend player assessments to be eligible for selection in the draft.
- 5.05 Player assessments for ages nine (9) and above will be supervised by the Recreation Programs Manager or designated Parks and Recreation staff.
- 5.06 Players ages eight (8) and under returning to the same age group must register but will be placed on the same team from the previous season. Participants entering a new age group will be placed on a new team. No Special requests will be honored.
- 5.07 Players may participate on only one (1) team in the Holly Springs Parks and Recreation Youth Baseball/Softball Program. Players found participating on two (2) teams may be removed from the games and program. Games in question may be forfeited.
- 5.08 Participants can request in writing at the time of registration to play up an age division by completing a play-up request form. Participants may only play up within one (1) year of their age appropriate division. Participants eligible for the Intro programs may not request to play up.
- 5.09 Participants wearing a hard cast may not participate in games or live scrimmages in practice. Players may participate with a soft cast.

## **6. Player Placement and Draft**

- 6.01 Registered players ages eight (8) and under returning to the same age group will be placed on the same team from the previous season unless they choose to be randomly reassigned to another team. Participants entering a new age group will be randomly placed on a team. No special requests will be honored.
- 6.02 Registered players ages nine (9) and above who are new to the age group must attend player skills assessments to be eligible for selection in the draft. Players who are returning to an age group, but wish to be placed back into the

draft, must notify the program manager prior to 8:00am the morning of said age groups assessment/draft.

PLEASE NOTE: Due to the disparity in participation between the spring and fall baseball programs, teams/players transition from spring season to spring season and from fall season to fall season. For example, players who played in the spring will not automatically be assigned to the same team or coach during the fall season. If, however, they participate with the same age group the following spring, they will be returned to the team they played with the previous spring.

6.03 Player assessments are intended to provide coaches the opportunity to evaluate the abilities of registered players which, in turn, should promote greater skill equity within each league. Player skills assessments for ages nine (9) and above will be supervised by the Recreation Programs Manager or designated Parks and Recreation staff.

6.04 The draft and player placement shall take place following the conclusion of player skills assessments and will be supervised by the Recreation Programs Manager.

6.05 Draft Process

- a. Draft order will initially be determined by the number of returning and assigned players. Assigned players would include the son/daughter of the Head Coach or the sibling of a returning player. The team with the fewest number of returning/assigned players will draft first during the first round while the team with the most returning/assigned players will draft last during first round. Regarding teams with the same number of returning/assigned players, draft position will then be determined by age. Teams with a larger number of younger returning/assigned players will be given an earlier first round draft position. If the number of returning/assigned players and ages of those players are the same, draft position will be determined by the previous season's final regular season standings and the team with the lower position in the standings will receive an earlier first round draft position.
- b. The draft will employ a snake process, i.e., 1-2-3-4-5-6, 6-5-4-3-2-1, 1-2-3-4-5-6, etc. Each team will receive a first round pick and then returning/assigned players, will be slotted in rounds two and following. There will be no trading of draft picks or players.
- c. Coaches shall not pass up a player selection choice as long as selections are available to fill vacant positions.
- d. The son or daughter of the Head Coach will be automatically slotted in the second round. If the Head Coach has a second son or daughter participating, that child will be automatically slotted in the seventh round.
- e. Brothers and sisters in the same age group shall be selected as one (1) player to avoid separation. The first sibling may be selected with any



- choice. The remaining sibling will be selected in the seventh round (exception: if the first sibling is selected in the seventh round or later, the remaining sibling will be selected in the subsequent round.
- f. Candidates not attending player assessments shall be listed alphabetically by age, and will be assigned to teams sequentially after all eligible players have been drafted.

## **7. TEAM COMPOSITION**

- 7.01 Each team shall consist of a maximum of fourteen (14) eligible players, depending on the number of the candidates registered.
- 7.02 The Recreation Programs Manager or designated staff will determine the number of registrants the program can accommodate and develop the player selection based on the needs of all teams, including possible modifications of draft order depending on returning players and other factors.
- 7.03 Players may be replaced in the event of sickness or injury. The Recreation Programs Manager may replace players that are withdrawn during the season with players from the waitlist.
- 7.04 Parental consent to participate may be withdrawn at any time. Requests to withdraw must be submitted to the Parks and Recreation Department in writing.

## **8. League Awards**

- 8.01 The Parks and Recreation Department provides individual trophies for participants of teams that finish in first and second place in post season tournaments. Participant trophies will be provided for the leagues ages 8 and under.
- 8.02 All Star teams that finish first or second at the State SWAC Tournament will receive recognition by the Parks and Recreation Department during a Holly Springs Town Council Meeting.

## **9. UNIFORMS AND EQUIPMENT**

- 9.01 Jerseys, hats and socks will be provided by the Parks and Recreation Department. Parents will be required to purchase pants. It is mandatory that the jersey provided by the Parks and Recreation Department be worn at all the games. In the even that a participant has lost their jersey, they will be required to purchase a replacement before they are allowed to participate. Teams shall not, in any manner, alter the uniforms that are distributed.
- 9.02 The Parks and Recreation Department will provide catcher's equipment, batting helmets, and bats for each team. Parents are encouraged, however, to purchase their own bat and batting helmet for their child. For specific league bat specifications, please see Rules 18.10, 19.08, 20.09, or 22.09.
- 9.03 No jewelry may be worn by any player, in practices or games, except for medical identification.

- 9.04 Tennis shoes or shoes with molded cleats may be worn. Metal spikes and metal toe plates are prohibited for the T-ball, Machine pitch, and 9-12 leagues.
- 9.05 All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed. The protective helmet is worn for the safety of the participants. An “out” will be called when a base runner deliberately removes his or her helmet.
- 9.06 Catchers must wear all protective equipment. This includes masks, throat protector, helmet, shin guards, chest protector, and an athletic supporter with a protective cup.

## **10. TEAM PRACTICE**

- 10.01 The Recreation Programs Manager or designated staff will determine the number of practices based on availability, number of teams, and weather. The Parks and Recreation Department will try to schedule two practices a week prior to the start of scheduled games. After the start of games, each team **may** be scheduled one practice per week.
- 10.02 Due to limited field availability, practices can be scheduled any day of the week.

## **11. Tournaments and All-Stars**

- 11.01 There will be no end of season tournaments for the T-ball and Machine Pitch leagues. The fall instructional leagues only play a ten (10) game regular season.
- 11.02 In the leagues for ages nine (9) and above there will be a single elimination end of season tournament. Seeding for these tournaments will be determined by the regular season standings. All regular season league rules apply during local tournament play. There will be no time limit during championship games.
- 11.03 If an end of season tournament is hosted by SWAC (Statewide Athletic Commission), then our all-star teams will compete in an end of season tournament. All-Stars will only be chosen for the 10U leagues and above following the Spring season. League coaches will nominate players from their own team and all nominated players will be invited to attend an All-Star team assessment session. Following the assessment session, league coaches will vote to determine All-Star team players and provide input on who should be appointed as the head coach. Considerations for head coaches include: team success during the season, knowledge of the game, sportsmanship, and the ability to work with both youth and adults. Any coach who has experienced disciplinary action during the course of the season will not be considered for an All-Star head coaching position. All meals, travel, and board associated with all-stars is the responsibility of the parents. All-Star team uniforms (jerseys and socks) and equipment will be provided by the Parks and Recreation Department.
- 11.04 Each all-star participant will be required to pay an additional \$20 fee to cover the cost of uniforms

## **12. Code of Conduct and Penalties**

- 12.01 The Town of Holly Springs Parks & Recreation Department has a zero tolerance for unsportsmanlike conduct or behavior by an individual (players, coaches, officials, spectators, or parents) at any town function or event and said behavior will be subject to partial or permanent suspension.
- 12.02 Unsportsmanlike conduct is defined as but not limited to the following: harassment of officials or participants, use of profane language or gestures, and public threat or physical violence.
- 12.03 The length of the suspension will be determined by the Athletic Programs Manager.
- 12.04 Any player, coach, spectator or parent that enters the field of play and confronts and/or makes contact (i.e. cursing, shoving, pushing, etc.) with an official or participant is suspended from the program and any Parks and Recreation related facilities for any practice, game, or activity for one calendar year from the date of the incident.
- 12.05 No player, coach or spectator shall refuse to abide by an official's decision.
- 12.06 No player, coach or spectator shall be guilty of objectionable demonstration of dissent at an official's decision.
- 12.07 No player or coach, other than the Head Coach, should discuss with an official in any manner the decision reached by an official.
- 12.08 No player or coach shall be guilty of using unnecessary rough tactics in the play of the game against an opposing player.
- 12.09 No player, coach or spectator shall be guilty of personal verbal abuse upon any official for any reason.
- 12.10 No player, coach or spectator shall be guilty of physical attack as an aggressor upon any players, official or spectator.
- 12.11 No alcoholic beverages are allowed on any Town of Holly Springs property. Anyone violating this rule is subject to arrest and expulsion from the League.
- 12.12 No player, coach or spectator shall use profanity. Offending players/coaches may be subject to ejection, possible suspension/expulsion from the league.
- 12.13 If ejected, a player or coach must vacate the premises. Failure to abide by this will result in forfeiture of the game.
- 12.14 Any player, coach or spectator ejected by an official or a supervisor will be removed from the facility and suspended for one (1) or more of the team's subsequent games. The duration of any suspension will be determined by Holly Springs Parks and Recreation staff. Anyone who has been ejected from a game must leave the playing site immediately. A second ejection during the same season will result in a suspension from all remaining matches for that season. Any ejection due to fighting will result in expulsion for one (1) year. If circumstances warrant, the suspension may include all competitive programs offered by the Town of Holly Springs Parks and Recreation Department. Seasonal suspensions may be appealed to the Assistant Department Director.
- 12.15 Suspensions may apply to regular season games and/or tournament play and may, at the discretion of Holly Springs Parks and Recreation, be carried over to future seasons.

12.16 Suspensions may be appealed to the Recreation Programs Manager.

### **13.00 Protests**

13.01 The only legal protests are protests involving the use of an ineligible player or violations of the mandatory play rule.

13.02 Protests based on an umpire's judgment will not be permitted.

### **14.00 Department-Wide Playing Rules**

All Baseball and Softball games will be governed by the official rules of the National Federation of State High School Athletic Associations, with the following exceptions.

14.01 Each team will play a ten (10) game regular season schedule.

14.02 All game schedules are final. Coaches are not allowed to reschedule league games or schedule games/scrimmages against teams outside of our league. The Parks & Recreation department may reschedule games for reasons that affect the whole league such as weather cancelations and school make up days. Coaches are allowed to switch practice times with another coach. The Recreation Programs Manager must be notified of the switch to change the master schedule.

14.03 Games that are tied after reaching regulation will play a maximum of 1 extra inning. The extra-inning includes the start of a new inning after the time limit has expired, or the first inning following the set number of innings for that age group. At the start of each half inning, the offensive team will start with a runner on second base who will be the last recorded out from the previous inning. The game will then continue to be played as a regular baseball/softball game.

14.04 Game time will be indicated on the league schedule. There is no grace-period for any youth baseball/softball game. Game time is forfeit time, unless the start of the game is delayed because of an umpire or scorekeeper absence.

14.05 If a team is unable to field eight (8) players at any time during the game, the game will be declared a forfeit.

14.06 In the event of a forfeit, a practice game may be played between the two teams. The umpires will work the game, all innings pitched will count toward pitching limits, and code of conduct violations will be enforced.

14.07 If both assigned umpires are absent, the game will be postponed and rescheduled at the discretion of the Recreation Programs Manager or designated staff. If only one (1) assigned umpire is present, they will work the game alone.

#### **BATTING ORDER AND SUBSTITUTION**

14.08 All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.

14.09 Players arriving after the start of the game will be added to the end of the batting order.

- 14.10 If a player must leave the game for any reason, the coach must notify the umpires and the opposing coach. If all players are being used in the batting order, that player's position in the batting order will be skipped with no penalty.
- 14.11 When using the continuous batting order, all players may enter to play defense an unlimited number of times.
- 14.12 In the event of an injury, the injured player may be replaced in the field by a player from the dugout. When replaced at bat (if not walked), the next batter assumes his count. If the injured player is a runner he/she may be replaced by the player who scored the team's last out.

#### **MANDATORY PLAY RULE**

- 14.13 All players who dress out for a game must play at least two (2) complete innings in the field. The two innings do not have to be consecutive. A player must play all three (3) outs in the inning. After two (2) innings, every player should have played one (1) inning. After four (4) innings, all players should have played two (2) innings.

#### **SPEED UP RULES**

- 14.14 It will be mandatory for a courtesy runner to run for the catcher when there are two outs. The player who scored the team's last out will run for the catcher.
- 14.15 Following a put out with no one on base, the ball will be returned to the pitcher without being thrown around the infield.

#### **BASE COACHES**

- 14.16 The offensive team will be allowed to have two (2) base coaches. One (1) base coach will be positioned near first base and the other coach will be positioned near third base.
- 14.17 Base coaches must be an eligible player in team uniform or one of the coaches. One (1) adult must always remain in the bench area. A player must wear a batting helmet while coaching bases.
- 14.18 Base coaches must remain in the area of the coach's box and move to avoid interference with defensive players.
- 14.19 Base coaches must talk with players from their team only.

#### **PITCHING**

- 14.20 Any member of a team may pitch subject to the restrictions of the pitching rules in their age division.
- 14.21 Once a pitcher has been replaced (baseball only), that player may not pitch again in the same game. Pitchers who are removed from the game may return to the game at another defensive position.
- 14.22 If it is discovered that a team is using an ineligible pitcher, there will be no penalty if upon the discovery, the pitcher is removed from the mound. If the coach refuses to remove the ineligible pitcher, the offended team may play the game under protest. Note: It is the responsibility of the scorekeeper and the head coaches to work together to avoid violations of this rule. Remember that these rules are for the safety of the players.

- 14.23 A pitching change must be made when a coach makes the second visit to the mound to the same pitcher during the same inning. A trip to the mound will be charged whenever a defensive coach enters the playing field to confer with the players. A visit will not be charged if the coach enters the playing field because of an injury.

### **COLLISION**

- 14.24 When a defensive player has the ball and the base runner remains on his or her feet and crashes into the defensive player, the base runner will be declared out. All other base runners must return to the base last touched at the time of the collision. If the act is determined to be flagrant, the base runner will be ejected. This is an umpire's judgment call.

## **15.00 T-Ball Specific Rules**

- 15.01 Games will have a 1 hour time limit. Coaches should use their best judgment on whether the inning has time to be completed.
- 15.02 Game scores and standings will not be recorded in the t-ball league.
- 15.03 A batter shall be declared out after failing to hit a fair ball after five swings at the ball on the tee. Any hit that does not go past the painted arch will be counted as a foul ball.
- 15.04 The ball will be considered dead when it reaches the infield after being thrown in from the outfield. The base to which the runner will advance is determined by the halfway point between bases and the judgment of the coach instructing in the area.
- 15.05 The field will be occupied defensively by all players present.
- 15.06 Infielders should position themselves consistent with traditional baseball/softball positions for first, second, third, short stop and pitcher (no catcher).
- 15.07 Outfielders should position themselves on the grass outfield area in right field, right center field, left center field, and left field. No outfielders should be positioned on the space designated as the infield (i.e. skinned infield).
- 15.08 The team at bat will bat through the entire line-up before changing sides. Outs will be called and players have to go to the bench, but the number of outs in an inning does not matter. Bases will be cleared after three outs.

## **16.00 Coach Pitch Specific Rules**

- 16.01 Games will have a 1 hour time limit. Coaches should use their best judgment on whether the inning has time to be completed.
- 16.02 Game scores and standings will not be recorded in the coach pitch league.
- 16.03 A batter shall be given 3 pitches from the coach. If the ball is not put into play on 3 pitches, the batter will be allowed to hit off of the tee. Any hit that does not go past the painted arch will be counted as a foul ball. The manner of pitch

- (overhand, underhand, coach kneeling, etc.) and distance between the pitcher and hitter, is at the discretion of the coach.
- 16.04 The ball will be considered dead when it reaches the infield after being thrown in from the outfield. The base to which the runner will advance is determined by the halfway point between bases and the judgment of the coach instructing in the area.
  - 16.05 The field will be occupied defensively by all players present.
  - 16.06 Infielders should position themselves consistent with traditional baseball/softball positions for first, second, third, short stop and pitcher (no catcher).
  - 16.07 Outfielders should position themselves on the grass outfield area in right field, right center field, left center field, and left field. No outfielders should be positioned on the space designated as the infield (i.e. skinned infield or baseline).
  - 16.08 The team at bat will bat through the entire line-up before changing sides. Outs will be called and players have to go to the bench, but the number of outs in an inning does not matter. Bases will be cleared after three outs.

## **17.00 Machine Pitch Specific Rules**

- 17.01 Games will have a 1 hour time limit. No new inning is to begin after 1 hour of playing time. A new inning begins immediately after the final out of the previous inning.
- 17.02 Teams/individuals will not be allowed to use the pitching machine for pre-game batting practice once the machine has been positioned for game play.
- 17.03 A batter will be declared out after five pitches are delivered by a pitching machine. A ball hit foul on the fifth pitch, will result in an out. The umpire can, however, allow an additional pitch if, in his/her estimation, the machine throws an unhittable fifth pitch.
- 17.04 The ball will be considered dead when it reaches the infield after being thrown in from the outfield. The base to which the runner will advance is determined by the halfway point between bases and the judgment of the umpire.
- 17.05 The field will be occupied defensively by all players present.
- 17.06 Infielders should position themselves consistent with traditional baseball/softball positions for first, second, third, short stop, catcher, and pitcher.
- 17.07 Outfielders should position themselves on the grass outfield area. No outfielders should be positioned on the skinned portion of the infield.
- 17.08 The pitching machine will be placed 35 feet from home plate. The length between bases will be 60 feet.
- 17.09 The player fielding the pitcher's position shall set up behind and either to the left or right of the machine.
- 17.10 When a batted ball hits the pitching machine, the ball is declared dead. The batter occupies first base, and the base runners advance one base, only if forced.
- 17.11 On an overthrow, a runner can attempt to advance one additional base from the base he/she was initially headed towards at the time of the overthrow. For any

subsequent overthrow, a dead ball will be immediately declared and no further advancement of the runner will be permitted. A runner will not be allowed to advance beyond one additional base on an overthrow.

- 17.12 A maximum of 5 runs, or 3 outs, per inning are permitted, whichever comes first.

## **18.00 9-10 Baseball Specific Rules**

- 18.01 9-10 Baseball league will play a 6 inning game with an 90 minute time limit. No new inning will begin after the time limit has expired. A new inning begins immediately after the final out of the previous inning. A game stopped due to the time limit will be considered a completed game.
- 18.02 Games that are tied after reaching regulation will play a maximum of 1 extra inning. The first extra-inning includes the start of a new inning after the time limit has expired, or the 7<sup>th</sup> inning. At the start of each half extra-inning, the offensive team will start with a runner on second base who will be the last recorded out of the previous inning. The game will then continue to be played as a regular baseball game.
- 18.03 Games will be stopped under the mercy rule after reaching regulation (3.5 innings) if one team is ahead by 10 or more runs and has had equal times at bat, or the home team is leading.
- 18.04 In situations where the second game of a week night cannot begin before 8:30pm, said game will be played on a later date in the season.
- 18.05 Runners are permitted to steal bases. However, runners are not permitted to leave base until a pitched ball reaches or passes the catcher.
- 18.06 Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out. The pitch shall be called a dead ball.
- 18.07 Pitching limits will be dictated by the Pitch Smart Program. Pitch Smart is a joint initiative between Major League Baseball and USA Baseball to provide practical pitching practices designed to help reduce the risk of arm injury in youth players. Pitchers in the 9-10 age group will be limited to the following pitch count:

Maximum number of pitches in one game: 75

Number of pitches which will require 0 days of rest: 1-20

Number of pitches which will require 1 day of rest: 21-35

Number of pitches which will require 2 days of rest: 36-50

Number of pitches which will require 3 days of rest: 51-65

Number of pitches which will require 4 days of rest: 66+

- 18.08 Balks and infield flies will not be called in 9-10 baseball.
- 18.09 The 9/10 baseball league will play 9 players on defense (3 outfielders and a regulation infield).
- 18.10 Bats must meet the USABat standard and have a visible USABat stamp. Solid, one piece wood bats, with or without the USABat stamp, are approved.



However, multi-piece and composite wood bats must have the USABat stamp. The Easton Ghost X 30/20 YBB18GX10 and LL18GHX 30/20 2 5/8" have been decertified by USA Baseball and is no longer an approved bat under the USABat standard.

- 18.11 Pitching plate shall be set at 46ft. Bases shall be set at 60ft.
- 18.12 The batter will be declared out in the event of a dropped third strike.
- 18.13 Head first sliding is prohibited when a baserunner is attempting to advance bases. On the first offense, the offending team will receive a warning. For any subsequent offense by any team member, the baserunner will be declared out.

## **19.00 11-12 Baseball Specific Rules**

- 19.01 11-12 Baseball league will play a 6 inning game with an 90 minute time limit. No new inning will begin after the time limit has expired. A new inning begins immediately after the final out of the previous inning. A game stopped due to the time limit will be considered a complete game.
- 19.02 Games that are tied after reaching regulation will play a maximum of 1 extra inning. The first extra-inning includes the start of a new inning after the time limit has expired, or the 7<sup>th</sup> inning. At the start of each half extra-inning, the offensive team will start with a runner on second base who will be the last recorded out of the previous inning. The game will continue to be played as a regular baseball game.
- 19.03 Games will be stopped under the mercy rule after reaching regulation (3.5 innings) if one team is ahead by 10 or more runs and has had equal times at bat, or the home team is leading.
- 19.04 In situations where the second game of a week night cannot begin before 8:30pm, said game will be played on a later date in the season.
- 19.05 Runners are permitted to lead off and steal bases.
- 19.06 The batter becomes a runner on a dropped third strike, when 1<sup>st</sup> base is unoccupied, or 1<sup>st</sup> base is occupied with two outs.
- 19.07 Pitching limits will be dictated by the Pitch Smart Program. Pitch Smart is a joint initiative between Major League Baseball and USA Baseball to provide practical pitching practices designed to help reduce the risk of arm injury in youth players. Pitchers in the 11-12 age group will be limited to the following pitch count:

Maximum number of pitches in one game: 75

Number of pitches which will require 0 days of rest: 1-20

Number of pitches which will require 1 day of rest: 21-35

Number of pitches which will require 2 days of rest: 36-50

Number of pitches which will require 3 days of rest: 51-65

Number of pitches which will require 4 days of rest: 66+

- 19.08 Bats must meet the USABat standard and have a visible USABat stamp. Solid, one piece wood bats, with or without the USABat stamp, are approved. However, multi-piece and composite wood bats must have the USABat stamp.

The Easton Ghost X 30/20 YBB18GX10 and LL18GHX 30/20 2 5/8" has been decertified by USA Baseball and is no longer an approved bat under the USABat standard.

- 19.09 Pitching plate shall be set at 50ft. Bases shall be set at 70ft.
- 19.10 Head first sliding is prohibited when a baserunner is attempting to advance bases. On the first offense, the offending team will receive a warning. For any subsequent offense by any team member, the baserunner will be declared out.

## **20.00 13-15 Baseball Specific Rules**

- 20.01 13-15 Baseball league will play a 7 inning game with a 105 minute time limit. No new inning will begin after the time limit has expired. A new inning begins immediately after the final out of the previous inning. A game stopped due to the time limit will be considered a complete game.
- 20.02 Games that are tied after reaching regulation will play a maximum of 1 extra inning. The first extra-inning includes the start of a new inning after the time limit has expired, or the 8<sup>th</sup> inning. At the start of each half extra-inning, the offensive team will start with a runner on second base who will be the last recorded out of the previous inning. The game will continue to be played as a regular baseball game.
- 20.03 Games will be stopped under the mercy rule after reaching regulation (4.5 innings) if one team is ahead by 10 or more runs and has had equal time at bat, or the home team is leading.
- 20.04 In situations where the second game of a week night cannot begin before 8:45pm, said game will be played on a later date in the season.
- 20.05 Runners are permitted to lead off and steal bases.
- 20.06 The batter becomes a runner on a dropped third strike, when 1<sup>st</sup> base is unoccupied, or 1<sup>st</sup> base is occupied with two outs.
- 20.07 Pitching limits will be dictated by the Pitch Smart Program. Pitch Smart is a joint initiative between Major League Baseball and USA Baseball to provide practical pitching practices designed to help reduce the risk of arm injury in youth players. Pitchers in the 13-15 age group will be limited to the following pitch count:

Maximum number of pitches in one game: 95

Number of pitches which will require 0 days of rest: 1-20

Number of pitches which will require 1 day of rest: 21-35

Number of pitches which will require 2 days of rest: 36-50

Number of pitches which will require 3 days of rest: 51-65

Number of pitches which will require 4 days of rest: 66+

- 20.08 Metal cleats may be worn in the 13-15 baseball league; however, metal cleats may not be worn while pitching on a portable mound.

- 20.09 Bats must meet the USABat or BBCOR standard, and have a visible USABat or BBCOR stamp. Solid, one piece wood bats, with or without the USABat or BBCOR stamps, are approved. However, multi-piece and composite wood bats must have the USABat or BBCOR stamps. The Easton Ghost X 30/20 YBB18GX10 and LL18GHX 30/20 2 5/8" has been decertified by USA Baseball and is no longer an approved bat under the USABat standard.
- 20.10 Pitching plate shall be set at 60ft. Bases shall be set at 90ft.
- 20.11 Head first sliding is prohibited when a baserunner is attempting to advance bases. On the first offense, the offending team will receive a warning. For any subsequent offense by any team member, the baserunner will be declared out.

## **21.00 Pitch Smart Procedures**

- 21.01 The official scorekeeper will maintain the official pitch count using a Holly Springs Parks and Recreation pitch count form. The official pitch count cannot be protested. At the conclusion of each game, coaches will be required to validate and sign the form.
- 21.02 The official scorekeeper will provide the current pitch count for any pitcher when requested by either head coach or any umpire (as long as the play is not delayed). The head coach shall check with the scorekeeper at the end of each half inning to confirm the pitch count for the half inning just completed. The head coach is responsible for knowing when his/her pitcher must be removed, and the number of days of rest required for each pitcher.
- 21.03 The official scorekeeper will inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire will then inform the pitcher's head coach that the pitcher must be removed. However, the failure by the scorekeeper to notify the umpire, and/or the failure of the umpire to notify the head coach, does not relieve the head coach of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- 21.04 The use of an ineligible pitcher can result in forfeiture of the game. Multiple violations of pitch count rules may result in disciplinary action against the coach.
- 21.05 In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

**Example 1:** An 11-12 pitcher throws 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because over 65 pitches had been thrown on Monday and, in that circumstance, 4 days of rest would be required.

**Example 2:** An 11-12 pitcher throws 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game because the required days of rest had been achieved.

- 21.06 Pitchers reaching their maximum number of pitches in a day, while pitching to a batter, may finish pitching to that batter before being removed.
- 21.07 A “rest day” is defined as a full day of rest beginning the day following the game in which a player participates as a pitcher. **Example:** If an 11-12 pitcher throws 35 pitches on Monday, one day of rest is required; therefore the player will not be allowed to pitch again until Wednesday.

## **22.00 9-10 Softball Specific Rules**

- 22.01 9-10 Softball league will play a 6 inning game with a 75 minute time limit. No new inning will begin after the time limit has expired. A new inning begins immediately after the final out of the previous inning. A game stopped due to the time limit will be considered a complete game.
- 22.02 Games that are tied after reaching regulation will play a maximum of 1 extra inning. The first extra-inning includes the start of a new inning after the time limit has expired, or the 7<sup>th</sup> inning. At the start of each half extra-inning, the offensive team will start with a runner on second base who will be the last recorded out of the previous inning. The game will continue to be played as a regular softball game.
- 22.03 Teams are allowed to score a maximum of 5 runs per inning. However, no game should be terminated early due to a team not being able to score enough runs to win the game in the time/innings remaining. The losing coach may wish to override this rule if he does not wish to continue play.
- 22.04 Games will be stopped under the mercy rule after reaching regulation (3.5 innings) if one team is ahead by 10 or more runs and has had equal times at bat, or the home team is leading.
- 22.05 In situations where the second game of a week night cannot begin before 8:30pm, said game will be played on a later date in the season.
- 22.06 Runners are permitted to steal bases. However, a base runner is not permitted to leave base until a pitched ball reaches or passes the catcher.
- 22.07 Pitchers in the 9-10 age group can pitch a maximum of 2 innings per game and 6 innings per week. One pitch thrown constitutes an inning pitched.
- 22.08 The 9-10 softball league will use an 11” softball.
- 22.09 Bats must be permanently stamped with an ASA logo.
- 22.10 Pitching plate shall be set at 35ft. Bases shall be set at 60ft.
- 22.11 There will be no walks in 9-10 softball. When a batter receives a pitched 4<sup>th</sup> ball, an offensive coach will come in and pitch the remaining strikes in the count, until the batter either puts the ball in play or strikes out. For example, if the count was 4-0, the coach will pitch 3 pitches. 4-1 will be 2 pitches, 4-2 will be 1 pitch, etc. All pitches by the coach will be considered a strike regardless of pitch

location. A foul ball on a 2 strike count will result in another pitch. While the coach is pitching, the batter may not bunt, nor can a baserunner steal. The coach will pitch from the same 35' pitching rubber

## **23.00 11-12 Softball Specific Rules**

- 23.01 11-12 softball league will play a 6 inning game with a 90 minute time limit. No new inning will begin after the time limit as expired. A new inning begins immediately after the final out of the previous inning. A game stopped due to the time limit will be considered a complete game.
- 23.02 Games that are tied after reaching regulation will play a maximum of 1 extra inning. The first extra-inning includes the start of a new inning after the time limit has expired, or the 7<sup>th</sup> inning. At the start of each half extra inning, the offensive team will start with a runner on second base who will be the last recorded out of the previous inning. The game will continue to be played as a regular softball game.
- 23.03 Teams are allowed to score a maximum of 5 runs per inning. However, no game should be terminated early due to a team not being able to score enough runs to win the game in the time/innings remaining. The losing coach may wish to override this rule if he does not wish to continue play.
- 23.04 Games will be stopped under the mercy rule after reaching regulation (3.5 innings) if one team is ahead by 10 or more runs and has had equal times at bat, or the home team is leading.
- 23.05 In situations where the second game of a week night cannot begin before 8:30pm, said game will be played on a later date in the season.
- 23.06 Runners are permitted to steal bases. Runners are permitted to advance once the pitched ball leaves the pitcher's hand.
- 23.07 Pitchers in the 11-12 age group can pitch a maximum 3 innings per game and 6 innings per week. One pitch thrown constitutes an inning pitched.
- 23.08 The 11-12 softball league will use a 12" softball
- 23.09 Bats must be permanently stamped with an ASA logo.
- 23.10 Pitching plate shall be set at 40ft. Bases shall be set at 60ft.

## **MISCELLANEOUS RECAP**

### **1. TWENTY FOUR (24) HOUR RULE**

Parents sometimes disagree with a coach's decision or coaching style, especially when it involves their child. Parents have to understand that the coach does not represent a player, but the entire team and must make decisions from the team perspective first and foremost. For parents, it is important to separate their child's sports development from game emotions. For this reason, we have adopted the "24 HOUR RULE", which simply states that the coach will not discuss game situations until at least 24 hours after the game. This rule helps to move the discussion away from the presence of the

players and allows all parties to have time to put things into perspective and “cool off” if necessary.

## 2. **COMMUNICATION**

Communication is another important aspect of our baseball and softball programs. To help keep communication smooth and productive, there is a certain “chain of command” that we ask everyone to use. Parents should first contact the coach with questions. Coaches should first contact the Recreation Programs Manager. If further assistance is needed, then contact the Community Center Manager or the Director of Parks and Recreation.

## 3. **REFUNDS**

All refund requests must be submitted in writing and addressed to the Recreation Programs Manager, Holly Springs Parks and Recreation Department. The request letter should state the reason for refund. Refunds requested after the official start date of the particular program in which the participant is enrolled will not be refunded. Official start date is defined as player placement on team. All refunds are assessed a \$15 service charge per participant per activity. Late fees are nonrefundable. Requests for medical related refunds will be evaluated on a case by case basis. If the Parks and Recreation Department cancels a program, the total amount will be refund

## 4. **WEATHER POLICY**

For practice and game days, the Parks and Recreation Department will have the final decision on field cancellations. The weather hotline can be reached at 557-2939. Decisions will be made by 4:00pm on weekdays, 8:00am on Saturdays, and 12:00pm on Sundays. The alert center on the Town website allows you to receive an email or text message when cancellations are announced. Click on the link <http://www.hollyspringsnc.us/list.aspx> and follow the steps to receive notifications. The weather cancellation page

<http://www.hollyspringsnc.us/index.aspx?NID=7> on the website is also updated with cancellation information.

## 5. **Lightning Policy**

1. When thunder is heard, or lightning is visible, the thunderstorm is close enough to strike your location with lightning. Suspend play and all players, coaches, fans and umpires should **Take Shelter Immediately!**
2. Flash (Bang) Method – Count seconds between lightning flash and Thunder and divide by 5 – this gives the distance of lightning in miles. If count is 30 seconds or less **Take Shelter Immediately!**
3. **Safe** places for shelter would be fully enclosed metal vehicles with windows up, enclosed buildings or the low ground. Seek cover in clumps of bushes. **Unsafe** shelter areas include all nearby outdoor metallic objects like flag poles, fences,

high mast light poles, metal bleachers, etc. AVOID water, AVOID open fields, AVOID using the telephone.

4. If you feel your hair standing on end or hear “crackling noises” you are in lightning’s electric field. Immediately remove metal objects (including baseball cap), place your feet together, duck your head and crouch down with hands on knees.
5. If anyone is struck by lightning **CALL 911 IMMEDIATELY**. People who have been struck by lightning do not carry an electrical charge and are safe to handle. Apply CPR immediately if you are qualified to do so.
6. **Thirty-minute rule.** Once play has been suspended, wait at least **30 minutes** after the last thunder is heard or flash of lightning is witnessed prior to resuming play. Any subsequent thunder or lightning after the beginning of the 30 minute count, reset the clock and another 30 minute count should begin.
7. At the conclusion of the first thirty (30) minute delay, the game officials will determine whether or not to continue or cancel the game(s). NOTE: If lightning is still visible after the first thirty (30) minute delay, the game(s) will be cancelled and rescheduled on another day.

## 6. Tornado Policy

**Tornado Watch** (which means that conditions are favorable for tornadoes to form), all activities will continue as scheduled when the National Weather Service issues a Tornado Watch for Wake County. All participants and staff should monitor weather conditions and announcements. Please monitor local media or weather radio for weather alerts.

**Tornado Warning** (which means that a tornado has either been sighted or considered to be imminent in the warned area), all activities should be suspended when the National Weather Service issues a Tornado Warning for Wake County. All participants should take shelter immediately and adhere to the following procedures.

- I. Seek shelter inside the facility.
- II. Go to an interior room on the lower level (closets, interior hallways). Interior hallways on the lowest floor are usually safest. Put as many walls as possible between you and the outside. Get under a sturdy table and use arms to protect head and neck. Stay there until the danger has passed.
- III. Do not open windows. Use the time to seek shelter.
- IV. Stay away from windows, doors and outside walls. Go to the center of the room. Stay away from corners because they attract debris.

- V. Get out of vehicles, trailers and mobile units immediately and go to the lowest floor of a sturdy nearby building or a storm shelter. Mobile units, even if tied down, offer little protection from tornadoes.
- VI. If caught outside with no shelter, lie flat in a nearby ditch or depression and cover your head with your hands. Be aware of potential for flooding.
- VII. Do not get under an overpass or bridge. You are safer in a low, flat location.
- VIII. Never try to outrun a tornado in urban or congested areas in a car or truck; instead, leave the vehicle immediately for safe shelter. Tornadoes are erratic and move swiftly.
- IX. Watch out for flying debris. Flying debris from tornadoes causes most fatalities and injuries.

All activities should be resumed once the Tornado Warning has cleared for the Holly Springs area and the conditions of the facility are safe. All participants and staff should continue to monitor weather conditions and announcements. Please monitor local media or weather radio for any additional weather alerts.

## **7. HOT WEATHER PRECAUTIONARY MEASURES**

When practicing in hot weather or when exercising in a hot climate, the body is usually able to maintain a safe temperature with the evaporation of sweat. A young athlete can lose as much as two (2) quarts of sweat each hour of practice or competition. This water must be replaced or the body becomes dehydrated and does not function well. The water level can be maintained in most sports by: (a) drinking 1 to 2 cups of water before practice or competition, (b) taking frequent drinks during the activity (water breaks) and (c) continuing to drink after the game or practice. Potassium may be depleted after many days of work in a hot climate. This can easily be replaced by eating citrus fruits and drinks, potatoes, bananas, and other potassium rich foods. Some coaches like to use "athletic drinks" like Gatorade, Powerade, etc. These drinks are unnecessary if you provide plenty of water and schedule practices in the cooler parts of the day.

Should a Red Ozone Alert (all participants) and/or Orange Ozone alert (those participants who are sensitive to heat and/or have breathing problems) occur, coaches should take precautions.

1. Players should be given frequent scheduled water breaks.



2. Coaches should watch all participants closely for heat illness related problems. If a child is having trouble, every precaution should be taken to ensure that the participant remains safe and healthy.

### **Key Points to Remember**

1. Aerobic fitness enhances the circulating system, which is responsible for heat transfer. Also, fit individuals start to sweat sooner and do not get so hot.
2. Four to eight days of practice in the heat will prepare young athletes to compete in the uncomfortable environment.
3. Select uniforms and equipment that allows sweat to evaporate.
4. Make sure athletes know how important it is to drink a great deal of water during the hot days and to eat potassium rich foods.
5. Do not deprive athletes of water under any circumstances since it risks heat exhaustion during intense activity. Limiting water breaks should **never** be a form of discipline!