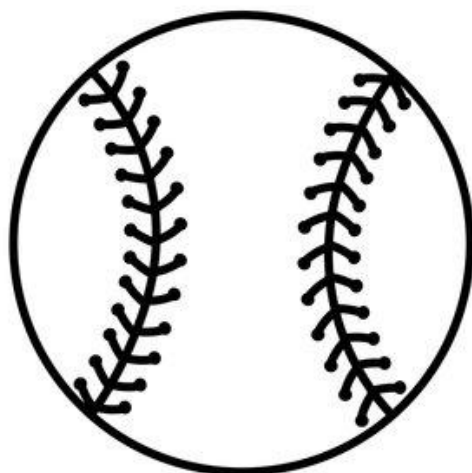




**City of Rogersville Parks and Recreation**

**YOUTH SUMMER BALL**

**RULES AND REGULATIONS**



**MISSION STATEMENT: The City of Rogersville's Parks and Recreation Department is dedicated to providing exceptional parks, events, programs, and public service. In doing so, we aid in the well-being and growth of our city. We provide places and services that will help people become their best selves through connection and community.**

## **SPORT PHILOSOPHY**

The Rogersville Community Park's Philosophy puts participation first and winning second. The following are what we hope to see in our programs:

- **Participation** - Everyone plays equally.
- **Individual Growth** – Participants will gain skills through teamwork that will aid in character building, physical fitness, and self-discovery.
- **Fun** – We strive to create a safe and fun environment for participants as a recreational league.
- **Fair Play**- Our focus is on respect and good sportsmanship.
- **Volunteers** - Coach participation is essential. Not only do volunteers help the department immensely, but

volunteers make such a difference in the lives around them.

## **PURPOSE**

The purpose of The Rogersville City Park's Youth Program is to provide our youth an opportunity to participate in various activities and to:

- Have fun.
- Strengthen self-confidence.
- Make new friends.
- Learn sportsmanship, cooperation, and teamwork.
- Promote an atmosphere that strengthens family relationships.
- Promote an opportunity for individuals to be of service to others through volunteer experiences.

## **TEAM AND LEAGUE ORIENTATION**

- Players are assigned to teams by age.
- The Rogersville City Park has the final authority over the placement and number of players per team.
- All leagues are designed to give each player an opportunity to work on skills, have fun, and have a basic feeling of success.
- Each league will last six weeks.

## **COACHES**

- All coaches are volunteers and are required to attend at least one preseason meeting.
- Coaches are expected to be positive role models and follow The Rogersville Community Park's Youth Rule Book.
- If the Director of Parks and Recreation feels a coach is not abiding by The Rogersville City Park's Youth Rule Book, that coach may be replaced.

## **RULES FOR**

### **3 & 4 TEEBALL**

1. Everyone bats and plays on the field.
2. Game time one hour (1) or 50 minutes. No new inning with less than 10 minutes left. 2 inning games, where each team bats each player in each inning.
3. No outs are counted, runner stays on base.
4. Ball is batted from the tee. Coaches may help the batter. Batter must wait until the umpire places

the ball on the tee and instructs the batter to hit the ball. Batter swings until the ball is hit.

## **RULES FOR 5 & 6 TEEBALL**

1. Everyone bats and plays on the field.
2. Game time one (1) hour or 50 minutes. No new inning with less than 10 minutes left. 3 inning games, where each team bats each player in each inning.
3. No outs are counted, runner stays on base.
4. Ball is batted from the tee. Coaches may help the batter. Coach may pitch if batter is comfortable with it. Batter must wait until the umpire places the ball on the tee and instructs the batter to hit the ball. Batter swings until the ball is hit.

## **RULES FOR 7 – 9 COACH-PITCH**

1. The coach pitches the ball to his/her team.
2. The coach may pitch from 25-35 feet.
3. The batter gets (5) pitches to hit the ball. If the batter fouls the 5<sup>th</sup> pitch, another pitch is allowed until the batter hits/misses the next pitch. If batter continues to hit fouls batter stays at bat.
4. Outs are counted, runners called out should return to their dugout as quickly as possible.
5. Six (6) run rule applies after a team has scored. After six (6) runs in an inning the teams will switch sides.
6. Helmets and catchers gear will be provided, coaches may use their own gear if they choose.
7. If a pitcher position is filled by a player, the ball should be thrown back to the pitcher. Once the ball becomes dead the umpire will call time. No runners may advance after time has been called.
8. Game time is one (1) hour or 50 minutes no new inning will be started with less than 10 minutes left. Once the hour time limit has been reached, the batter at bat will finish at bat and 2 more batters will bat to finish off game. If all players have not gotten an at bat in the game the game will be extended to let each player bat at least once.

9. Teams need to be ready in a timely manner to get the games on schedule and keep them on schedule. No more than 5 minutes to warm up before the game.

**RULES FOR  
7-10 GIRLS  
SOFTBALL COACH – PITCH**

1. Bases are 60 ft
2. Pitching distance 40 ft
3. 11-inch .47 core optic yellow softball will be used
4. No stealing or lead offs. A runner off the base will be called out. A runner leaving too soon will be called out.
5. Coaches pitch to their team
6. Batters get five (5) pitches to hit the ball. A batter may foul on the 5<sup>th</sup> pitch and continue to bat until the ball is hit or missed.
7. Helmets and catcher gear will be provided. Coaches may use their own gear if they choose.
8. Three (3) outs switch sides. Six (6) run rule applies after a team score. Six (6) runs in an inning, the teams switch sides.
9. Runners must keep their helmets on until they get back inside the dugout. The runner who removes it before returning to dugout will be called out. No warning.

10. Throwing the bat – A batter will be warned one (1) time for throwing the bat, any further throwing of the bat will result in the batter being called out.

11. Game time will be one (1) hour or 50 minutes.

Once the hour time limit has been reached, the batter at bat will finish at bat and 2 more batters will bat to finish off game.

12. Sportsmanship is necessary and bad sportsmanship will not be tolerated.

**RULES FOR  
10 - 13 BASEBALL  
PLAYER PITCH**

1. Bases are 60 ft
2. Pitching distance 40 ft
3. No stealing until the ball crosses the plate. Runner leaving early will be called out. No stealing from home.
4. Six (6) run rule applies after a team scores six (6) runs in an inning. Teams will switch sides.
5. Game time will be one (1) hour or 50 minutes. Once the hour time limit has been reached, the batter at bat will finish at bat and 2 more batters will bat to finish off game.
6. In case of a tie after the time limit has been reached, each team will send 3 batters to the plate and whoever scores the most after those 3 batters wins



the game. If teams are still tied after this extra inning, the game will end in a tie.

7. Good sportsmanship is necessary for coaches, players, and parents. Bad sportsmanship will not be tolerated.
8. Helmets and catcher gear will be provided. Coaches may also use their own gear if they choose.
9. Batters must keep the helmet on until they are back inside the dugout. Batters who remove the helmet on the field will be called out. No warnings.
10. Throwing the bat – A batter will be warned one (1) time for throwing the bat, any further throwing of the bat will result in the batter being called out.

## **RULES FOR 11 – 13 SOFTBALL PLAYER PITCH**

1. Bases are 60 ft
2. Pitching distance 40 ft
3. 11-inch .47 optic yellow ball used
4. Helmets and catchers gear will be provided
5. Helmets must remain on until the runner returns to the dugout. The runner who removes helmet before going back inside the dugout will be called out. No warnings.

6. Three (3) outs, switch sides. Six (6) run rule applies after a team score. Six (6) runs in an inning, then teams switch sides.
7. Throwing the bat- a batter will be warned one (1) time on throwing the bat. Any further throwing of the bat will result in the batter being called out.
8. No stealing or lead offs. A runner off the base will be called out. A runner leaving too soon will be called out.

### **GENERAL LEAGUE INFORMATION**

- All players, coaches and spectators will follow all the league rules and always be positive to promote sportsmanship and provide healthy guidance for all players.
- Officials have authority from the beginning until the end of the game. Please treat them with respect.
- This program will last six weeks.
- Medals will be given to all participants in each league.
- The Rogersville City Park will provide game t-shirts or jerseys that **MUST** be worn at all games.
- Games will only be cancelled or re-scheduled by The Rogersville City Park. The Parks Director will only notify coaches of cancellations and the offices at City Hall.

## THINGS TO CONSIDER FOR SPECTATORS...

1. Do not put yourself in your son's or daughter's place during a game. If he/she makes a mistake, it is his/her mistake. Glory or grief, it is **their** game.
2. Do not criticize your child or other children on your child's team or any other team. Please set a positive example of respect for others.
3. Do not yell instructions at your child. That is the coach's job. Too many instructions will confuse your child and make them nervous.
4. Do not analyze your child's performance immediately after the game.
5. Never criticize the coach. Before you complain, decide if you are ready to step up and take over that position.
6. Do not abuse officials. Children learn by example and need to learn that officials will make mistakes and are doing their best. Please help promote respect for authority by setting a positive example.
7. Do not over or underestimate your child's ability. Children mature at different rates.
8. Do not forget to praise your child for simply participating. Do not over praise or dwell on a mistake. These are children.
9. Do not forget to praise all players after a game.

10. Please do not take sports so seriously. Even the “big game” will not be the answer to world peace. Let us just have fun!

**Parents should not stress winning; they should stress giving 100% and trying their best!**