

**CITY OF BURLINGTON DEPARTMENT OF RECREATION AND PARKS
YOUTH BASEBALL AND SOFTBALL RULES - 2019**

I. DIRECTOR OF PROGRAM

The BRPD athletic staff will be in charge of the program and has the right to make any decision on matters not covered in these rules, change any rules, create new rules, and enforce any disciplinary actions or suspensions.

II. OBJECT AND PRINCIPLE

To provide recreational opportunities for participants, to extend, perfect and foster baseball and softball skills, to uphold the aims and ideals of BRPD, and to encourage the principle of good sportsmanship.

Always remember, games are for the kids!

III. DUTIES OF THE COACH

- A. To teach sportsmanship, basic baseball/softball skills, and provide recreation opportunities to all.
- B. To be responsible for all equipment issued and its return to BRPD.
- C. Coaches will be aware of the conduct of their team members and **ARE RESPONSIBLE FOR KEEPING CONTROL OF THEIR FANS.**
- D. Attend certification and league-wide meetings. Obtain schedules (regular season /make-ups) and communicate the information to their team members and parents.
- E. As of 2019, base coaches are required to wear protective head gear when coaching bases on the field. The protection should be in the form of a helmet or hard skull cap-style helmet. This rule applies to 14U Intermediate Baseball/Softball and 18U Jr. Baseball/Softball ONLY.

IV. ELIGIBILITY

Any boy or girl who meets the age requirement of the league they wish to play in. BRPD, through the use of birth certificates, will check each player's age.

V. PLAYER SELECTION FOR TEAMS

- A. At the beginning of the season, each player **MUST REGISTER** with BRPD. **Absolutely no one will be allowed to play or practice if they fail to register.**
- B. Players will be assigned a team by BRPD athletic staff.
- C. Players are eligible to play with only one (1) team in the BRPD league.
- D. Any youth baseball or softball team with five (5) or more travel players will be moved up one (1) LEAGUE level. For example, a Mite team with five (5) or more travel league players will play in the Midget league. A Midget team with five (5) or more travel league players will play in the Intermediate league. An Intermediate team with five (5) or more travel league players will play in the Junior league. The coach is responsible for supplying this information to BRPD before schedules are drawn up.

VI. EQUIPMENT

A. BALLS: Game balls will be provided by BRPD. One (1) new and two (2) used balls will be furnished for each game.

B. BATS: The bat shall be round and made entirely of wood, composite or aluminum.

Peewee (6U&8U) and Mite baseball and all girls' softball leagues: BESR aluminum bats and wooden bats are allowed.

Midget baseball league: Only a BPF of 1.15, drop 8-10, small or big barrel allowed (2 ¼ - 2 5/8).

Intermediate baseball league: BPF of 1.15, drop 5 with a 2 ¾ barrel restriction OR a drop 3 BBCOR composite bat with the BBCOR permanent stamp (NO STICKER) or woods bats (NO BESR ALUMINUM BATS ARE ALLOWED).

Junior baseball league: Can **ONLY** use a drop 3 BBCOR composite bat with the BBCOR permanent stamp (NO STICKER) or wood bats (**NO BESR ALUMINUM BATS ARE ALLOWED**). This is a safety issue that has been applied by the NFHS association. Any player that uses a BESR bat will be ejected from the game.

C. HELMETS: Protective batting helmets must be worn by all baseball and fast pitch softball batters at the plate. A face guard is optional for batters to wear in the midget and intermediate softball leagues- they are required in the peewee and mite softball leagues. Helmets will be furnished if the coach requests them. Runners must also wear them in all baseball and softball leagues.

NOTE: Any player or anyone under the age of 18, occupying a coach's box, must wear a helmet.

D. GLOVES: Each player in the field must wear a glove. The pitcher may not have a white glove, any white markings on the glove or any decals. Pitchers are not allowed to wear any type of batting glove on hands, wristbands, tape on fingers, arm sleeves or exposed white undershirts with long or short sleeves, etc.

E. CATCHER'S EQUIPMENT: Catcher's equipment will be furnished if the coach requests it. If teams furnish their own catcher's equipment, then the helmets must meet NOCSAE standard.

VII. GENERAL RULES

A. LEAGUE ROSTER AND SCHEDULES:

BRPD athletic staff will set up leagues and draw up schedules.

B. FIELDS:

Games will be played on 16 fields: Davidson Park (2 fields), Forest Hills, Northwest Park, Beaumont, City Park (2 fields), North Park, Hillcrest (makeup games only), Smith Elementary (makeup games only), Springwood Park (4 fields) and Fairchild Park (2 fields).

C. PRACTICE(S):

1. Coaches may reserve the fields for practice through BRPD athletic staff.
2. No more than two (2) practice times per week. One (1) practice time equals one (1) hour.

D. GAMES:

Games will be played Monday-Friday depending on league. Some games on Saturdays.

E. GRACE PERIOD:

There will be a five (5)-minute grace period allowed for the first scheduled game time of the night only. All players must be on the field at game time (not in the parking lot, restrooms, etc.) If both teams have the minimum number of players to start at game time, then the grace period does not apply.

F. POSTPONED GAMES:

1. In case of rain, BRPD will call off a game by 4pm the day of the game. Coaches will be directly notified via email if possible. After 4pm, it will be a game time decision made by the umpires. **TEAMS MUST REPORT TO THE FIELD FOR THE DECISION** if the game has **NOT** been called off before 4pm. Sign up for "Notify Me" for an update on postponed/rescheduled games.
2. Games will be made up whenever rescheduled by the athletic staff. Teams must be available for make-up games.

G. SCORE SHEETS:

1. Official scorekeepers will be provided (excluding t-ball and peewee). In the absence of an official scorekeeper, both teams must turn in score sheets immediately after the game to the home plate umpire. BRPD will furnish scorebooks. In case of a disagreement, home team's score will be official. In the absence of an official scorekeeper, the umpires will keep time. Both head coaches are required to sign the score sheets after the game without confrontation toward umpires, score keepers, the opposing coach or site supervisors.

H. PARTICIPATION OF PLAYERS:

- A.** All players must play in every game. See league playing rules for specifications.

Exceptions: (Must be noted on score sheet).

1. Disciplinary action approved by BRPD such as missing multiple practices, disorderly behavior, or suspension from previous game.
2. Players not at a game - sickness, vacation, etc.
3. Players late for game (playing for a team in another program, etc.)

- B.** Score sheets will be used to determine if players played.

I. PITCHING RESTRICTION (ALL LEAGUES):

Pitching restrictions are different in each league. Please see individual league rules.

J. PROTESTS:

1. No protests will be allowed except on ineligible players and/or coaches, NOT RULINGS OR JUDGMENT CALLS. All rulings and judgment calls are final.

Teams using ineligible coaches/players will automatically forfeit the game in question and be ejected. No appeal will be allowed.

A. An ineligible player is someone who is not officially registered, a player who has been ejected from the previous game, or a player too old to play in that league.

B. An ineligible coach is someone who is not officially registered or has been ejected from the previous game.

If a coach(s)/player(s)/spectator(s) attend the next game after being ejected in the previous game (anywhere on city property), that team will forfeit the current game. Deliberate violations of playing rules or policies will result in further suspension to coach(s)/player(s)/spectator(s) applied by BRPD.

K. TOBACCO PRODUCTS/SMOKING:

1. None of any kind will be permitted on the playing field or in the dugout area. This includes cigarettes, e-cigarettes, vaping and chewing tobacco.

PENALTY: AUTOMATIC EJECTION AND SUSPENSION

L. ALCOHOLIC BEVERAGES:

1. None of any kind will be permitted on city property (field, dugout, bleachers, parking lot).

PENALTY: AUTOMATIC EJECTION AND SUSPENSION

VIII. GENERAL PLAYING RULES

A. RULE BOOK:

Baseball (NHSF- National High School Federation)

Softball (NHSF- National High School Federation)

B. TEAM BENCHES

1. Home team takes the 3rd base dugout.

2. Visiting team takes the 1st base dugout.

C. WARM UPS: Any warm up prior to game time must be conducted on sidelines and/or outfield.

No infield or pitching practice allowed before the game.

D. LINE-UP CARDS:

10 minutes before each game, coaches must submit their batting order to the score keeper. The line-up card must include all players (first and last name), player number and position (this includes the starting pitcher and catcher). Once submitted to the score keeper, the lineup becomes official UNLESS a player shows up after the start of the game. If a player shows up after the start of the game, that player must be added to the bottom of the lineup. The head coach must notify the plate umpire and the opposing team's score keeper and coach.

E. PRE-GAME CONFERENCE:

Five (5) **minutes before game time**, head coaches only and a team captain (optional), must attend the pre-game meeting with the umpires at home plate to discuss ground rules. If the head coach does not attend, he/she is restricted to the dugout for the duration of the game. **After the pre-game conference, TIME WILL IMMEDIATELY START.** Home team needs to have players on the field during OR immediately after the plate meeting occurs

F. COACHES ON FIELD AND IN DUGOUT:

1. **T-Ball**

Defense: As stated in league rules. Offense: 1st and 3rd base coach's box plus pitching rubber and behind home plate.

2. **6U/8U Peewee Baseball & Softball**

Defense: Two (2) coaches allowed in the outfield positioned in left-center and right-center. Offense: One (1) coach pitching, one (1) in the 1st base coach's box and one (1) in the 3rd base coach's box. Additional coach for either team may be used behind the catcher to return the ball to the pitcher.

3. **Mite, Midget, Intermediate, Junior Baseball and Softball**

Defense: All coaches must stay inside the dugout. No head or assistant coach(s) are allowed behind the backstop at anytime or outside the dugout talking to parents/spectators. Parents/spectators are not allowed in the dugouts at anytime unless attending to an injured or sick player.

Offense: Only two (2) coaches are allowed on the field and they must occupy the 1st and 3rd base coach's box.

4. Only three (3) coaches are allowed in the dugout at any time.

G. EQUIPMENT ON FIELD:

FOR PLAYER SAFETY, NO BALL BUCKETS, STOOLS OR CHAIRS ETC. OF ANY KIND WILL BE ALLOWED OUTSIDE THE DUGOUT IN LIVE BALL TERRITORY. THIS WILL BE AN AUTOMATIC EJECTION.

H. ON DECK BATTER:

For safety of participants, the on deck batter must use the on deck circle that is to the batter's back.

I. FOUL BALLS:

1. Team at bat is responsible for having someone return foul balls to the home plate umpire on the playing field. All players must wear a helmet when retrieving balls.

J. THROWING BATS: UMPIRE'S JUDGMENT

1. T-ball and Peewee Baseball and Softball:

Coaches, along with the umpire, will collectively and calmly remind players.

2. Mite Baseball and Softball:

Carelessly throwing a bat: Team will be given one (1) warning. After the warning, **any** player for that team carelessly throwing a bat will receive an offensive ejection (they may play in the field but when their turn comes up to bat, it's an automatic out).

3. Midget, Intermediate and Jr Baseball and Softball:

Carelessly throwing a bat: Team will be given one (1) warning. After the warning, **any** player for that team carelessly throwing a bat will be **EJECTED** and serve a one (1) game suspension.

Deliberately throwing a bat: Any player for that team deliberately throwing a bat will **AUTOMATICALLY BE EJECTED** and will serve a one (1) game suspension.

K. SLIDES:

A runner is never required to slide, but runners must avoid contact with fielders. Head first slides are allowed as long as they are done legally. No runner can ever take out a defensive player in attempt to break up a double play or another out that can be made. The base runner must remain in the baseline and avoid any throw. Rolling blocks, body/shoulder blocks on slides/non slides at any base or home plate is prohibited.

L. APPEAL PLAYS & NEW ASSISTANT COACH SPORTSMANSHIP POLICY:

Strike/ball, fair/foul, and safe/out are judgment calls and cannot be appealed.

There are only two (2) live ball or dead ball appeal plays:

1. If a player misses or leaves a base too soon on a caught fly ball. A proper appeal can only be made after play has stopped.

2. Check swings only if the pitch is **called a ball**. If the umpire calls the pitch a strike then no appeal can be made and the batter is charged with the strike. A proper appeal can only be made after the pitch. All decisions are final.

Sportsmanship Policy and Procedures for Appealing a Play to the umpire:

Assistant Coaches cannot question or contest a call. This results in an immediate ejection and an additional one (1) game suspension.

Ex. An assistant coach is coaching first base and doesn't like the call on a play at first and yells or says something to the umpire- it is an immediate ejection. If the assistant coach is in the dugout and is yelling or contesting a call from the dugout, he/she is restricted to the dugout on the first offense. The second time, he/she is ejected.

Any inappropriate language by the coach or players - immediate ejection and an additional one (1) game suspension.

No coach may come onto the field or to the home plate area to contest a call/ appeal a call. If they come onto the field of play (between the 1st base line and the 3rd base line) or immediately towards home plate - the coach is automatically ejected and will serve an additional one (1) game suspension.

Ex. If a head coach is coaching third base and runs onto the field to protest a call, he/she immediately is ejected.

The Head coach may come to the respective foul line in front of his/her dugout, half way between home plate and third base or half way between home plate and first base to confer with the plate umpire. The coach is to come to the foul line and the plate umpire will call "time" and meet the coach at that point on the foul line. The coach can explain his/her appeal, protest, etc., in a calm, respectful manner. The plate umpire will confer with the base umpire and then return to the foul line and inform the head coach of the ruling. The coach must accept the ruling and return to the dugout. If the play is overturned, then the opposing coach can come out to the foul line in front of his dugout and get an explanation from the plate umpire.

Basic Procedure and Penalties When a Coach Wants to Appeal or Protest a Call:

-Coach comes out to the midpoint of the baseline in front of his dugout to make an appeal. The plate umpire meets coach and he/she explains what the appeal is. The play may or may not be discussed with the base umpire and then a ruling is given to the coach (still standing at the midpoint of the baseline). At this point the coach accepts the ruling and returns to the dugout. There is no penalty at this point.

- Coach comes out to the midpoint of the baseline in front of his dugout to make an appeal. The plate umpire comes to him/her and the coach explains what the appeal is. The play may or may not be discussed with the base umpire and then a ruling is given to the coach. At this point, the coach does not agree with the explanation from the umpire in chief. The coach argues back, makes a few comments, etc. The penalty here is a defensive conference will be charged. If a coach has already used all of his/her defensive conferences at this point, he/she will be restricted to the dugout.

- Coach comes out to the midpoint of the baseline in front of his dugout to make an appeal. The plate umpire comes to the coach explains what he/she is appealing. The play may or may not be discussed with the base umpire and then a ruling is given to the coach. At this point, the coach does not agree with the explanation from the umpire in chief. The coach gets a little louder and upset and argues more. The penalty here is the coach is restricted to the dugout.

- Last scenario is the same, but this time the coach argues more after the explanation is given, gets louder, etc.. The penalty is ejection.

- If the coach goes directly to the home plate umpire or onto the field of play between the lines - the penalty is automatic ejection.

M. 10 RUN SWITCH UP RULE:

Mite, Midget, Intermediate Baseball and all Girls Fast Pitch Softball leagues:

1. When a team establishes a 10-run lead, and exactly at the point the run scores, that team's at-bat will end, regardless of the number of outs.

NOTE: The only way for a team to establish a lead greater than 10 runs is a home run hit over the fence on the fly. In that case, the batter and any runners on base will score and that team's at-bat will end once the batter crosses home plate. Otherwise, the moment the 10th run scores the at-bat is over.

EXAMPLE 1: Team A is up 9 runs and bases are loaded. Batter hits a home run (over the fence). All four (4) runs will count and Team A will have a 13 run lead. At that point Team A's at-bat is over.

EXAMPLE 2: Team A is up 9 runs and bases are loaded. Batter hits a ball that rolls to the outfield fence. All three (3) base runners safely cross home plate. The batter never stops running and ends up safely crossing home plate. Once the 10th run scored, Team A's at-bat was officially over and Team A now has ONLY a 10-run lead. Knowing the situation, Team A's third base coach should NOT have continued sending base runners.

1. Each inning thereafter, if a team comes to bat with a lead of 10 runs or greater, that team will only be allowed three (3) outs, five (5) batters, OR a max of three (3) runs- whichever comes first.
2. At any point when the 5th batter comes to the plate, the out count will AUTOMATICALLY be set to TWO (2) outs, regardless of whether there were NO outs or ONE (1) out.
3. If the losing team cuts the lead to less than 10 runs, the leading team will resume normal batting until they re-establish a 10 run lead. Once the leading team re-establishes the 10 run lead that team's at-bat will end at that point, as in Part 1.

NOTE: In the case of inning-ending home run, the base runners and the batter are subject to being out on appeal shall they not properly run the bases.

N. 10 RUN SLAUGHTER RULE:

Junior Baseball Leagues:

1. The game shall end if time has expired.
2. If the visiting team is behind 10 or more runs after 4.5 innings, or home team after five (5) completed innings, the game is over.

O. 15 RUN SLAUGHTER RULE:

Junior Baseball Leagues:

1. The game shall end if time has expired.
2. If the visiting team is behind 15 or more runs after 2.5 innings, or home team after three (3) completed innings, the game is over

P. INTERNATIONAL TIE-BREAKER RULE:

All leagues:

BRPD youth baseball and softball games that are tied upon completion of their time limit or their scheduled number of innings, shall play with the International Tie Breaker Rules in effect. The extra inning will be started with a runner on 2nd base for the team that is batting. The player who made the last out in the previous inning will be the runner put on 2nd base.

If the tie is not broken in the extra inning, the game shall be declared completed and recorded as a tie.

Q. NO WALK RULE (MITE BASEBALL AND SOFTBALL ONLY):

When the pitcher gets the batter into a count where there are three (3) balls, a coach pitcher will come out and administer the remainder of the possible pitches, thus excluding the possibility of a walk situation.

Situation 1: If count is three (3) balls and two (2) strikes, the coach pitcher will throw one (1) pitch.

If the batter swings and misses or gets hit by pitch, the batter is out.

Situation 2: If the count is three (3) balls and one (1) strike, the coach pitcher will throw two (2) pitches.

On the last pitch, if the batter swings and misses or gets hit by pitch, the batter is out.

Situation 3: If the count is three (3) balls and no (0) strikes, the coach pitcher will throw three (3) pitches.

On the last pitch, if the batter swings and misses or gets hit by pitch, the batter is out.

A. The first ball put into play should be played as a live ball. The batter will not get the remainder of his/her pitches if there are any remaining.

B. If the last ball is thrown where the batter cannot hit the ball, the batter is out.

- C. If the batter watches the last pitch, the batter is out.
- D. A batter hit by a pitch thrown by the coach, batter does not get 1st base. If the batter is hit by the last pitch, the batter is out.
- E. The possibility of stealing is void when the coach pitcher is pitching.
- F. As soon as the ball is put into play by the batter, the coach pitcher must avoid hindering any play or throw by the defensive team. Failure to do so will be considered interference, the batter is out and all runners will return to the bases occupied at the time of the pitch.
- G. If a batted ball hits the coach pitcher the ball is still live and must be played. Coach should make every intention to get out of the way of the batted ball.
- H. Bunting is still legal and can be done on any pitch thrown by a player or coach.

No walk rule cont.

EXCEPTION:

As long as the batter fouls off or continues to foul off the last pitch, they will receive another pitch. If the batter bunts the ball foul on the last pitch, the batter is out.

***If batter is hit by pitch by the player pitcher, it is a dead ball, and the batter will receive first base.

***If batter is hit by a pitch by the coach pitcher, the batter does not receive first base and will be charged with a strike.

R. MALICIOUS CONTACT IN EVERY LEAGUE:

Any player that commits malicious contact will automatically be removed from the league with no refund. The team will be charged with an out. The player will be ejected and suspended from league play for one calendar year.

IX. RULES FOR CONDUCT

We, the adults, have to remind ourselves that this is only a game. We are all here for the wellbeing of the participants and the true intent of recreational sports. We must work together as coaches, parents, score keepers and umpires to display good sportsmanship and be a positive role model.

PLEASE REMEMBER:

1. These are kids
2. This is a game
3. Coaches are volunteers
4. Umpires are human
5. No one is playing for the Yankees or Braves

Unsportsmanlike conduct includes:

- A. Using profanity, criticizing, insulting, using abusive or vulgar language, using gestures toward anyone including umpires.
- B. Taunting, bating, trash talking, arguing, threatening, or using any intimidating tactics toward anyone.
- C. Disrespectfully addressing any umpire.
- D. No assistant coach is allowed to ever question, argue or dispute any call by an umpire. **Only the head coach** may ask respectfully but not argue or dispute about any ruling or appeal.
- E. Attempting to influence a decision made by any umpire.
- F. Showing the rules to an umpire for any reason.
- G. Indicating objections to any umpire's decision.
- H. Failure to comply with any umpire's decision.
- I. Head coaches, assistant coaches, players or spectators arguing or disputing calls.
- J. Confronting or attacking any umpire before, during, or after the game (whether on the field or in the parking lot).
- K. Confronting any site supervisor, commissioner, board member, or recreation and parks staff member.
- L. Players participating in a fight:
 1. Any player who initiates or participates is in violation.

2. All players on the field must immediately report to their bench area and remain in the dugout, failing to do so even if not participating in the fight will be a violation.

3. Any player leaving the bench area in the dugout will be in violation.

M. Coaches participating in a fight:

1. Any coach who initiates or participates is in violation.

2. Any coach is **NOT** in violation if he/she tries to break up the fight (**Coaches must try to separate their own players**).

N. Spectators participating in a fight:

1. Any spectator who initiates or participates is in violation.

O. Use of any tobacco products or alcohol in any form on the playing field, team bench areas and spectator area is prohibited (this includes e-cigarettes).

P. Alcoholic beverages and any type of weapon are prohibited on city property.

Ejections

1. Umpires have complete authority for what constitutes misconduct. No warnings have to be issued for anyone to be ejected due to misconduct.

2. Any coach, player, parent or spectator that violates any of the conduct policies will be in violation.

3. Any coach, player, parent or spectator that is ejected must immediately leave the premises without any further disturbance.

4. Anyone ejected cannot be anywhere on the property including the parking lot for any reason. Failure to do so results in their team forfeiting the current game. The ejected party cannot come back on or to the field after the game.

5. When a coach, player, parent or spectator is ejected, the head coach or acting coach must immediately surrender the name of the person ejected. Failure to do so results in the coach or acting coach serving the ejection in their place.

6. When a coach, player, parent or spectator is ejected, their child is not eligible to play for the duration of that game.

7. When a coach/spectator is ejected toward the end or after the game, their child is not eligible to play in the next scheduled game.

8. The ejected party will serve an additional one (1) game suspension and further suspension will be implemented to them if their actions are severe enough. This does not apply to the player.

9. The Recreation Department will have complete authority to decide what incidents and/or suspensions are implemented and have the right to add any additional suspensions.

10. Any two (2) ejections/suspensions by any one participant in the same season will automatically suspend that participant for the remainder of the season.

11. Any ejection/suspension at the end of the year will be implemented in the 2018 season.

12. All decisions will be final and cannot be protested.

I. ELIGIBILITY

AGE: Any boy or girl who has not reached their 6th birthday before May 1st of the playing year.

II. EQUIPMENT

BATS: The bat shall not be more than 30 inches in length.

BALLS: Coaches to use their assigned practice balls as game balls.

TEE: Bring your assigned tee to the game. If the other team forgot theirs, please share yours. There will also be tees available at the field.

SHOES: Tennis shoes or molded spikes must be worn by players. Metal cleats are prohibited.

III. PLAYING RULES

NFHS baseball rules will be used with the exceptions as listed below:

1. FIELD DIMENSIONS:

A. The distance from the apex of home plate to the pitcher's rubber will be 40' and 60' will be the distance between the bases. A circle will be drawn around the pitching rubber and coaches may pitch anywhere within the circle.

B. There will be a six (6) foot chalk line located at the halfway point in between 1st and 2nd base, 2nd and 3rd base and home plate, to help determine if the runner(s) advance or go back at the time the play becomes dead. **These lines are reference points only for runners to be placed on the proper base once time has been called.**

2. GAME TIME OR INNINGS: All games shall be six (6) innings if time permits. There will be a one (1) hour time limit. No inning will be started with 10 minutes or less remaining in the limit. If time expires during an inning, that inning will be finished. The home team coach's time will be official. In case of rain, one (1) full inning must be played to constitute a game.

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up and the batting lineup will be used continuously. Any player arriving after the 1st pitch must be put at the bottom of the line up in the order they arrived. Every player must play two (2) innings in the field (this is based on a six (6) inning game).

4. PLAYERS ALLOWED: NINE PLUS players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. Four (4) outfielders will be used and they must be in the outfield (this is based on 9 players at the game). NO catcher will be used.

Note: All outfielders must be positioned in the outfield grass and all infielders must be positioned in the infield to distinguish their playing positions.

Note: You may put as many players on the field as you deem necessary. 6 players in the infield (normal positions and 2 pitchers allowed)

5. SUBSTITUTION: Free substitution will be allowed at any time.

6. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out.

7. COACH PITCH OR TEE: The batter has the option of hitting the ball off the tee or hitting a pitched ball by the coach. If the coach chooses to pitch to a player, we will operate with the 3 and Tee rule. 3 pitches to the batter, if the ball is not hit, then the batter hits off of the tee.

8. BATTING ORDER AND BATTER: For each inning, each team bats around and then changes sides. No outs or score are kept. Each batter will be allowed five (5) swings to hit the ball. If they do not hit it in five (5) swings, the batter takes 1st base. Strikeouts are omitted. No bunting allowed.

9. BASE RUNNING: A base runner may not leave the base until the ball is hit. He/she may advance to next base on a hit ball or when forced.

10. BASE STEALING: No runner is allowed to steal any base. A base runner may not leave the base until the ball is hit.

11. PLAYER/PITCHER: A defensive player will be used to field the pitching position and must be in the pitching circle when the ball is put in play. An additional pitcher in the circle, opposite sides, will be allowed.

12. CALLING TIME: Time will automatically be called when the ball is returned to any infielder. Runners halfway to the next base will get the base. If the runner is less than halfway, the runner returns to the base he/she left.

- 13. COACHES ON FIELD:** The defensive team may use two (2) coaches in the outfield and one (1) coach behind 2nd base to help instruct their players. One (1) coach will also be behind the catcher. Coaches will umpire the game.
- 14. OUTS:** If a legitimate out is made by the defensive team, it will be up to the batting team to determine whether or not to recognize the out or to let the batter stay on base.
- 15.** This is an instructional league and no score will be kept. Emphasis must be put on teaching the fundamentals and good sportsmanship.

6U BEGINNER PEEWEE (COED) RULES

I. ELIGIBILITY

AGE: Any boy or girl who has not reached their 7th birthday before May 1 of the playing year.

II. EQUIPMENT

BALLS: Game balls will be provided by BRPD.

BATS: The bat shall not be more than 32 inches in length.

SHOES: Tennis shoes or molded spikes must be worn by players. Metal cleats are prohibited.

III. PLAYING RULES

A. NHSF baseball/softball rules with the exceptions as listed below:

1. FIELD DIMENSIONS:

A. The distance from the apex of home plate to the pitcher's rubber will be 40' and 60' will be the distance between the bases. A circle will be drawn around the pitching rubber and coaches may pitch anywhere within that circle.

B. There will be a six (6) foot chalk line located at the halfway point in between 1st and 2nd base, 2nd and 3rd base and home plate, to help determine if the runner(s) advance or goes back at the same time the play becomes dead. **(These lines are reference points for the umpires only. No coach or assistant coach is allowed to dispute the location of any runner and it is a judgment call by the umpire).**

2. GAME TIME OR INNINGS: All games shall be six (6) innings if time permits. There will be a one (1) hour time limit. No inning will be started with 10 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The umpire's time will be official. In case of rain, one (1) full inning must be played to constitute a game (determined by team behind).

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up and the batting line up will be used continuously. Player(s) arriving after the 1st pitch must be put at the bottom of the line up in the order they arrived. Every player must play two (2) innings in the field (this is based on a six (6) inning game).

4. PLAYERS ALLOWED: Ten players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. Four (4) outfielders will be used and they must be in the outfield by the umpire's judgment (this is based on 10 players at the game).

Note: All outfielders must be positioned in the outfield grass and all infielders must be positioned in the infield to distinguish their playing positions. Catchers are not mandatory but may be used.

5. COACHES ALLOWED ON FIELD: Defense: Two (2) coaches allowed in the outfield positioned in left-center and right-center. Offense: One (1) coach pitching, one (1) in the 1st base coach's box and one (1) in the 3rd base coach's box. Additional coach for either team may be used behind the catcher to return the ball to the pitcher.

6. SUBSTITUTION: Free substitution will be allowed at any time.

7. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. All players that leave for any reason must be reported immediately to the umpire before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.

8. COACH PITCH: A coach will be used to pitch. If the ball hits the coach pitcher it will be dead. Batter will get first base and any runner will get one base if forced. A defensive player will be used to field the pitching position. The player must be in the pitching circle **behind and to the side of the coach** at the time of the pitch. The coach pitcher must be inside the pitching circle when throwing, throwing from a knee is allowed

9. BATTING: Teams will be allowed to bat seven (7) players only in each inning. If a player gets out (via strike-out/tag out/force out or in any other way) then the player must sit down. However the teams do not switch until all 7 batters have batted. A coach may choose to not pitch to a batter but rather have them hit off of a tee. The decision to use the tee for a batter must be made at the start of the at-bat. A player has 5 chances to hit the ball off of the tee. Failure to do so will result in an out.

10. PITCHES TO BATTER: A coach may choose to pitch to a player. Each batter will be allowed five (5) pitches to hit the ball fair.

EXCEPTION: On the 5th pitch or any pitch after, the batter stays alive if they foul off the pitch or pitches. If they do not, they are out whether they swing or not. Walks are omitted. A batter must hit the ball to get on base.

11. BUNTING: No bunting is allowed.

12. BASE STEALING: No runner is allowed to steal any base. A base runner may not leave the base until the ball is hit.

Penalty: The ball is dead and the runner is out. All runners must return to the bases occupied at the time of pitch. They may advance to next base on a hit ball only.

13. MODIFIED SPEED UP RULE: The modified speed up rule will be in effect.

A. A courtesy runner can be used for the catcher or pitcher at anytime once they have become a base runner.

B. Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.

C. The last player making an out must be the courtesy runner.

14. INFIELD FLY: The infield fly rule will not be in effect.

15. CALLING TIME: It is the defensive team's (infielders only) responsibility to have possession of the ball, raise their arm and verbally call "time" **loudly**. Time is never established until the **umpire verbally calls time**. Runners will be placed on the base according to their location **at the time of the throw** by the infielder or when the umpire calls time. It is the umpire's judgment where to place runner(s) and cannot be argued or disputed by any coach, player or spectator.

A. If a ball is fielded by an outfielder:

The outfielder cannot call time or run the ball in to the infield and call time. They must throw the ball to an infielder. The infielder only can call time once they have secured possession of the ball or make an attempt to throw the ball to the coach/pitcher or player/pitcher. All runners will be placed depending on their location when the umpire calls time.

B. If a ball is fielded by an infielder:

1. The infielder can call time immediately once they secure possession of the ball. All runners will advance one (1) base **or** more depending on their location when the umpire calls time.

2. The infielder can throw the ball to the coach/pitcher or player/pitcher. All runners will advance one (1) base **or** more depending on their location when the umpire calls time.

3. The outfielder and infielder can try and get the runner(s) out.

16. This is an instructional league and no score will be kept. Emphasis must be put on teaching the fundamentals and good sportsmanship.

17. Coach pitchers should make every attempt to catch a ball thrown by an opposing player. If the umpire, in his judgment, feels like you are taking advantage of the situation, he/she will ask that another coach pitcher be provided. If one cannot be provided, the game will be forfeited.

18. Base runners may only advance one (1) base on an overthrown UNLESS an additional play is made. If a runner tries to advance when an additional play is NOT made, umpire will direct runner back to base.

Ex. Overthrown ball at first, runner takes off to 2nd and throw is made for tag

Ex. Overthrown ball at second, runner takes off for home and throw is made for tag

I. ELIGIBILITY

AGE: Any boy or girl who has not reached their 9th birthday before May 1 of the playing year.

II. EQUIPMENT

BALLS: Game balls will be provided by BRPD.

BATS: The bat shall not be more than 32 inches in length.

SHOES: Tennis shoes or molded spikes must be worn by players. Metal cleats are prohibited.

III. PLAYING RULES

A. NHSF baseball/softball rules with the exceptions as listed below:

1. FIELD DIMENSIONS:

A. The distance from the apex of home plate to the pitcher's rubber will be 40' and 60' will be the distance between the bases. A circle will be drawn around the pitching rubber and coaches may pitch anywhere within that circle.

B. There will be a six (6) foot chalk line located at the halfway point in between 1st and 2nd base, 2nd and 3rd base and home plate, to help determine if the runner(s) advance or goes back at the same time the play becomes dead. **(These lines are reference points for the umpires only. No coach or assistant coach is allowed to dispute the location of any runner and it is a judgment call by the umpire).**

2. GAME TIME OR INNINGS: All games shall be six (6) innings if time permits. There will be a one (1) hour time limit. No inning will be started with 10 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The umpire's time will be official. In case of rain, one (1) full inning must be played to constitute a game (determined by team behind).

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up and the batting line up will be used continuously. Player(s) arriving after the 1st pitch must be put at the bottom of the line up in the order they arrived. Every player must play two (2) innings in the field (this is based on a six (6) inning game).

4. PLAYERS ALLOWED: **4. PLAYERS ALLOWED: Ten** players constitute a team, but a team may begin with a minimum of **six (6) players**, if no more are available at game time. There will NOT be outs given for the 7th and 8th spot in the lineup for teams who only have six (6) at the game, with the following exception. If the coach knows a player will be late and has moved them to the bottom of the lineup, and gets to the late players spot in the lineup prior to that player arriving, they may take an out for that player to hold their spot until they arrive. **Four (4)** outfielders will be used (this is based on **ten** players at the game).

Note: All outfielders must be positioned in the outfield grass and all infielders must be positioned in the infield to distinguish their playing positions. Catchers are not mandatory but may be used.

5. COACHES ALLOWED ON FIELD: Defense: Two (2) coaches allowed in the outfield positioned in left-center and right-center. Offense: One (1) coach pitching, one (1) in the 1st base coach's box and one (1) in the 3rd base coach's box. Additional coach for either team may be used behind the catcher to return the ball to the pitcher.

6. SUBSTITUTION: Free substitution will be allowed at any time.

7. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. All players that leave for any reason must be reported immediately to the umpire before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.

8. COACH PITCH: A coach will be used to pitch. If the ball hits the coach pitcher it will be dead. Batter will get first base and any runner will get one base if forced. A defensive player will be used to field the pitching position. The player must be in the pitching circle **behind and to the side of the coach** at the time of the pitch. The coach pitcher must be inside the pitching circle when throwing, throwing from a knee is allowed

9. BATTING: Teams will be allowed to bat seven (7) players only in each inning or three (3) outs by the defense (whichever comes first).

10. PITCHES TO BATTER: Each batter will be allowed five (5) pitches to hit the ball fair.

EXCEPTION: On the 5th pitch or any pitch after, the batter stays alive if they foul off the pitch or pitches. If they do not, they are out whether they swing or not. Walks are omitted. A batter must hit the ball to get on base.

11. BUNTING: No bunting is allowed.

12. BASE STEALING: No runner is allowed to steal any base. A base runner may not leave the base until the ball is hit.

Penalty: The ball is dead and the runner is out. All runners must return to the bases occupied at the time of pitch. They may advance to next base on a hit ball only.

13. MODIFIED SPEED UP RULE: The modified speed up rule will be in effect.

A. A courtesy runner can be used for the catcher or pitcher at anytime once they have become a base runner.

B. Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.

C. The last player making an out must be the courtesy runner.

14. INFIELD FLY: The infield fly rule will not be in effect.

15. CALLING TIME: It is the defensive team's (infielders only) responsibility to have possession of the ball, raise their arm and verbally call "time" **loudly**. Time is never established until the **umpire verbally calls time**. Runners will be placed on the base according to their location **at the time of the throw** by the infielder or when the umpire calls time. It is the umpire's judgment where to place runner(s) and cannot be argued or disputed by any coach, player or spectator.

A. If a ball is fielded by an outfielder:

The outfielder cannot call time or run the ball in to the infield and call time. They must throw the ball to an infielder. The infielder only can call time once they have secured possession of the ball or make an attempt to throw the ball to the coach/pitcher or player/pitcher. All runners will be placed depending on their location when the umpire calls time.

B. If a ball is fielded by an infielder:

1. The infielder can call time immediately once they secure possession of the ball. All runners will advance one (1) base **or** more depending on their location when the umpire calls time.

2. The infielder can throw the ball to the coach/pitcher or player/pitcher. All runners will advance one (1) base **or** more depending on their location when the umpire calls time.

3. The outfielder and infielder can try and get the runner(s) out.

16. This is an instructional league and no score will be kept. Emphasis must be put on teaching the fundamentals and good sportsmanship.

17. Coach pitchers should make every attempt to catch a ball thrown by an opposing player. If the umpire, in his judgment, feels like you are taking advantage of the situation, he/she will ask that another coach pitcher be provided. If one cannot be provided, the game will be forfeited.

18. Base runners may only advance one (1) base on an overthrown UNLESS an additional play is made. If a runner tries to advance when an additional play is NOT made, umpire will direct runner back to base.

Ex. Overthrown ball at first, runner takes off to 2nd and throw is made for tag

Ex. Overthrown ball at second, runner takes off for home and throw is made for tag

MITE BASEBALL LEAGUE PLAYING RULES

I. ELIGIBILITY

AGE: Any boy who has not reached his 11th birthday before May 1 of the playing year.

II. EQUIPMENT

BALLS: Game balls will be provided by BRPD.

BATS: The bat shall not be more than 32" in length.

SHOES: Tennis shoes or molded rubber spikes must be worn by players. Metal cleats are prohibited.

III. PLAYING RULES

A. NHSF baseball rules will be used with the exceptions as listed below:

1. FIELD DIMENSIONS AND MOUNDS: The distance from the apex of home plate to the pitcher's rubber will be 46' and 60' will be the distance between the bases. This league does NOT pitch off a mound.

Note: If there is a makeup game at Forest Hills, it has a natural mound.

2. GAME TIME OR INNINGS: All games shall be six (6) innings if time permits. There will be a one (1) hour and 30 minute time limit. No inning will be started with 15 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 2 ½ or three (3) innings must be played to constitute a game (determined by team behind).

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper. The batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up in the order they arrived. Every player must play two (2) innings in the field (this is based on a six (6) inning game).

4. PLAYERS ALLOWED: Ten players constitute a team, but a team may begin with a minimum of **six (6) players**, if no more are available at game time. There will NOT be outs given for the 7th and 8th spot in the lineup for teams who only have six (6) at the game, with the following exception. If the coach knows a player will be late and has moved them to the bottom of the lineup, and gets to the late players spot in the lineup prior to that player arriving, they may take an out for that player to hold their spot until they arrive. **Four (4)** outfielders will be used (this is based on **ten** players at the game).

5. SUBSTITUTION: Free substitution will be allowed.

A. No limit on the number of times in and out of the game.

B. Once a pitcher has pitched and is removed, he may not return to pitch for the duration of the game.

6. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. All players that leave for any reason must be reported immediately to the plate umpire and the scorekeeper before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.

7. WARM-UP PITCHES:

A. The starting pitcher or any substitute pitcher will be allowed eight (8) warm up pitches **or** one (1) minute (whichever comes first).

B. Between innings, the pitcher will be allowed only five (5) warm up pitches **or** one (1) minute (whichever comes first).

8. PITCHING RESTRICTIONS: Pitchers are not allowed to pitch more than four (4) innings per game (See General Rules letter H).

Pitching restrictions: Seven (7) innings playing two (2) games in the same week:

A. Two (2) games in the same week Monday-Saturday, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game and three (3) innings in the next game.

Pitching restrictions: 10 innings playing three (3) games in the same week:

B. Three (3) games in the same week Monday-Saturday, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game, three (3) innings in the next game and three (3) innings in the following game.

- C. One pitch constitutes an inning
- D. If a player gets to the game after the 1st inning, they CANNOT pitch in that game

9. CONFERENCES: Pitching and batter/runner conferences.

A. OFFENSIVE: Only one (1) per inning with the batter or runner(s).

B. DEFENSIVE: At anytime, coaches are allowed three (3) defensive conferences per six (6) inning game. The defensive team will not be charged a conference when the pitcher is removed. When a pitcher is removed from pitching, this does not mean the pitcher must come out of the game but he cannot return to pitch for the duration of the game. If all three (3) conferences have been used, the pitcher must be replaced immediately each time there is a conference.

10. MODIFIED SPEED UP RULE: The modified speed up rule will be in effect.

*** All Divisions: NO WALK RULE**

A. A courtesy runner can be used for the catcher or pitcher at any time once they have become a base runner.

B. Any time during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.

C. The last player making an out must be the courtesy runner.

***If batter is hit by pitch by the player pitcher, it is a dead ball, and the batter will receive first base.

***If batter is hit by pitch by the coach pitcher, the batter does not receive first base and will be charged with a strike.

11. RUNNER ADVANCING ON DROP THIRD STRIKE: No batter will be allowed to advance to first base at any time on a drop third strike.

12. BASE STEALING: There will be no stealing in the mite league. Players may take a secondary lead after the ball crosses the plate.

13. INFIELD FLY: The infield fly rule will not be in effect.

14. STALLING AND/OR DELAYING THE GAME: In the umpire's judgment if a team is using tactics to stall a game the umpire may do the following:

A. Between innings, teams have one (1) minute or five (5) pitches (whichever comes first).

PENALTY: 1st offense, head coach is restricted to the dugout.
2nd offense, head coach is ejected.

B. When a pitcher is changed, teams have one (1) minute or eight (8) pitches (whichever comes first). This rule still applies if the catcher is going in to pitch and has to take off their gear.

PENALTY: 1st offense, head coach is restricted to the dugout.
2nd offense, head coach is ejected.

C. Coaches delaying the game by having team conferences, arguing calls, disputing scoring issues, excessive line-up changes, working on player equipment or for any other reason.

PENALTY: 1st offense, head coach is restricted to the dugout.
2nd offense, head coach is ejected.

D. If a batter is requested by the umpire to get into the batter's box and batter refuses to.

PENALTY: Batter will be charged a strike.

E. If a batter continues to refuse

PENALTY: Batter will be charged a 2nd strike.

F. If a batter continues to refuse

PENALTY: Batter will be charged a 3rd strike and the batter is out

MIDGET BASEBALL LEAGUE PLAYING RULES

I. ELIGIBILITY

AGE: Any boy who has not reached his 13th birthday before May 1 of the playing year.

II. EQUIPMENT

BALLS: NHSF approved game balls will be provided from BRPD.

BATS: Only a BPF of 1.15, drop 8-10, small or big barrel allowed (2 ¼ - 2 5/8).

SHOES: Tennis shoes or molded rubber spikes must be worn by players.

Metal cleats are prohibited.

III. PLAYING RULES

A. NHSF baseball rules will be used with the exceptions as listed below:

1. FIELD DIMENSIONS: The distance from the apex of home plate to the pitcher's rubber will be 50' and 70' will be the distance between the bases.

2. GAME TIME OR INNINGS: All games shall be six (6) innings if time permits. There will be a one (1) hour and 30 minute time limit. No inning will be started with 15 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 2 ½ or three (3) innings must be played to constitute a game (determined by team behind).

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper. The batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up in the order they arrived. Every player must play two (2) innings in the field (this is based on a seven (7) inning game).

NOTE: Any player that shows up after the first inning has been completed will not be allowed to pitch in that game.

4. PLAYERS ALLOWED: **Ten (10) players constitute a team**, but a team may begin with a minimum of six (6) players, if no more are available at game time. There will NOT be outs given for the 7th and 8th spot in the lineup for teams who only have six (6) at the game, with the following exception. If the coach knows a player will be late and has moved them to the bottom of the lineup, and gets to the late players spot in the lineup prior to that player arriving, they may take an out for that player to hold their spot until they arrive. **Four (4) outfielders will be used (this is based on ten (10) players at the game).**

5. SUBSTITUTION: Free substitution will be allowed.

A. No limit on the number of times in and out of the game.

B. Once a pitcher has pitched and is removed, he may not return to pitch for the duration of the game.

6. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. All players that leave for any reason must be reported immediately to the plate umpire and the scorekeeper before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.

7. WARM-UP PITCHES:

A. The starting pitcher or any substitute pitcher will be allowed eight (8) warm up pitches **or** one (1) minute (whichever comes first).

B. Between innings, the pitcher will be allowed only five (5) warm up pitches **or** one (1) minute (whichever comes first).

8. PITCHING RESTRICTIONS: Pitchers are not allowed to pitch more than four (4) innings per game (See general rules letter H)

Pitching restrictions for seven (7) innings playing two (2) games in the same week:

A. Two **(2) games in the same week Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game and three (3) innings in the next game.

Pitching restrictions for 10 innings playing three (3) games in the same week:

B. Three **(3) games in the same week Monday-Saturday**, a pitcher may pitch in each game but is not

allowed to exceed four (4) innings in one (1) game, three (3) innings in the next game and three (3) innings in the following game.

C. One pitch constitutes an inning

9. CONFERENCES: Pitching and batter/runner conferences

A. OFFENSIVE: Only one (1) per inning with the batter or runner(s).

B. DEFENSIVE: At any time, coaches are allowed three (3) defensive conferences per seven (7) inning game. The defensive team will not be charged a conference when the pitcher is removed. When a pitcher is removed from pitching, this does not mean the pitcher must come out of the game but he cannot return to pitch for the duration of the game. If all three (3) conferences have been used, the pitcher must be replaced immediately each time there is a conference.

10. MODIFIED SPEED UP RULE: The modified speed up rule will be in effect.

A. Wave batters to first on an intentional walk.

B. Regardless of outs, a courtesy runner can be used for the catcher or pitcher at any time once they have become a base runner.

C. Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.

D. The last player making an out must be the courtesy runner.

11. RUNNER ADVANCING ON A DROP THIRD STRIKE:

A. With less than two (2) outs and first base occupied at the time of the pitch, the batter will not be allowed to advance to first base on a drop third strike.

B. With two (2) outs and first base occupied at the time of the pitch, the batter will be allowed to advance to first base on a drop third strike.

12. STEALING & LEAD OFFS: There will be no initial lead offs in the midget baseball league. Pitchers do however have to come set or a balk will be called. A secondary lead off will be allowed after the ball crosses the back of the plate. Players may steal when the ball crosses the back of the plate and when there is a past ball or mishandled ball by the opposing team's catcher. If the player leads off, gets a secondary lead or steals before the ball crosses the plate, the ball will be dead and the runner will be called out. Because it's deemed a dead ball, all other base runners will be placed on the base according to their location **at the time of the pitch**.

13. INFIELD FLY: The infield fly rule will be in effect.

14. STALLING AND/OR DELAYING THE GAME: In the umpire's judgment if a team is using tactics to stall a game the umpire may do the following:

A. Between innings, teams have one (1) minute or five (5) pitches (whichever comes first).

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

B. When a pitcher is changed, teams have one (1) minute or eight (8) pitches (whichever comes first). This rule still applies if the catcher is going in to pitch and has to take off their gear.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

C. Coaches delaying the game by having team conferences, arguing calls, disputing scoring issues, excessive line-up changes, working on player equipment or for any other reason.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

D. If a batter is requested by the umpire to get into the batter's box and batter refuses to.

PENALTY: Batter will be charged a strike.

E. If a batter continues to refuse

PENALTY: Batter will be charged a 2nd strike.

F. If a batter continues to refuse

PENALTY: Batter will be charged a 3rd strike and the batter is out.

INTERMEDIATE BASEBALL LEAGUE PLAYING RULES

I. ELIGIBILITY

AGE: Any boy who has not reached his 15th birthday before May 1 of the playing year.

II. EQUIPMENT

BALLS: NHSF approved baseballs will be used.

SHOES: Tennis shoes or molded rubber spikes must be worn by players. **Metal cleats are prohibited.**

LEAGUE PLAY BATS:

BATS: BPF of 1.15, drop 5 with a 2 ¾ barrel restriction OR a drop 3 BBCOR composite bat, 2 ¾ barrel restriction with the BBCOR permanent stamp (NO STICKER) or woods bats (NO BESR ALUMINUM BATS ARE ALLOWED).

Must be (BBCOR .50" -3) WITH THE PERMANENT CERTIFICATION MARK, NO BESR bats are permitted. This bat rule is for all divisions of intermediate.

A. The bat shall be free of rattles, dents, burrs, cracks and sharp edges.

B. The grip must extend a minimum of 10" but not more than 18" from the base of the knob.

C. Bats must be 2 5/8" or less in diameter at the thickest part and 36" or less in length.

ILLEGAL BATS:

Coaches are responsible for their team's bats being legal. If an illegal bat is used and discovered by an opposing coach, umpire or a recreation staff person:

First Violation:

1. The head coach is immediately ejected from that game and suspended for one (1) additional game.

2. The batter will be called out and confined to the dugout for the remainder of that game. Each time the confined player's turn comes up in the batting order, the team will be charged with an out.

3. This will be a dead ball violation and all base runners will return to the base occupied at the time of the pitch.

Second Violation:

1. The head coach is immediately ejected from that game. Any two (2) ejections by any one coach in the same season will automatically be suspended for the remainder of the season (see number 10 under rules for conduct, ejections).

2. The batter will be called out and confined to the dugout for the remainder of that game. Each time the confined player's turn comes up in the batting order, the team will be charged with an out.

3. This will be a dead ball violation and all base runners will return to the base occupied at the time of the pitch.

Third Violation:

Any third violation in one (1) season will result in that coach being indefinitely dismissed from BRPD programs.

III. PLAYING RULES

NFHS baseball rules will be used with the exceptions as listed below:

1. FIELD DIMENSIONS: The distance from the apex of home plate to the pitcher's rubber will be 54' and 80' will be the distance between the bases.

2. GAME TIME OR INNINGS: All games shall be seven (7) innings if time permits. There will be a one (1) hour and 45 minute time limit. No inning will be started with 15 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 3½ or four (4) innings must be played to constitute a game (determined by team behind).

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper. The batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up in the order they arrived. Every player must play two (2) innings in the field (this is based on a seven (7) inning game).

NOTE: Any player that shows up after the first inning has been completed will not be allowed to pitch in that game.

4. PLAYERS ALLOWED: Nine (9) players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. **Three (3)** outfielders will be used (this is based on **nine (9)** players at the game).

1. Start the game with six (6) players, you do NOT take outs for 7th and 8th spot

2. Start the game with seven (7) players, you do NOT take outs for the 8th spot

3. Start the game with eight (8) players, you don't take an out.
4. Exception: If the coach knows a player will be late and has moved them to the bottom of the lineup, and gets to the late players spot in the lineup prior to that player arriving, they may take an out for that player to hold their spot until they arrive.
5. No matter how many players show, it still remains a continuous batting order.
- 5. SUBSTITUTION:** Free substitution will be allowed.
 - A. No limit on the number of times in and out of the game.
 - B. Once a pitcher has pitched and is removed, he may not return to pitch for the duration of the game.
- 6. SICK OR INJURED PLAYERS:** Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be an out each time their turn comes up. All players that leave for any reason must be reported immediately to the plate umpire and the scorekeeper before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.
- 7. WARM-UP PITCHES:**
 - A. The starting pitcher or any substitute pitcher will be allowed eight (8) warm up pitches **or** one (1) minute (whichever comes first).
 - B. Between innings, the pitcher will be allowed only five (5) warm up pitches **or** one (1) minute (whichever comes first).
- 8. PITCHING RESTRICTIONS:** Pitchers are not allowed to pitch more than four (4) innings per game (See general rules letter H).
 - Pitching restrictions for eight (8) innings playing two (2) games in the same week:**
 - A. Two (2) games in the same week **Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game and four (4) innings in the next game.
 - Pitching restrictions for 11 innings playing three (3) games in the same week:**
 - B. Three (3) games in the same week **Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game, four (4) innings in the next game and three (3) innings in the following game.
 - C. One pitch constitutes an inning
 - D. **NOTE:** Any player that shows up after the first inning has been completed will not be allowed to pitch in that game.
- 9. CONFERENCES:** Pitching and batter/runner conferences
 - A. **OFFENSIVE:** Only one (1) per inning with the batter or runner(s).
 - B. **DEFENSIVE:** At any time, coaches are allowed three (3) defensive conferences per seven (7) inning game. The defensive team will not be charged a conference when the pitcher is removed. When a pitcher is removed from pitching, this does not mean the pitcher must come out of the game but he cannot return to pitch for the duration of the game. If all three (3) conferences have been used, the pitcher must be replaced immediately each time there is a conference.
- 10. MODIFIED SPEED UP RULE:** The modified speed up rule will be in effect.
 - A. Wave batters to first on an intentional walk.
 - B. Regardless of outs, a courtesy runner can be used for the catcher or pitcher at any time once they have become a base runner.
 - C. Any time during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.
 - D. The last player making an out must be the courtesy runner.
- 11. RUNNER ADVANCING ON A DROP THIRD STRIKE:**
 - A. With less than two (2) outs and first base occupied at the time of the pitch, the batter will not be allowed to advance to first base on a drop third strike.
 - B. With two (2) outs and first base occupied at the time of the pitch, the batter will be allowed to advance to first base on a drop third strike.
- 12. INFIELD FLY:** The infield fly rule will be in effect.

13. STALLING AND/OR DELAYING THE GAME: In the umpire's judgment if a team is using tactics to stall a game the umpire may do the following:

A. Between innings, teams have one (1) minute or five (5) pitches (whichever comes first).

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

B. When a pitcher is changed, teams have one (1) minute or eight (8) pitches (whichever comes first).

This rule still applies if the catcher is going in to pitch and has to take off their gear.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

C. Coaches delaying the game by having team conferences, arguing calls, disputing scoring issues, excessive line-up changes, working on player equipment or for any other reason.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

D. If a batter is requested by the umpire to get into the batter's box and batter refuses to.

PENALTY: Batter will be charged a strike.

E. If a batter continues to refuse

PENALTY: Batter will be charged a 2nd strike.

F. If a batter continues to refuse

PENALTY: Batter will be charged a 3rd strike and the batter is out.

JUNIOR BASEBALL LEAGUE PLAYING RULES

I. ELIGIBILITY

AGE: Any boy who has not reached his 19th birthday before May 1 of the playing year.

II. EQUIPMENT

BALLS: NHSF approved game balls will be provided by BRPD.

SHOES: Tennis shoes or molded rubber spikes must be worn by players. **Metal cleats are prohibited.**

BATS: All bats must be (BBCOR .50" -3) WITH THE PERMANENT CERTIFICATION MARK, NO BESR bats are permitted.

- A. The bat shall be free of rattles, dents, burrs, cracks and sharp edges.
- B. The grip must extend a minimum of 10" but not more than 18" from the base of the knob.
- C. Bats must be 2 ¾ " or less in diameter at the thickest part and 36" or less in length.
- D. Bats cannot weigh, numerically, more than three (3) ounces less than the length of the bat.

EXAMPLE: A 33" bat can not weigh less than 30 ounces (drop 3).

ILLEGAL BATS:

Coaches are responsible for their team's bats being legal. If an illegal bat is used and discovered by an opposing coach, umpire or a recreation staff person:

First Violation:

1. The head coach is immediately ejected from that game and suspended for one (1) additional game.
2. The batter will be called out and confined to the dugout/bench for the remainder of that game. Each time the confined player's turn comes up in the batting order, the team will be charged with an out.
3. This will be a dead ball violation and all base runners will return to the base occupied at the time of the pitch.

Second Violation:

1. The head coach is immediately ejected from that game. Any two (2) ejections by any one participant in the same season will automatically suspend that participant for the remainder of the season.
2. The batter will be called out and confined to the dugout/bench for the remainder of that game. Each time the confined player's turn comes up in the batting order, the team will be charged with an out.
3. This will be a dead ball violation and all base runners will return to the base occupied at the time of the pitch.

Third Violation:

Any third violation in one (1) season will result in that coach being indefinitely dismissed from all City of Burlington Recreation and Parks programs.

III. PLAYING RULES

NFHS baseball rules will be used with the exceptions as listed below:

1. FIELD DIMENSIONS: The distance from the apex of home plate to the pitcher's rubber will be 60'6" and 90' will be the distance between the bases.

2. GAME TIME OR INNINGS: All games shall be seven (7) innings if time permits. There will be a one (1) hour and 45 minute time limit. No inning will be started with 15 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official scorer, the umpire's time will be official. In case of rain, 3 ½ or four (4) innings must be played to constitute a game (determined by team behind).

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up if the order they arrived. Every player must play two (2) innings in the field (this is based on a seven (7) inning game).

NOTE: Any player that shows up after the first inning has been completed will not be allowed to pitch in that game.

4. PLAYERS ALLOWED: Nine (9) players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. **Three (3)** outfielders will be used (this is based on **nine (9)** players at the game).

1. Start the game with six (6) players, you do NOT take outs for 7th and 8th spot
2. Start the game with seven (7) players, you do NOT take outs for the 8th spot

3. Start the game with eight (8) players, you don't take an out.
4. Exception: If the coach knows a player will be late and has moved them to the bottom of the lineup, and gets to the late players spot in the lineup prior to that player arriving, they may take an out for that player to hold their spot until they arrive.
5. No matter how many players show, it still remains a continuous batting order.
5. **SUBSTITUTION:** Free substitution will be allowed.
 - A. No limit on the number of times in and out of the game.
 - B. When a pitcher is removed from pitching, this does not mean the pitcher must come out of the game. He can reenter the pitching position one (1) time BUT his maximum of four (4) innings pitched does NOT start over BUT WILL continue.
6. **SICK OR INJURED PLAYERS:** Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be called out each time their turn comes up. All players that leave for any reason must be reported immediately to the plate umpire and the scorekeeper before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.
7. **WARM-UP PITCHES:**
 - A. The starting pitcher or any substitute pitcher will be allowed eight (8) warm up pitches **or** one (1) minute (whichever comes first).
 - B. Between innings, the pitcher will be allowed only five (5) warm up pitches **or** one (1) minute (whichever comes first).
8. **PITCHING RESTRICTIONS:** Pitchers are not allowed to pitch more than four (4) innings per game (See General rules letter H).
 - Pitching restrictions for eight (8) innings playing two (2) games in the same week:**
 - A. Two (2) **games in the same week Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game and four (4) innings in the next game.
 - Pitching restrictions for 11 innings playing three (3) games in the same week:**
 - B. Three (3) **games in the same week Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game, four (4) innings in the next game and three (3) innings in the following game.
 - C. One pitch constitutes an inning
 - D. Any player that shows up after the first inning has been completed will not be allowed to pitch in that game.
9. **CONFERENCES:** Pitching and batter/runner conferences
 - A. **OFFENSIVE:** Only one (1) per inning with the batter or runner(s).
 - B. **DEFENSIVE:** At anytime, coaches are allowed three (3) defensive conferences per seven (7) inning game. The defensive team will not be charged a conference when the pitcher is removed. If all three (3) conferences have been used, the pitcher must be replaced immediately each time there is a conference.
10. **MODIFIED SPEED UP RULE:** The modified speedup rule will be in effect.
 - A. Wave batters to first on an intentional walk.
 - B. Regardless of outs, a courtesy runner can be used for the catcher or pitcher at any time once they have become a base runner.
 - C. Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.
 - D. The last player making an out must be the courtesy runner.
11. **RUNNER ADVANCING ON A DROP THIRD STRIKE:**
 - A. With less than two (2) outs and first base occupied at the time of the pitch, the batter will not be allowed to advance to first base on a drop third strike.
 - B. With two (2) outs and first base occupied, at the time of the pitch the batter will be allowed to advance to first base on a drop third strike.
12. **INFIELD FLY:** The infield fly rule will be in effect.
13. **STALLING AND/OR DELAYING THE GAME:** In the umpire's judgment if a team is using tactics to stall a game the umpire may do the following:

- A.** Between innings, teams have one (1) minute or five (5) pitches (whichever comes first).
PENALTY: 1st offense, head coach is restricted to the dugout.
2nd offense, head coach is ejected.
- B.** When a pitcher is changed, teams have one (1) minute or eight (8) pitches (whichever comes first). This rule still applies if the catcher is going in to pitch and has to take off their gear.
PENALTY: 1st offense, head coach is restricted to the dugout.
2nd offense, head coach is ejected.
- C.** Coaches delaying the game by having team conferences, arguing calls, disputing scoring issues, excessive line-up changes, working on player equipment or for any other reason.
PENALTY: 1st offense, head coach is restricted to the dugout.
2nd offense, head coach is ejected.
- D.** If a batter is requested by the umpire to get into the batter's box and batter refuses to.
PENALTY: Batter will be charged a strike.
- E.** If a batter continues to refuse
PENALTY: Batter will be charged a 2nd strike.
- F.** If a batter continues to refuse
PENALTY: Batter will be charged a 3rd strike and the batter is out.

GIRLS SOFTBALL LEAGUES (FAST PITCH)

I. ELIGIBILITY

MITES: Any girl who has not reached her 11th birthday before May 1 of the playing year.

MIDGET: Any girl who has not reached her 13th birthday before May 1 of the playing year.

INTERMEDIATE: Any girl who has not reached her 16th birthday before May 1 of the playing year.

JUNIOR: Any girl who has not reached her 18th birthday before May 1 of the playing year.

II. EQUIPMENT

BALLS:

MITES: Approved 11-inch game balls will be provided by BRPD

MIDGET: NHSF approved 11-inch game balls will be provided by BRPD.

INTERMEDIATE: NHSF approved 12-inch game balls will be provided by BRPD.

BATS: The bat shall not be more than 32" in length.

SHOES: Tennis shoes or molded rubber spikes must be worn by players.

Metal cleats are prohibited.

III. PLAYING RULES*

NHSF/NCHSAA fast pitch rules will be used in all leagues with the following exceptions:

1. FIELD DIMENSIONS: The distance from the apex of home plate to the pitcher's rubber and a circle will be drawn around the pitching rubber.

PITCHING DISTANCE:

MITE/MIDGET: 35'

INTERMEDIATE/JUNIOR: 40'

BASES:

MITE/MIDGET: 60'

INTERMEDIATE/JUNIOR: 60'

2. GAME TIME OR INNINGS: Games will be six (6) innings or the times listed below whichever comes first. No inning will be started with 10 minutes or less remaining in the limit. A new inning starts simultaneously with the 3rd out on the home team. If time expires during an inning, that inning will be finished. The official scorekeeper's time will be official. If there is no official score keeper, the umpire's time will be official. In case of rain, 2 ½ or three (3) innings must be played to constitute a game (determined by team behind).

MITE/MIDGET: 1 hour 15 minute time limit

INTERMEDIATE: 1 hour 15 minute time limit

3. PARTICIPATION: Every player (present at game time) must be listed in the batting line up provided to the scorekeeper, and the batting line up will be used continuously. Player arriving after the 1st pitch must be put at the bottom of the line up if the order they arrived. Every player must play two (2) innings in the field (this is based on a six (6) inning game).

4. PLAYERS ALLOWED: Ten players constitute a team, but a team may begin with a minimum of six (6) players, if no more are available at game time. There will NOT be outs given for the 7th and 8th spot in the lineup for teams who only have six (6) at the game, with the following exception. If the coach knows a player will be late and has moved them to the bottom of the lineup, and gets to the late players spot in the lineup prior to that player arriving, they may take an out for that player to hold their spot until they arrive. **Four (4)** outfielders will be used (this is based on **10** players at the game).

5. SUBSTITUTION: Free substitution will be allowed.

A. No limit on the number of times in and out of the game.

B. Once a pitcher has pitched and is removed, she may not return to pitch for the duration of the game.

6. SICK OR INJURED PLAYERS: Only players who are sick or injured (physically unable to bat) will have their turn skipped without an out. Players ejected or those who leave the game early because of another obligation will be called out each time their turn comes up. All players that leave for any reason must be reported immediately to the plate umpire and the scorekeeper before the next pitch. Failure to do so, that player's spot in the batting order will be an automatic out.

7. WARM-UP PITCHES:

- A. The starting pitcher or any substitute pitcher will be allowed eight (8) warm up pitches **or** one (1) minute (whichever comes first).
- B. Between innings, the pitcher will be allowed only five (5) warm up pitches **or** one (1) minute (whichever comes first).

8. PITCHING RESTRICTIONS (INTERMEDIATE ONLY): Pitchers are not allowed to pitch more than four (4) innings per game (See general rules letter H).

Pitching restrictions for seven (7) innings playing two (2) games in the same week:

- A. Two (2) **games in the same week Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game and three (3) innings in the next game.

Pitching restrictions for 10 innings playing three (3) games in the same week:

- B. Three (3) **games in the same week Monday-Saturday**, a pitcher may pitch in each game but is not allowed to exceed four (4) innings in one (1) game, three (3) innings in the next game and three (3) innings in the following game.

9. CONFERENCES: Pitching and batter/runner conferences

- A. **OFFENSIVE:** Only one (1) per inning with the batter or runner(s).

- B. **DEFENSIVE:** At anytime, coaches are allowed three (3) defensive conferences per six (6) inning game. The defensive team will not be charged a conference when the pitcher is removed. When a pitcher is removed from pitching, this does not mean the pitcher must come out of the game but she cannot return to pitch for the duration of the game. If all three (3) conferences have been used, the pitcher must be replaced immediately each time there is a conference.

10. MODIFIED SPEED UP RULE: The modified speedup rule will be in effect.

MITES: NO WALK RULE

- A. A courtesy runner can be used for the catcher or pitcher at anytime once they have become a base runner.
- B. Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.
- C. The last player making an out must be the courtesy runner

MIDGET/INTERMEDIATE/JUNIOR:

- A. Wave batters to first on an intentional walk.
- B. A courtesy runner can be used for the catcher or pitcher at any time once they have become a base runner.
- C. Anytime during the game, it is mandatory for a courtesy runner to be used for the catcher when there are two (2) outs.
- D. The last player making an out must be the courtesy runner.

11. RUNNER ADVANCING ON DROP THIRD STRIKE:

- MITE:** No batter will be allowed to advance to first base at anytime on a drop third strike.

MIDGET/INTERMEDIATE/JUNIOR:

- A. With less than two (2) outs and first base occupied at the time of the pitch, the batter will not be allowed to advance to first base on a drop third strike.
- B. With two (2) outs and first base occupied at the time of the pitch, the batter will be allowed to advance to first base on a drop third strike.

12. BASE STEALING:

- MITE:** There is no stealing allowed.

- MIDGET:** Modification, base runners may steal once the ball crosses the plate, NOT before. Runners may NOT lead off.

- INTERMEDIATE/JUNIOR:** Runners may steal any base.

13. INFIELD FLY:

- MITE:** The infield fly rule will not be in effect.

- MIDGET/INTERMEDIATE/JUNIOR:** The infield fly rule will be in effect.

14. STALLING AND/OR DELAYING THE GAME: In the umpire's judgment if a team is using tactics to stall a game the umpire may do the following:

- A. Between innings, teams have one (1) minute or five (5) pitches (whichever comes first).

- PENALTY:** 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

B. When a pitcher is changed, teams have (1) minute or (8) pitches (whichever comes first). This rule still applies if the catcher is going in to pitch and has to take off their gear.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

C. Coaches delaying the game by having team conferences, arguing calls, disputing scoring issues, excessive line-up changes, working on player equipment or for any other reason.

PENALTY: 1st offense, head coach is restricted to the dugout.

2nd offense, head coach is ejected.

D. If a batter is requested by the umpire to get into the batter's box and batter refuses to.

PENALTY: Batter will be charged a strike.

E. If a batter continues to refuse

PENALTY: Batter will be charged a 2nd strike.

F. If a batter continues to refuse

PENALTY: Batter will be charged a 3rd strike and the batter is out.

15. * 2019 Jr. Girls Fast Pitch Softball will partner with Pleasant Garden. Some rules are amended.

CODE OF ETHICS-YOUTH BASEBALL/SOFTBALL 2019

The code of ethics is "signed" during the registration process. Below is what you and your player's parents agreed to. This is a reference for you in case you need to reiterate this with any parent or spectator.

Parents have a responsibility to the coaches.

Be supportive of their decisions.

Do not undermine their efforts.

If you do not agree with a coach you are free to tell the coach at the right time and place and not in front of others.

Parents/Spectators have a responsibility to other parents/spectators.

Good plays should be cheered and disappointments deserve to be consoled no matter whose team it affects.

Taunting and laughing is never acceptable.

Parents have a responsibility to themselves.

It is your responsibility to calmly and respectfully watch your child and other children participate, learn and have fun.

Parents have a responsibility to the league.

BRPD staff cannot be at all games and practices. To assist our staff in maintaining the intended positive nature of this program, we ask that you report any behavior or unfavorable situation that arises.

****continue to next page for player jersey numbers (midget, intermediate and junior coaches only)**

PLAYER JERSEY NUMBERS (MIDGET, INTERMEDIATE AND JUNIOR ONLY)- 2019

This copy is due to BRPD before the first game or you will forfeit until it's completed

Players are to wear the same jersey number throughout the entire season

Your signature is required- this is so I know you understand the above statements and agree to these statements

TEAM/LEAGUE

DATE:

HEAD COACH NAME (print) AND SIGNATURE (sign)

DATE:

ASSISTANT COACH NAME (print) AND SIGNATURE (sign)

Print player's full name (no nicknames) and the jersey number they will wear for the entire season.

1. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

2. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

3. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

4. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

5. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

6. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

7. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

8. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

9. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

10. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

11. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

12. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

13. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

14. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

15. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

16. PLAYER FULL NAME: _____ JERSEY NUMBER: _____

17. PLAYER FULL NAME: _____ JERSEY NUMBER: _____