

RECREATION DISTRICT #1 PELICAN PARK



BASEBALL ADVISORY BOARD HANDBOOK 2017

Updated March 2017

Including Pelican Park Specific Rules

PELICAN PARK YOUTH SPORTS BASEBALL

ORGANIZATION

A. Objectives

The objectives of the Pelican Park Youth Sports Baseball Advisory Board are:

1. Provide a fun, safe and competitive recreational environment,
2. Teach sound baseball fundamentals, and
3. Promote sportsmanship within the team concept.

B. Pelican Park Youth Sports Baseball Advisory Board

The Baseball Advisory Board consists of seven members. The existing Board members, Age Group Directors, and Head Coaches elect each member. Proxy voting is not allowed. Annual elections will be held mid-way through the spring season. To be eligible for election to the Board, one must have head coached or served as an Age Group Director or an Advisory Board member in the Pelican Park Youth Sports Baseball program. All candidates must have completed their tenure in good standing. If elected the board member is required to sign a code of conduct and a letter of acceptance of the Pelican Park Youth Sports Manual. If a board member cannot complete his/her term, Pelican staff may appoint a qualified individual to complete the term. The members will serve two consecutive year terms, with no prohibition on re-election. One half of the board shall be replaced each annual election. All Advisory Board members serve at the will of Pelican Park and can be asked to terminate their position if the Park so desires.

Board meetings are scheduled by the Pelican Park Staff in cooperation with the President and are open to the public. Meeting notices are posted at the Pelican Park gym and Pelican Park's office located in the Castine Center. Meetings cannot be held outside Pelican unless approved by Pelican staff. Unadvertised or unapproved meetings held outside Pelican are considered illegal and any business transacted at that meeting would be considered void. Board members who attend such meetings will be immediately removed from the Baseball Advisory Board. Members of the public wishing to address the Board must notify the Park or President two weeks prior to the meeting with a request to be placed on the agenda.

The board will elect a President each year at the first meeting held after elections. To be eligible one must have served on the Board for at least one year. The remaining members will serve as mentors/liasons for the various Age Group Directors and be responsible for one or more age groups.

C. Attendance policy

The advisory Board will enforce the following attendance policy; Board members that miss more than two meetings within a year without a valid excuse will be removed from the Board.

D. Age Group Directors

Age Group Directors are selected by the Park and/or Advisory Board, approved by Pelican Park staff, and is responsible for directing a specific age group. Responsibilities include:

- Liaison between the age group and Pelican Park
- Assist with the evaluations, clinics, and team formations

- Assist the park in the recruitment of new coaches
- Recording, on a weekly basis, the standings for all teams
- Assist the Park in the organization of the All-star program
- Age Group Directors may be a Head Coach within the same league that they direct.

Qualifications for Age Group Directors include coaching experience, organizational skills, time to commit, people skills and baseball knowledge. All Directors are required to sign a Code of Conduct (Appendix A).

E. League Structure

The baseball program will consist of single age groups (except where the staff determines the number of players is not sufficient The Pelican Park program is designed to emphasize regular season play.

Spring League

- Five year old T-Ball
- Six year old coach pitch (started 2013)
- Seven year old coach pitch (started 2016)
- Eight year old machine pitch
- Nine year old and above-player pitch

Fall League

- 6/7 year olds – 7 year old Spring rules
- 8 year olds – 9 year old Spring rules
- 9/10 year olds – 10 year old Spring rules
- 11/12 year olds – 12 year old Spring rules
- 13/14 year olds - 13/15 year old Spring rules

F. League Affiliation

For 2017 the Park will not be affiliating with Cal Ripken / Babe Ruth Baseball but will follow their rules. A registration fee is paid to register every team in our program for ages 7 and above.

PRE-SEASON

A. Player Evaluation (Spring & Fall Season)

In the spring season pre-season player evaluations will be done for all players in age groups seven and older. T-ball and six-year-old coach pitch teams will be formed by the Recreation Staff and the AGD if one is available. Special request are only accepted in 5 and 6 year olds. We will make every effort to honor your request.

Evaluations will consist of three baseball skills including batting, fielding and pitching. The catching position will not be offered as an evaluation station. Each skill shall be evaluated by no less than two coaches when possible. All coaches (those who have expressed an interest in head and assistant coaching) are required to participate in the evaluation process. Coaches are also encouraged to evaluate the same station during all evaluation days to maintain consistency. It is also recommended that evaluators be fair, accurate and consistent as possible to ensure a safer and more balanced league. Evaluation scores will be the basis for determining which division and team a player will be assigned during the regular season. Evaluation forms become the property of Pelican Park. A player shall go through the evaluation process only one time.

- **All Stations are mandatory.**
- **Should 1 station be missed then the average of the other 2 stations will be used for that one station.**
- **Must attend two or more stations to be eligible to pitch.**
- **Unevaluated players will not be eligible for the pool player list and will not be allowed to pitch.**

Team Formation

The Recreation Supervisor and Park Staff will be responsible for enforcing the team formation process. Teams will be formed by using a blind or semi-blind draft with the intent of balancing the overall skill levels of the teams within each league.

Team formation process for ages 7-8

- The baseball team formation utilizes a full blind draft for ages 7--8. For 7 and 8 year olds, in order to create teams that are as even as possible, the players are placed onto teams based on the scores that they receive from the evaluations. The evaluations scores for each child cannot be changed. The coaches and /or AGD will be allowed to adjust the players ranking for fairness prior to the start of the draft for any player that did not evaluate. Any player that did not evaluate may be adjusted for fairness based on the previous year's scores or knowledge of the players from the coaches and/or AGD and/or Baseball Advisory Board at the draft table. Any unevaluated player will only be adjusted by the majority vote.
- The coaches will draw numbers among themselves in order to choose their practice times. The coaches will draw among themselves a second time in order to pick their uniforms. Any coach that is not in attendance for team formation will be assigned a practice time as well as their team's uniforms by the Recreation Staff
- The serpentine order is used to evenly distribute the number of players each team will receive in the formation. For example: The serpentine formation order means that the selections will go from 1-10 and then back up from 10-1 (where there are 10 coaches/teams). In this process the 10th team will have the last player in the first round and the first player in the second round, while the 1st team will have the last player in the second round and the first pick in the third round.
- After all teams are formed the head coach will draw for his/her team.
- Once the formation is over and each coach has selected his team the head coach can trade for his son and his assistant coach's son. This trade will be round for round. All trades will be made through the Pelican Park Staff and will be recorded and supervised.
- Brothers or the legal equivalent will be traded to be on the same team. If both brothers evaluate in the same round, you will have to trade the round above the round they were evaluated in and the other brother will be traded for the round they evaluated in.
- In leagues with combined age groups (i.e fall and 13/15 yr Spring) all players evaluation scores will be combined to determine team formation. The ages will no longer be separated.
- This team formation procedure is not allowed to be changed before or during the formation
- If both of the coach's sons (head and assistant) evaluate in the first round the coaches cannot coach together.
- The only trades that will be allowed are for head coach's son, 1st assistant coach's son and brothers or the legal equivalent. No other trades will be made.

Team formation process for ages 9-15

- The baseball team formation utilizes a semi-blind draft for ages 9-15. For 7 and above, in order to create teams that are as even as possible, the players are placed onto teams based on the scores that they receive from the evaluations for rounds 1-7 for round 8 and above the coaches will pick players in an open draft. The evaluations scores for each child cannot be changed. The coaches and /or AGD will be allowed to adjust the players ranking for fairness prior to the start of the draft for any player that did not evaluate. Any player that did not evaluate may be adjusted for fairness based on the previous year's scores or knowledge of the players from the coaches and/or AGD and/or Baseball Advisory Board at the draft table. Any unevaluated player will only be adjusted by the majority vote.
- The serpentine order is used to evenly distribute the number of players each team will receive in the formation for rounds 1-7 for round 8 and above the coaches will continue to pick players in an open draft following the same serpentine order. For example: The serpentine formation order means that the selections will go from 1-10 and then back up from 10-1 (where there are 10 coaches/teams). In this process the 10th team will have the last player in the first round and the first player in the second round, while the 1st team will have the last player in the second round and the first pick in the third round.
- Brothers or the legal equivalent will be traded to be on the same team. If both brothers evaluate in the same round, you will have to trade the round above the round they were evaluated in and the other brother will be traded for the round they evaluated in.
- In leagues with combined age groups (i.e fall and 13/15 yr Spring) all players evaluation scores will be combined to determine team formation. The ages will no longer be separated.
- After all teams are formed the head coach will draw for his/her team.
- Once the formation is over and each coach has selected his team the head coach can trade for his son and his assistant coach's son. This trade will be round for round. All trades will be made through the Pelican Park Staff and will be recorded and supervised.
- This team formation procedure is not allowed to be changed before or during the formation
- If both of the coach's sons (head and assistant) evaluate in the first round the coaches cannot coach together.
The only trades that will be allowed are for head coach's son, 1st assistant coach's son and brothers or the legal equivalent. No other trades will be made

The following draft process will apply in forming teams for both the spring and fall seasons:

- The Board member, Staff, AGD and the Head Coaches or designee should participate in forming the teams. Player pre-season evaluations scores will be used in forming the teams to attempt team equity.
- A special time and date for team formation is set by Pelican Park Staff, all parties are notified of the time and date.(Advisory Board Members, AGD's and Coach's)
- Staff will prepare all necessary paperwork needed for team formation. The paperwork will consist of registered player list, evaluation list prepared from evaluation scores.
- During the team formation, only one coach per team will be allowed at the table to participate in the formation Parents and other coaches are allowed to witness the team formation but are not allowed to carry on conversations with the coaches at the table during the draft process. Anyone who is not a head coach may be asked to leave the

team formation at anytime if said person is deemed to not be following the rules set forth for the draft process.

- The teams are finalized once the team formation process is over. Copies will be made for each coach. The originals will be kept by park staff on file.
- Each head coach is allowed to name one assistant coach before the draft and before the evaluation numbers are disclosed. This assistant coach must also be pre-approved by Pelican Park staff to be a designated assistant at the draft.
- The second assistant coach will be selected after the team formation and must be approved by Pelican Park. They must have an application on file.
- Any player that did not evaluate may be adjusted to a higher round based on the previous year's scores or knowledge of the players from the coaches and / or AGD and / or Baseball Advisory Board at the draft table. Any unevaluated player will only be adjusted by the majority vote.
- The only trades that will be allowed are for head coach's son, 1st assistant coach's son and brothers or the legal equivalent. No other trades will be made.
- If the head coach and the assistant coach's son both evaluate in the first round of either age group in fall ball the two coaches cannot coach together.

Number of Players

All T-Ball and six-year-olds shall be allowed to play the entire game with no restriction on fielders. Seven-year-olds, eight-year-olds will play with 10 players. All other age groups play with nine players. The maximum number of players per team cannot exceed 13 for ages 5 through 8. The maximum number of players for the teams should not exceed 12 for ages 9 and above.

NOTE: If a player is not showing up for practice and the coaches have not been able to contact the player or parents, the coach shall contact the park office.

Coach Selection

All individuals interested in becoming a head coach or an assistant coach shall make their name, and desired age group available to a Pelican Park by completing the Pelican Park Head Coaching Application. The criteria for the selection of Head Coaches are set by the Park.

Qualifications for Head Coach include: previous coaching experience, baseball knowledge, people skills, relates well to kids, even-tempered and time to commit. Head coach selection should not occur until completion of the evaluation process.

The head coach is allowed to designate one assistant coach prior to the start of the team formation. If both of the head coach and the designated assistant coach's sons evaluate in the first round the coaches cannot coach together. It is the responsibility of the Head Coach to ensure that all volunteers adhere to any and all policies set forth by the Board.

Parent / Player Code of Ethics

All parents are required to sign a code of ethics prior to the beginning of season play to ensure that the expectations of the organization are clearly understood. The code of ethics is attached as Appendix B.

Practice Time

- Pre-season practices usually begin around April 1st, prior to games, each team usually practices two to three times per week. Once the games begin, teams practice once and play two games each week. Each team will be scheduled to play the maximum number of games allowable during the period of the regular season, weather permitting, as determined by the Pelican Park staff. T-Ball and 6 year olds will not keep score but will play an eight game season with no season ending tournament.

Umpires

The following umpiring plan will be implemented throughout Pelican Park:

- * T-Ball – six: no umpire
- * Seven and up – 1 umpire

Safety

The following equipment will be used during games and practices:

- All players are strongly encouraged to wear protective cups.
- Cups and throat protectors will be required for catchers in ages 7 and up.
- Facemasks will be required on helmets for all age groups while batting, running and on-deck.
- Incrediball (Rif 1) will be used for T-Ball. Reduced injury factor balls will be used for six (Rif 5) and seven and eight-year-olds (RIF 10). The DDY-1 will be used for nine and above.
- Steel cleats are not allowed in any age group.

**PELICAN PARK YOUTH SPORTS
BASEBALL**

5 YEAR OLD T-BALL OFFICIAL RULES

1. Games will consist of 5 innings or a time limit of one hour, whichever comes first. All innings will be completed once started. The games are scheduled for 1 and ½ hours apart to allow the 1st ½ hour to be used for practice.
2. All players play each inning, both offensively and defensively. All infield positions will be played correctly with the exception of no catcher. The outfield will consist of all other players.
3. All players will bat off of the tee each inning.
4. No outs will be registered or acknowledged
5. Base runners may advance 1 base per batter.
6. Base paths are approximately 35 feet.
7. No catcher will be used. An adult will stand behind the batter in the catcher position.
8. Positions will be rotated between the players.
9. RIF #1 safety balls will be used at all times.
10. In preparation for next season: during the last 3 games of the season with both coaches in agreement, allow the batter 3 pitches. If the batter does not hit the ball after 3 pitches, the batter hits off the tee.

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Be a role model that will make your child proud

**PELICAN PARK YOUTH SPORTS
BASEBALL**

6 YEAR OLD COACH PITCH OFFICIAL RULES

1. Games will consist of 5 innings or a time limit of 1 hour, whichever comes first. All innings will be completed once started. The games are scheduled for 1 and ½ hours apart to allow the 1st ½ hour to be used for practices
2. All players play each inning, both offensively and defensively. All infield positions will be played correctly except catcher. The outfield will consist of all other players.
3. The parent/coach will be the catcher and give the player the ball to throw back to the pitcher. A team must always field a catcher. The catcher will not wear any gear and will stand off to the side. The catcher will get the ball from the parent/ coach helper and throw it back to the pitcher. The catcher will also field any balls that may pass the 3 ft arc.
4. All players bat every inning. An inning is over when all players have batted. Batting helmets are worn for all base runners and batters.
5. All outfielder players will stand at least 15 feet from the baseline in the outfield until the ball has made contact with the bat. There will be a white line drawn on the ground 15 feet behind the base line.
6. An adult of the batting team will pitch from a distance of 30-35 feet. A batted ball that hits the adult pitcher is a dead ball and will be replayed. The adult pitcher must not interfere with the defensive players when the ball is in play.
7. The batter is out after 3 strikes or 5 pitches, whichever occurs first. A foul ball on the fifth pitch or any additional pitches will entitle the batter to one more pitch. There are no called strikes or balls or walks.
8. Outs will be recognized. The only time a player will be removed from a base if that player is thrown out at the base or if a fly ball they hit is caught. Players will NOT clear the bases after three outs. All players must stay on the bases until everyone has batted.
9. There are no intentional bunts, *the ball must travel past a 3 ft arch to be fair*. If the ball does not pass the 3 ft arch then the ball is a strike and will be declared a dead ball. The batter will continue to bat.
10. The in-field fly rule will not apply in this league.
11. Base stealing and taking leads is not allowed. A runner cannot leave the base until the ball is hit.
12. The defensive pitcher (player) must have one foot within a 5 foot radius of the adult pitcher and must be equal to or behind the pitchers rubber when the ball is pitched.
13. The ball will be declared dead when the defensive player has control of the ball in the pitching circle.. The other base runners will be allowed to advance to the next base if they have past the half-way point between the bases at the time timeout is granted.
14. Any thrown ball which leaves the field of play (e.g. over or under the side fences, backstop, etc.) will be called a dead ball and all runners will advance one base.
15. Defensive coaches are allowed on the field during play. These coaches must remain beyond the infield and must not interfere with the base coach.
16. At the end of each half inning, coaches must get their teams on and off the field as quickly as possible.
17. On-deck batters will not be allowed.
18. The barrel of any bat shall be no greater than 2 ¼ inches in diameter. T-ball stamped bats are allowed.

19. Headfirst slides are prohibited at any base on the field. A player that slides headfirst will be called out on the play.
20. When rotating your players into the infield before the start of the 4th inning, the catcher's position will not be considered an infield position. Each child must play in the infield before the start of the 4th inning. This rule applies to the 10 and under leagues only.
21. Base paths are approximately 45 ft
22. Rif #5 safety ball will be used
23. No Officials. The coach at the pitching position is in charge of the game.

Fun is #1

Be a role model that will make your child proud

**PELICAN PARK YOUTH SPORTS
BASEBALL**

OFFICIAL BASEBALL RULES COMMON TO AGE GROUPS – 7-15

General Game Rules

1. Official Cal Ripken/ Babe Ruth Baseball rules shall apply, with the exceptions as noted.
2. Games can end in a tie. All innings will be completed once started, unless` the home team is ahead in the last inning and time has expired. An inning is complete and the next inning deemed to have started the instant the 3rd out in the bottom half of an inning occurs. An inning cannot be started after the game time has expired. If the home team is winning after the top half of the inning, the game will be called. Rainouts shall be considered a complete game if 3 complete innings (2 complete innings for 7 year olds) have been played.
3. At the start of the game, the umpire will have the scorekeeper record the official start time.
4. The “Home” team must supply an official scorekeeper. Coaches for the home team will be responsible to appoint a team parent to keep score in the Official score book. The home team coach will be responsible to return the completed score book to the game bucket located at each field. If a parent wishes to be trained as a scorekeeper they can contact Pelican and a training session will be scheduled.
5. The “Home” team will occupy the 3rd base dugout.
6. The max run per inning rule is for ages 7 -15:
 - A. For the first and second inning there will be a six (6) run max
 - B. For the 3rd and additional innings there will be a twelve (12) run max, this will give a team an opportunity to catch up.
 - C. If a team is ahead by 12 runs after 3 complete innings, 10 runs after 4 complete innings, or 8 runs after 5 complete innings the game will be called.
7. Because ending game time and the start of the next game is very close, all efforts should be made to keep games on schedule. For games completely out of reach, coaches should consider not starting the next inning if it is very likely to cause a start delay of the next scheduled game.
8. Any thrown ball which remains on the field of play shall be considered a live ball and play will continue. Regarding play in progress, all timeouts and play stoppages will be called purely at the umpire’s discretion. Thereafter, coaches or players must request timeouts from the umpire.
9. Metal cleats are no longer allowed in any age group at Pelican Park for safety reasons.
10. In any game that is cancelled prior to the completion of the 3rd inning (2nd inning for 7 year olds), the game will be replayed from the beginning and not from the point that the game was cancelled.
11. If all games are not played due to rainouts the standings will be determined by win percentage.
12. All players, excluding 5 year & 6 year old baseball, shall wear baseball pants, caps with the bill pointing forward, and have their shirts tucked inside their pants at all times while on the field of play.
13. Infield practice may be taken only if time is allowed for both teams and games are

- on schedule.
14. A minimum of 6 players is required to start play. If a team does not have six players at game time, the game is forfeited. However, the use of pool is allowed. Please refer to the Pool Player rules in this section for complete set of rules and regulations.
 15. All players present at the game must be included in the batting lineup and remain in the lineup for the entire game. Any player arriving after the start of the game must be placed at the bottom of the batting order. A regular team member who comes late to a game will replace any pool player(s).
 16. At the end of each half inning, coaches must get their teams on and off the field as quickly as possible.
 17. All equipment must be kept off of the field of play.
 18. "Noisemakers" It is considered unsportsmanlike conduct to use artificial noisemakers (i.e. bells, whistles, shakers, beepers, horns, air horns, etc.) in an attempt to distract or disparage a player, coach, or umpire/official/referee. A team may receive one warning and then the coach, player, parent or fan will be ejected from the game area as determined by the umpire. The coach is responsible for their spectators. If it can not be determined who in the stands is creating the problem the coach will be penalized. An individual ejected from a game shall sit out the next game also. If the individual returns to the game area, the associated team (if applicable) will forfeit the game. The behavior of anyone ejected from the game is subject to review by the Pelican Park Discipline Committee. Unsportsmanlike behavior is judged and determined by the official/referee/umpire. (If a Coach feels the other team is displaying unsportsmanlike behavior they should talk with the official. The official will monitor. If necessary give fans and coach a warning. If it continues the official would take appropriate actions.)
 19. Judgment calls by the umpire shall be final. Appeals rule clarifications and/or protest may be made by the head coach only. Debating an umpire's judgment calls will not be tolerated and shall be grounds for ejection from the game at the discretion of the umpire. In the event a coach is ejected from the game, said coach must leave dugout and shall not be permitted to coach from the sideline or outside of the fence. A coach ejected will serve at least a one game suspension for his or her next game.
 20. No smoking or tobacco of any kind will be permitted on the field or in the dugouts. No alcoholic beverages are allowed at games, practices, or in parking lots.
 21. Coaches shall hand out a copy of the rules to the parents prior to the season. This should enable everyone to better understanding of the game as well as a reminder that the sport is expected to be a positive experience for the players.
 22. A flagrant violation of the rules will result in ejection from the game and suspension from the next scheduled game. This rule includes all coaches, players and parents.
 23. Unsportsmanlike conduct (abusive language or insulting sign language) by coaches, players, parents, or fans toward the umpires, other coaches, players, parents, or fans is not permitted. A team may receive one warning and then the coach, player, parent or fan will be ejected from the game area as defined by the umpire. An individual ejected from a game shall sit out the next game also. If the individual returns to the game area, the associated team (if applicable) will forfeit the game. The behavior of anyone ejected from the game is subject to review by the Pelican Park Discipline Committee.
 24. End of the season rankings for post season tournament play will be determined by:

1. Head-to-Head record
 2. Flip a coin with the affected coaches and AGD present or Pelican Park staff with the approval of coaches.
25. **Game Protest:** The following process will be used to address protests in game situations:
- Notify umpire and state protest at point of question. Protest must be made during the game at the time of the infraction. Judgment calls cannot be protested. All details including the time of protest must be noted in the score book and the officials and both coaches must sign the score book. The game will continue.
 - Provide Pelican Park with a written description within 24 hours from start of game.
 - If for some reason the opposing coach refuses to sign the book the protesting coach and the official **MUST** sign the book.
 - All protests are to be brought to the Pelican Park Recreation Staff for ruling. A ruling will be made within 72 hours.

Playing Time Rules

26. Players may not sit out 2 consecutive innings defensively except for disciplinary reasons. Pelican Park and the Age Group Director **MUST BE NOTIFIED OR COACH WILL BE SUBJECT TO BE REMOVED FROM HIS COACHING PRIVILEGES. Definitions of general disciplinary are: players hitting, cursing or other related un-sportsmanship issues toward other players.** All players must enter the game by the start of the second inning. All players must sit one inning before a player sits for a second inning in the same game.
27. For ages 7-10: Each player must play in the infield by the completion of the 3rd inning, unless otherwise approved by the Park and the play's parents, due to safety concerns.
28. Players must start at least every other game. Players that sit out an inning defensively can re-enter at any time and position, except for pitchers.
29. If a player is overcome by the heat or becomes ill and cannot continue, the player can be removed from the game without penalty of an out when it is the player's turn to bat. The player will not be allowed to re-enter the game.

Pool Player Rules

30. A pool player system will be used to eliminate forfeits.
- The Recreation Supervisor will maintain and provide a list of pool players.
 - Eligible pool players will be based on draft position.
 - The pool players are players from draft position 6th round and below.
 - The Recreation Supervisor will provide a list of eligible pool players to each coach in his/her division.
 - A coach can borrow only enough players to field a team of 9, with a maximum of 3 pool players allowed to reach the minimum of 9 players. For leagues that use 4 outfielders, their maximum number of players is 10 with a maximum of 3 pool players. Example: 7 players, 2 pool players allowed; 6 players, 3 pool players allowed.
 - The loaned players must bat last and play the outfield.
 - Games will not be rescheduled due to absent players.
 - In the event that pool players cannot be found the team must forfeit the

- game.
- A regular team member who comes late to a game will replace any pool player(s).

General Rules for Pitchers

31. To help maximize playing time, the number of warm up pitches allowed should be limited to 8. If a pitcher is brought to the mound and throws one warm-up pitch and is removed before throwing a pitch to a batter, the intended pitcher may not re-enter the game as a pitcher.
32. For ages 9-11:
 - a. Pitchers are limited to 2 innings per game.
 - b. Pitchers are limited to 5 innings per week
 - c. Pitchers are limited to 3 innings max per day, should a team have a double header. If a pitcher pitches 3 innings in a day they must have a two day rest before they pitch in another game.
 - d. Once a pitcher is removed from the mound, the player cannot be returned to the pitcher position. Once a pitcher throws a warm up pitch, this will be considered as having entered the game and pitched one inning.
33. For ages 12-15:
 - a. Pitchers are limited to 3 innings per game. Once a pitcher is removed from the mound as a pitcher, he may not re-enter that game as a pitcher. Only 2 coach visits are allowed to the mound (or field) per pitcher per inning. The second visit will constitute a pitching change. Once a pitcher throws a warm up pitch, this will be considered as having entered the game and pitched one inning. This rule supersedes the recommended pitching rule in the Cal Ripken / Babe Ruth rule book and the pitchers are not required to have a 2 day rest.
 - b. Pitchers are limited to 7 innings per week
 - c. Pitchers are limited to 4 innings max per day, should a team have a double header. If a pitcher pitches 4 innings in a day they must have a two day rest before they pitch in another game.
34. Pitchers are allowed to start consecutive games.
35. Only 2 coach visits are allowed to the mound (or field) per pitcher per inning. The second visit will constitute a pitching change. Once a pitcher throws a warm up pitch, this will be considered as having entered the game and pitched one inning. This rule supersedes the recommended pitching rule in the Cal Ripken / Babe Ruth rule book and the pitchers are not required to have a 2 day rest.

General Rules for Catchers

36. A team must always field a catcher with the exception of 5 year & 6 year old baseball.
37. Catchers shall wear all protective gear (helmet and mask, chest protector, shin guards, and hard cup) anytime they are receiving pitches from behind the plate. Whenever possible, catchers shall be made ready for the start of the defensive half of the inning. If the catcher is on base with 2 outs, the coach can ask the umpire for a pinch runner to allow the catcher to suit up before the 3rd out.

General Rules for Fielders

38. Digging holes in the field is not allowed. The umpire shall give a player 1 warning in such occurrence. A second occurrence by the same player will result in an ejection

from the game.

General Rules for Runners

39. Tag out between bases: A runner is out if he attempts to forcibly dislodge the ball by making contact with a fielder who has possession of the ball to make the tag. A runner is out if he runs more than 3 feet away from a direct line between the bases to avoid being tagged. A fielder may not block the base path unless he has possession of the ball to make the tag.
40. Whenever a tag play is evident, the runners must seek to slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties. **Penalty:** Runner shall be called out and may be ejected from the game at the umpire's discretion. **Rule 23 Comment:** When enforcing this rule the umpire is to judge the runner's intent. If the umpire feels that the contact was unintentional the runner should only be called out. If the umpire feels that contact was intentional and/or malicious, then the runner should be declared out and ejected.
41. Head first sliding is only allowed on the attempt to return to the base on a pick-off play attempt or being doubled off. The penalty for a headfirst slide is an out.
42. A runner is out if he intentionally interferes with a thrown ball, or hinders a fielder attempting to make a play on a batted ball provided the collision was not caused intentionally by the fielder. If a fielder blocks the path and does not have possession of the ball, the runner will be awarded the base.
43. All base runners must wear helmets with face masks while in play until they return to the dugout. If their helmet is removed before entering the dugout, one warning will be given. A second infraction will result in an out.

General Rules for Batters

44. Bat Barrel Size
 - Ages 7-12: The barrel of any bat shall be no greater than 2 ¼ inches in diameter.
 - Ages 13/15: The barrel of any bat shall be no greater than 2 5/8 inches in diameter
 - Only official baseball bats are permitted for ages 7 and above. T-ball stamped bats are permitted for 5 & 6 year old age groups. Official Softball stamped bats are not permitted in any age group.
45. One warning will be issued per team for flagrant bat slinging (i.e., slinging after contact or strike out). If the warned team has another occurrence, the player who threw the bat will be called out if he reached base successfully and all runners return to their original bases.
46. Any thrown ball which enters a dugout or otherwise leaves the field of play (e.g. over or under the side fences, backstop, etc.) will be called a dead ball and all runners will advance one base.
47. A base runner that passes another is out. If two base runners occupy the same base, they may advance or retreat with the liability of being tagged out. Once the play has stopped and two base runners are on the same base, the "following" runner is called out and the lead runner stays on the base.
48. On-deck batters will not be allowed for 7 year old & 8 year baseball.
49. All batters shall wear helmets with face masks, including those batters warming up in the on-deck circle. Batters waiting "in the hole" must remain inside the dugout.
50. A facemask is required on all helmets with the exception of 5 year olds baseball.

51. Bunting is allowed except for 7 year old & 8 year old baseball. Showing a bunt and then taking a full swing is not allowed. Batter will be called out.
52. A batter shall be called, out on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place. The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat. The improper batter must be identified before the first pitch is thrown to the next batter.
53. For ages 7-15: On a ball batted to the infield, the batter running to 1st base must use the outside colored base. The defensive player will use the white base to make the play, while the runner will use the colored base. The defensive player may not block the colored base in any way. In this case, if the batter running to 1st base on an infield hit touches the inside white base, the batter is out. Once the runner reaches 1st base safely, the runner is allowed to use the white base. On a ball to the outfield, when running past 1st base, the runner is allowed to use the inside white base.
54. "Batter chatter" directed at the opposing team is not allowed; e.g. "Hey batter ... swing." Cheering and positive comments to your own teammates is allowed. Talking to the batter by the catcher during the pitch is not allowed. Mean spirited comments to others will be considered unsportsmanlike conduct. Calling or making noise to distract the pitcher will not be allowed.

General Rules for Coaches

55. Training / Certification: Head Coaches are asked to participate in the coach's certification clinic. All coaches and AGD are required to sign the Pelican Park Code of Conduct.
56. Defensive coaches are allowed on the field for the 8s & under. For the 9s & up, defensive coaches are not allowed on the field during play, and must remain within 3 feet of the dugout opening during play.
57. Only Head Coaches will be allowed to address the umpires.
58. All youth sports practices will be scheduled by the Recreation District and will be held at Pelican Park. The District strongly discourages practices that have not been scheduled by the District. Any practices not scheduled by the District are not covered by the District's insurance. Coaches who hold practices offsite that have not been scheduled by the District assume all liability for themselves as well as their
59. Coach/Director Conduct & Expectations On Field
 - No alcohol, drug or tobacco usage.
 - No use of foul or abusive language.
 - No violent play or physical abuse.
 - No unsportsmanlike conduct.

Disciplinary Action

60. Disciplinary action regarding any infraction will be handled in the following manner: misconduct by a coach, a spectator or a player is to be reported to Pelican staff. Pelican staff will determine whether the infraction can be resolved by them or must be resolved by Pelican Park's disciplinary committee.
61. A coach, player, or parent ejected from the game will incur a one game suspension to be served for the next scheduled game.
62. The discipline committee consists of a minimum of 3 members of the Staff. This committee will address any discipline issues that the staff deems necessary. Before

- any action can be taken a written complaint must be submitted to Pelican Park. The Baseball Advisory Board President may attend but is not eligible to vote.
63. All coaches, age group directors and advisory board members must sign a code of conduct before assuming responsibilities. Appendix "A" (code of conduct)

**PELICAN PARK YOUTH SPORTS
BASEBALL**

OFFICIAL BASEBALL AGE SPECIFIC RULES AGE GROUPS – 7-15

7 & 8 YEAR OLD AGE SPECIFIC OFFICIAL BASEBALL RULES

1. The “Common To All Age Groups” Baseball Rules apply.
2. Games will consist of 6 innings or a time limit of 1 hour and 15 minutes, whichever comes first.
3. There will be ten defensive players, using four players as outfielders. The fourth outfielder must play at the same depth as the other three outfielders.
4. A catcher can only play a maximum of 2 innings per game.
5. All outfielder players will stand at least 15 feet from the baseline in the outfield until the ball has made contact with the bat. There will be a white line drawn on the ground 15 feet behind the base line.
6. Bases shall be 55 feet apart
7. A batted ball that hits the umpire will be a live ball and play will continue.
8. An adult of the batting team will pitch from a distance of 30-35 feet. A batted ball that hits the adult pitcher is a dead ball and will be replayed. The adult pitcher must not interfere with the defensive players when the ball is in play.
9. The adult pitcher must not interfere with the *defensive* players when the ball is in play.
10. The adult pitcher must remove himself/herself from the field of play, after the ball is play until the play is dead. If the pitcher does not remove from the field of play
 - a. 1st offense – warning
 - b. 2nd offense – the team will be charged an out, this out will not affect any player batting or on the field. Should this be the 3rd out of the inning then the batter in the box will bat first in the next inning and start a new count
 - c. 3rd offense – the coach pitcher is removed /replaced from the pitching position. This is not an ejection and the coach can continue to coach the game.
11. An adult of the batting team shall pitch to the hitters from inside the designated pitching circle. When the ball is released, the pitcher’s entire body must be within the pitching circle.
12. Adult pitchers are prohibited from coaching base runners during a play. Base runners must be coached by either the first or third base coach.
13. Adult coaches are also prohibited from coaching the hitters during the at bat except for telling the hitter that this is the last pitch. Pitchers cannot yell “swing” to prompt the hitter to swing the bat.
14. The batter is out after 3 strikes or 5 pitches, whichever occurs first. A foul ball on the fifth pitch or any additional pitches will entitle the batter to one more pitch. There are no called strikes or balls or walks.
15. There are no intentional bunts, one warning will be given and after that the batter will be called out. A batted ball that does not reach the infield grass is a foul ball.
16. The in-field fly rule will not apply in this league.
17. Base stealing and taking leads is not allowed. A runner cannot leave the base until the ball is hit. A warning will be given for the team and the play will be replayed. Any subsequent violation will result in the runner being called out.
18. The defensive pitcher (player) must have one foot within a 5-foot radius of the adult pitcher and located to the side of the adult pitcher when the ball is pitched.

19. Any thrown ball which remains on the field of play shall be considered a live ball and play will continue.
20. The ball will be declared dead when the defensive team controls the lead runner in fair territory or when the lead runner abandons the efforts to advance. The base runner will be allowed to advance to the next base if he is past the half-way point between the bases.
21. If a batted ball is fielded by an infielder and is thrown to first base and comes in contact with the fence behind first base, the ball becomes dead and all base runners advance one base.
22. A coach/parent may **NOT** assist the catcher in any way by being on the field behind the catcher's position regardless of the number of players.
23. Defensive coaches are not allowed on the field during play, but may be stationed in foul territory near the left and right fielders. These coaches must remain beyond the dirt area of the infield and must not interfere with the base coach.
24. On-deck batters will not be allowed.
25. Rif #10 safety ball will be used for the 7 & 8 year olds

9 YEAR OLD AGE SPECIFIC OFFICIAL BASEBALL RULES

1. The "Common To All Age Groups" Baseball Rules apply.
2. Games will consist of 6 innings or a time limit of 1 hour and 15 minutes, whichever comes first.
3. The league will allow a maximum of 9 defensive players on the field of play using 3 outfielders. Outfielders will be positioned at reasonable outfield depth (at least 30 feet beyond the infielders).
4. Four (4) balls will constitute a walk. Intentional walks are not allowed.
5. The batter shall advance to first base on ball four and must remain on first base unless a defensive play is made on another base runner. If there is no other player on base when the hitter draws a walk, the hitter is limited to first base only.
6. Batter will be out after three (3) strikes. Three strikes are an out even if the catcher drops or misses the ball on the third strike.
7. Batter hit by a pitch will be awarded first base.
8. Infield fly rule will be in effect.
9. Pitching will be done from a distance of 46 feet and bases shall be 60 feet apart.
10. No balks will be called.
11. Base runners may not lead off. No stealing until the ball crosses home plate. Once the ball does reach home plate the runner can take a lead or steal a base. (Cal Ripken/Babe Ruth Rule)
12. When rotating your players into the infield before the start of the 4th inning, the catcher's position will be considered an infield position. Each child must play in the infield before the start of the 4th inning. This rule applies to the 10 and under leagues only.

10 YEAR OLD OFFICIAL AGE SPECIFIC BASEBALL RULES

1. The "Common To All Age Groups" Baseball Rules apply.
2. Games will consist of 6 innings or a time limit of 1 hour and 15 minutes, whichever comes first.
3. A maximum of 9 defensive players will be allowed on the field of play using 3 outfielders. Outfielders will be positioned at reasonable outfield depth (at least 30 feet beyond the infielders).
4. 4 balls constitute a walk. Intentional walks are not allowed.

5. Batter will be out after three (3) strikes. Three strikes are an out even if the catcher drops or misses the ball on the third strike.
6. The infield fly rule will be in effect.
7. Batter hit by a pitch will be awarded first base.
8. Pitching will be done from a distance of 46 feet and bases shall be 60 feet apart.
9. Base runners may not lead off. No stealing until the ball crosses home plate. Once the ball does reach home plate the runner can take a lead or steal a base. (Cal Ripken/Babe Ruth Rule)
10. Balks will not be called. They will only be warned

11 YEAR OLD OFFICIAL BASEBALL AGE SPECIFIC RULES

1. The "Common to All Age Groups" Baseball Rules apply.
2. Games will consist of 6 innings or a time limit of 1 hour and 30 minutes, whichever comes first.
3. A maximum of 9 defensive players will be allowed on the field of play using 3 outfielders.
4. Four (4) balls will constitute a walk. There will be no intentional walks.
5. An uncaught 3rd strike is a live ball if (1) first base is unoccupied or (2) if first base is occupied and there are two outs. If the batter enters the dugout, he shall be declared out.
6. The infield fly rule will be in effect.
7. Base runners may lead off and steal at will. (Cal Ripken/Babe Ruth Rule)
8. One balk warning will be issued per pitcher per game before a base is awarded
9. Pitching is done from a distance of 50 feet and bases shall be 70 feet apart.

12 YEAR OLD OFFICIAL AGE SPECIFIC BASEBALL RULES

1. The "Common To All Age Groups" Baseball Rules apply.
2. Games will consist of 6 innings or a time limit of 1 hour and 30 minutes, whichever comes first.
3. A maximum of 9 defensive players will be allowed on the field of play using 3 outfielders.
4. Four (4) balls will constitute a walk. There will be no intentional walks.
5. An uncaught 3rd strike is a live ball if (1) first base is unoccupied or (2) if first base is occupied and there are two outs. If the batter enters the dugout, he shall be declared out.
6. The infield fly rule will be in effect.
7. Base runners may lead off and steal at will. (Cal Ripken/Babe Ruth Rule)
8. Balks will be called. (Cal Ripken/Babe Ruth Rule)
9. Pitching is done from a distance of 50 feet and bases shall be 70 feet apart.

13-15 YEAR OLD OFFICIAL AGE SPECIFIC BASEBALL RULES

1. The "Common To All Age Groups" Baseball Rules apply.
2. Games will consist of 7 innings or a time limit of 1 hour and 45 minutes, whichever comes first.
3. A maximum of 9 defensive players will be allowed on the field of play using 3 outfielders. Four (4) balls will constitute a walk. Intentional walks are allowed.
4. An uncaught 3rd strike is a live ball if (1) first base is unoccupied or (2) if first base is occupied and there are two outs. A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate. (Cal Ripken/Babe Ruth Rule)

5. The infield fly rule will be in effect.
6. Base runners may lead off and steal at will. A batter may attempt a bunt while a runner is attempting to steal home (suicide squeeze).
7. Pitching is done from a distance of 54 feet and bases shall be 80 feet apart.

Post Season Activities

Intra-League All Stars (optional)

The District designed Intra-League games to be a fun game played at the end of the season by those players selected based on exceptional skill and sportsmanship.

- **Team Makeup:** The teams will be divided according to their standings in the league. The AGD or Board will pick a date towards the end of the season and will use the standings as of that date. The teams will be divided in a normal “S” curve type of draft. Team A will consist of boys from Teams 1, 4, 5, 8, 9 & 12, etc. Team B will consist of boys from Teams 2, 3, 6, 7, 10 & 11, etc. If there are an odd number of teams, the boys from the last place team will be split to make the teams even.
- **Intra-league All-Star Selections:** Each All-Star team will consist of 11-12 boys. Each league team will get to place as many boys as necessary to make up 11-12 boys per team. If the numbers do not allow each team to place the same number of boys on the team, the higher seeded teams will get to place an extra boy until the numbers add up to 11-12 per team. Each regular season head coach should verify his boy will be able to attend the game before nominating them.
- **Seeding Deadline:** The age group directors of each league should set the seeding deadline date but it should be roughly 2 weeks prior to the end of the regular season so that the t-shirts can be ordered and the boys for each team can be contacted.
- **Coaches:** The head coach for each All-Star team should be the head coach from the higher seeded teams. If that coach is unable to coach the game, the next highest seeded team’s coach should be asked, and so on. The coach must be in good standing with the BAB and Pelican Park. A neutral coach will officiate the game. The head coach’s may not contact the intra league team beforehand or hold a practice. The boys will receive a t-shirt prior to the game.