

ERIE PARKS & RECREATION



YOUTH BASEBALL RULES AND INFORMATION PACKET

www.erieco.gov/parksandrec
www.quickscores.com/erie

450 Powers Street
P.O Box 1110
Erie, Colorado
Phone: 303.926.2550

TABLE OF CONTENTS

I. GENERAL INFORMATION.....3

A. Mission Statement

B. Youth Sports Philosophy

C. Play hard – Have fun – Respect one another

D. Sports Administration

E. Sports Information Website: www.quickscores.com/erie

F. Registration Information

G. Inclement Weather

H. Makeup Games and Clinics

I. Refund Policy

J. Communication

K. Safety

L. Trusted Coaches

M. Gender Equity Policy

II. SPORTS AND LEAGUE INFORMATION.....5

A. Facility and Park Locations

B. Youth Sport Program Offerings

C. Competitive Play and Playing Time

D. Uniforms

E. Registration Dates and Waitlists

F. League Practices and Offerings

G. Recreational Sports Age Classifications

H. Coaches

I. Schedules

J. Officials

K. Picture Day

L. Awards

M. Timeline

N. Code Of Conduct & Regulations

III. LEAGUE RULES / REGULATIONS.....8

IV. VOLUNTEER COACHING FORMATION.....21

I. GENERAL INFORMATION

A. Town of Erie Parks & Recreation Department Mission:

The Parks & Recreation Department inspires our community to come together, learn, grow and be active, healthy and well by delivering exceptional parks, open spaces, trails, facilities, programs and services.

B. Youth Sports Philosophy

Erie Parks & Recreation strives to provide a positive, safe, and fun environment to allow children of all skill levels the opportunity to play. We hope to create an environment that balances teamwork, commitment, hard work, sportsmanship, and competition.

C. Play hard – Have fun – Respect one another

D. Sports Administration:

Erie Parks & Recreation Youth Sports Leagues are managed by:

Mollie Gunter
Recreation Coordinator-Sports
303.926.2794
mgunter@erieco.gov

Jeff Rau
Assistant Coordinator- Sports
303.926.2570
jrau@erieco.gov

George Lavezzary
Assistant Coordinator - Sports
303.926.2547
glavezzary@erieco.gov

Sports Information Websites
www.quickscores.com/erie
www.erieco.gov/parksandrec

E. Sports Information Website: www.quickscores.com/erie

Please visit our sports information website for important information:

- Practice and Game Schedules (including makeup information)
- Standings (if necessary)
- Downloads (League Rules, Information Packets, etc.)
- Park and Facility Locations and Maps
- Inclement Weather Information
- Coaching Resources

F. Registration:

There are **three** ways to register your child:

- 1) Online at <https://www.amilia.com/store/en/erierec/shop/programs>
- 2) In person at the Erie Community Center (450 Powers St.)
- 3) Over the phone with Guest Service Team at 303-926-2550

G. Inclement Weather

Every attempt will be made to play; however, if field and/or weather conditions present an unsafe environment, we will postpone or cancel practices and games. Field supervisors are instructed to err on the side of caution when it comes to inclement weather decisions.

- **Please call the weather hotline at 303.926.2550 (option 4). Weather information can also be found on www.quickscores.com/erie.** Weather information is updated by 4:00pm on weekdays or 8:00am on weekends in the case of cancellations or delays.

H. Makeup Games

For every season, we schedule one additional game in anticipation of a potential cancellation. Therefore no cancelled games will be rescheduled. If more than two games are cancelled during the season, Sports Administration will evaluate if rescheduling is a feasible option based on: facility/field, staff, and season date availability.

- In the case of rescheduled games, information is distributed to each coach as soon as possible following a cancellation.
- Refunds/credits will not be given due to inclement weather cancellations as every attempt will be made to makeup games.
- Practices may be rescheduled at the coach's discretion pending field/gym availability.

I. Refund Policy

For activities cancelled by Erie Parks & Recreation, refunds will be issued automatically. For all other situations, a refund request form must be completed and turned in to Sports Administration. Forms are available at the Erie Community Center.

A refund will be issued on written request per the following guidelines:

- A full (100%) credit or refund will be issued if: withdrawals are requested at least seven (7) calendar days prior to the activity start date.
- A 75% credit or refund will be issued if: withdrawals are requested up to six (6) calendar days prior to the activity start date.
- A 50% credit will be issued if: withdrawals are requested after activity date begins and before activity session is 50 % complete.
- No credit or refunds will be issued after activity session is 50% complete.
- Late activity registrations will not be prorated.

J. Communication

Coaches are the main point of contact between parents and Sports Administration.

- Sports Administration contacts each coach regarding any new information or updates.
- Coaches update parents. Parents should contact their coach first with any questions about practices, games, uniforms, pictures, etc. Should there be a breakdown in communication, please contact one of the members of Sports Administration directly.

K. Safety

Participant safety is of our utmost priority. We work with our coaches to ensure that our participants and parents feel that they are safe while participating in our programs.

- Background Checks / Safety Trainings – All head coaches are required to pass a background screen and complete required trainings through our Trusted Coaches Platform.
- Touch Policy - Coaches are instructed to minimize physical contact with participants. Touch should be governed by the age and developmental stages of the participants, and should be in response to the child's need (not the adult's).
- Transportation Policy - Coaches are instructed to not transport participants while they are operating a vehicle unless they have specifically received consent from said participant's parents or guardian.

L. Trusted Coaches

Erie Parks & Recreation and Trusted Coaches are now partner organizations! Our goal with this partnership is to ensure the safety of our youth sports participants and provide reliable training for all volunteer coaches.

All Erie Parks and Recreation Youth Sports teams are coached by parent volunteers who have completed a background screen and other required trainings through Trusted Coaches. These trainings include Concussion

Education, Child Safety, InsideOut Coaching, and First Aid. For more information on Trusted Coaches please visit www.trustedcoaches.org.

M. Gender Equity Policy

Erie Parks and Recreation prohibits discrimination based on a protected class or characteristic, including gender identity and gender expression. Individuals participating in Town of Erie recreational sports can participate in the gender in which they identify and are not subject to disclosure of personal information beyond that required of cisgender athletes.

II. SPORTS AND LEAGUE INFORMATION

A. Facility and Park Locations

Erie youth baseball facility and park locations are listed below:

Abbreviation	Park Name	Park Address
BPE	Ballpark at Erie	450 Powers St.
CFP	Country Fields Park	1801 Tynan Drive
CP	Clayton Park	495 Highland Circle
ARP	Arapahoe Ridge Park	1750 Powell Street
RP	Reliance Park	900 County Rd 1 1/2
CMP	Columbine Mine Park	1936 Skyline Drive

Maps and driving directions can be found on www.quickscores.com/erie. For additional facility and park location questions, please contact your coach.

B. Youth Sport Program Offerings

Please visit <https://www.erieco.gov/parksandrec> to see additional program offerings.

C. Competitive Play and Playing Time

- Erie Parks & Recreation Youth Sport Programs strive to provide a safe, positive and fun environment in which children learn valuable life and sports skills.
- It is against Erie Parks & Recreation Youth Sports Leagues policy for players to concurrently participate in/on any same sport competitive league/team during any part of our respective recreational sports season. By registering and participating in any of our youth sports leagues, you acknowledge that you and the participant are abiding by this policy.
- Each participant will receive an equal amount of playing time, regardless of the amount of practices attended or playing ability. Coaches should substitute players as necessary to provide for this.
- Exceptions can be made if special arrangements have been previously communicated and agreed upon between the parent/guardian and the coach.

D. Uniforms

The uniform order is placed immediately following the registration deadline. Add-ons (late registrations) will be sent weekly thereafter and may NOT be available by your first game. If you order the wrong size, you will be responsible for the replacement cost. Uniform colors and numbers are chosen completely at random and uniforms may not be modified in any way.

E. Registration Dates/Waitlists

Registration for leagues will open approximately seven (7) weeks prior to the registration deadline for residents (R) and approximately six (6) weeks prior to the registration deadline for non-residents (NR).

Registrations are accepted until the registration deadline or until a team becomes full, whichever comes first. Additional registrations will be placed on a waitlist and we will only contact you if a spot becomes available. We strongly encourage you to register as early as possible for each league as space is limited.

F. League Practice Offerings

Please refer to the practice day and time offerings for each league in the Program Guide or online at <https://www.erieco.gov/parksandrec> Practice days, times, and locations are subject to change.

G. Recreational Sports Age Classifications

For a majority of our leagues, we classify our league offerings by age. Unless otherwise noted in each program/league's description, the age calculation date for all youth sports programs/leagues will be **calculated by the first league contact day**.

The "U" **before** the age number stands for "under" (e.g., U9 stands for ages under 9).

The "U" **after** the age number stands for "and under" (e.g., 9U stands for ages 9 and under).

H. Coaches

All Erie Parks & Recreation Youth Sports teams are coached by parent volunteers.

- All coaches must pass a background check, are required to attend the coach's meeting prior to the season, and must complete all required trainings through our Trusted Coaches Platform.
- Two assistant coaches are allowed per team; they must also pass a background check and concussion training before volunteering.
- Please refer to pages 8 and 9 of this packet for more information regarding coaching.

I. Schedules

- Practice days and times are pre-set by Sports Administration and coaches/families may select the team that works best for their schedule.
- Game schedules will be available online at least one week prior to the first scheduled game.
- Please refer to the league description for specific game days.

J. Officials

- Sports officials are hired based on their familiarity with the sport, experience working with children, and their general demeanor.
- Just as your child is learning fundamental skills and gameplay, some of our officials are doing the same.
- We do our best to properly train all staff and officials and they are evaluated throughout the season.

K. Picture Day

- Hoffer Photo will schedule picture days and times. They will always be on a game or practice day.
- The picture schedule will be sent out to coaches by email approximately one week prior to picture day.

L. Awards

- All league players participating in divisions that don't keep score or don't compete in an End of Season tournament will receive participation medals.
- If teams compete in an end of season tournament, they will have the opportunity to win a tournament medal.
- Awards are distributed to coaches before the final game.

M. Timeline

The following chart details what you can expect before, during, and after the season:

Event	Activities
Registration Opens	Register, Coaches pick practice days/times

Registration Closes	Form teams, Recruit additional coaches (if necessary), Order uniforms, Conduct coach's meeting
Week Prior to First Practice	Distribute rosters to coaches, Coaches contact parents regarding practice days/times
Week Prior to First Game	Distribute game schedules and uniforms to coaches
Mid-Season to End-Season	Picture day, Updated schedule/league information, pictures, and awards distributed to coaches
Post-Season	Optional party and opportunity to evaluate program or league

N. Code of Conduct & Regulations

STATEMENT

- Coaches, players, parents and spectators have a responsibility to behave in a respectful manner that will instill a sense of sportsmanship in all players
- As a coach, player, parent or spectator at a Town of Erie youth sporting event I understand:
 - It will not be tolerated at any time to lay a hand upon, push, shove, and threaten to strike or verbally threaten an official, player, other coach or supervisor.
 - Being involved in a physical altercation with a player, coach, spectator, or staff member will result in my ejection from the game and possible suspension from future games.
 - All coaches, players, parents, and spectators will abide by the officials decision. The official's decision and/or calls are not arguable. If you have a concern regarding the officiating contact your league coordinator.
 - Verbal abuse, harassment, and/or unsportsmanlike behavior towards an official, player, spectator, supervisor, coach or athletics staff member is not tolerated.
 - All coaches, players, parents and spectators will refrain from the use of vulgar or unsportsmanlike manners including language while practices and games.
 - Any coach, player, parent or spectator that is ejected from the game must leave the playing area immediately upon request. Failure to leave will result in suspension of the game and/or forfeiture of the game.
 - The zero tolerance policy is in effect at all athletic events.
- Failure to abide by the Code of Conduct will result in ejection from the game and possible suspension from future games.

ZERO TOLERANCE POLICY

- There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, other coaches, or Athletic Staff. Officials, game supervisors and Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game, to suspension from future games and possible forfeiture of the game.

DISCIPLINARY PROCEDURE

- Official(s) and/or staff members at all recreation program sites have the authority to reprimand and/or eject coaches for misconduct. An ejection of any type will result in a minimum of a 1- game suspensions from any recreation program and /or facility (the ejection game is not included in the suspension period); suspensions may carry over to the next season.
- League Coordinators will handle disciplinary procedures on a case by case basis.

TEE BALL LEAGUE (5U) RULES AND GUIDELINES



A. DUGOUTS/ GAME BALLS/PRE-GAME CONFERENCE

- 1) Home team is determined on the game schedule (listed first)
- 2) Home team will be in the 1st base dugout.
- 3) Home team is the official scorebook. It is recommended that both teams keep batting line-ups, but not required.
- 4) The home team will furnish one (1) new "soft touch" or flex type baseball.
 - i. The rest of the baseballs used during the game must be acceptable to both coaches.
- 5) Before the start of each game, a pre-game conference with the opposing coach shall be held at home plate to discuss any questions or concerns.
- 6) Coaches are responsible for the conduct of their players, parents, spectators, and assistants. If needed, the field supervisor will enforce ejections, as they deem necessary for a situation.

B. TIMING/FORFEITS

- 1) Time limit shall be 55-minutes (strictly enforced).
- 2) Game time will start promptly at the designated time.
- 3) The game will end at the conclusion of the time limit regardless of which team is up to bat.
- 4) The field supervisor or coaches will keep official playing time using the scoreboards.

C. FIELD MARKINGS

- 1) Bases – 60 feet
- 2) Pitcher Position Plate – 30 feet
- 3) Batting Arc – 10 feet from back point of home plate
- 4) Infield Arc – 30 feet from back point of home plate
- 5) Batting Box – 4 feet wide x 6 feet long

D. ROSTERS

- 1) A team must have at least 8 players present at the field to start a game. If a player is lost during the game due to injury or sickness his/her batting position will be skipped without penalty (no out given).
- 2) All players must be properly registered and appear on your Official Team Roster - this is given to you by Sports Administration.

E. UNIFORMS/EQUIPMENT

- 1) Coach t-shirts are provided and should be worn during games to help identify themselves.
- 2) All participants receive a t-shirt and hat which they are required to wear during game play.
- 3) Batting helmets MUST be worn by all players who are batting, in the on-deck circle, and/or on base.
- 4) Suitable shoes must be worn (no crocs or sandals). Shoes with metal cleats are NOT allowed.
- 5) No player will be allowed to wear exposed jewelry of any kind.
- 6) Catchers must wear face mask.
 - i. Coaches - Please make sure batters are dropping their bats straight to ground and not throwing them in any direction to keep other players safe.

F. GOVERNING RULES

- 1) Only the players and batting team's first and third base coaches, base runners, batters, and on-deck batter will be allowed on the field during play.
- 2) The offensive coaches may not physically take part in or come in contact with the ball or any player while the ball is in play. In the event of violation of this rule, the ball will immediately be declared "dead" and the runners will return to their original bases and the batter will be called out.
- 3) There will be NO leading off and NO stealing.

G. DEFENSE

- 1) A maximum of 10 players are allowed to play on defense.
- 2) **Players must not sit more than one consecutive inning and must play at least one inning in the infield in a regulation game.**
 - i. Extra players should be sat on the bench and be rotated in.
 - ii. Players must be rotated at different positions each inning to allow for various playing experiences.
 - iii. Players can be substituted in any dead ball situation.
- 3) No player is allowed to play in front of the Infield Arc until the ball is hit off of the Batting Tee. The defensive player in the pitching position must stay in contact with the Pitching Position Plate until the ball is hit off of the Batting Tee.
 - i. Violation will result in a dead ball and a free base will be awarded to the batter and all base runners will be allowed to advance one base.
- 4) Every attempt must be made to keep the baseline clear.
 - i. Penalty: The obstructed runner will be advanced one additional base.
 - ii. Runners may not intentionally collide with a defensive player. Contact by a sliding runner is allowed as long as it is not deemed excessive or unsporting.

H. BATTING

- 1) All players listed on the line-up shall bat once each and every inning. Once a team has batted its entire lineup, teams will rotate.
- 2) The 3-out rule will not be enforced. However, players may be called out on a defensive play.
 - i. Any player(s) called out must go to their team bench. The inning will continue until everyone has batted in the lineup.
- 3) If a batter receives 3-strikes, they will be called out.
- 4) A strike will be called when a batter:
 - i. Completely misses the ball on an attempted swing.
 - ii. Knocks the ball off of the batting tee prior to an attempted swing.
 - iii. Hits the batting tee and no part of the ball.
 - iv. Hits the ball but fails to successfully cross the 10' batting arc.
 - v. Hits the ball outside the marked foul ball lines. However, a foul ball on the third strike will not be ruled a strike.

*Note: It is OK to hit part of the batting tee and part of the ball.

I. LIVE BALL/DEAD BALL

- 1) The ball becomes live once it is placed on the Batting Tee BY THE COACH.
- 2) The ball becomes dead when it is thrown in to the player pitcher or the home plate area and crosses the 30' Infield Arc.
- 3) An overthrow to first, second, or third base will result in a dead ball and players may only advance to the next base.
 - i. If a runner is less than half way to the next base at the time the ball is ruled dead, they will be returned to their previous base.
 - ii. If a runner is more than half way to the next base at the time the ball is ruled dead, they will be allowed to advance to the next base.

- iii. An overthrow to first, second, or third base will result in a dead ball and players may only advance to the next base.
- 4) The coaches shall call 'time' to indicate the ball has become dead.

COACH PITCH (7U) RULES AND GUIDELINES



A. DUGOUTS/ GAME BALLS/PRE-GAME CONFERENCE

- 1) Home team is determined on the game schedule (listed first)
- 2) Home team will be in the 1st base dugout.
- 3) Home team is the official scorebook. It is recommended that both teams keep batting line-ups, but not required.
- 4) The home team will furnish one (1) new "soft touch" or flex type baseball.
 - i. The rest of the baseballs used during the game must be acceptable to both coaches.
- 5) Before the start of each game, a pre-game conference with the opposing coach shall be held at home plate to discuss any questions or concerns.
- 6) Coaches are responsible for the conduct of their players, parents, spectators, and assistants. If needed, the field supervisor will enforce ejections, as they deem necessary for a situation.

B. TIMING/FORFEITS

- 1) Time limit shall be 55-minutes (strictly enforced).
- 2) Game time will start promptly at the designated time.
- 3) The game will end at the conclusion of the time limit regardless of which team is up to bat.
- 4) The field supervisor or coaches will keep official playing time.

C. FIELD MARKINGS

- 1) Bases – 60 feet
- 2) Pitcher Position Plate – 46 feet
- 3) Batting Box – 4 feet wide x 6 feet long

D. ROSTERS

- 1) A team must have at least 8 players present at the field to start a game. If a player is lost during the game due to injury or sickness his/her batting position will be skipped without penalty (no out given).
- 2) All players must be properly registered and appear on your Official Team Roster - this is given to you by Sports Administration.

E. UNIFORMS/EQUIPMENT

- 1) Coach t-shirts are provided and should be worn during games to help identify themselves.
- 2) All participants receive a t-shirt and hat which they are required to wear during game play.
- 3) Batting helmets MUST be worn by all players who are batting, in the on-deck circle, and/or on base.
- 4) Suitable shoes must be worn (no crocs or sandals). Shoes with metal cleats are NOT allowed.
- 5) No player will be allowed to wear exposed jewelry of any kind.
- 6) Legal bats must have a barrel 2 and ¼ inches or less.
- 7) Catchers must be in full gear (i.e., face mask, shin guards, and chest protector) when on playing field.

F. GOVERNING RULES

- 1) Only the players and batting team's first and third base coaches, base runners, batters, and on-deck batter will be allowed on the field during play.
- 2) The offensive coaches may not physically take part in or come in contact with the ball or any player while the ball is in play. In the event of violation of this rule, the ball will immediately be declared "dead" and the runners will return to their original bases and the batter will be called out.
- 3) There will be NO leading off and NO stealing.

G. DEFENSE

- 1) A maximum of 10 players are allowed to play on defense.
- 2) **Players must not sit more than one consecutive inning and must play at least one inning in the infield in a regulation game.**
 - i. Extra players should be sat on the bench and be rotated in.
 - ii. Players must be rotated at different positions each inning to allow for various playing experiences.
 - iii. Players can be substituted in any dead ball situation.
- 3) No fielder will be closer than thirty (30) feet from the batter.
- 4) Every attempt must be made to keep the baseline clear.
 - i. Penalty: The obstructed runner will be advanced one additional base.
 - ii. Runners may not intentionally collide with a defensive player. Contact by a sliding runner is allowed as long as it is not deemed excessive or unsporting.

H. BATTING/INNING REGULATION

- 1) Batting order shall remain the same throughout the entire game.
- 2) A team's turn at bat is completed when any of the following occur:
 - i. All players bat according to the line-up or three outs have been made.
- 3) No infield fly rule.
- 4) No bunting allowed.
- 5) A pinch runner is allowed with two outs if the player on base is scheduled to play catcher in the next half-inning.
 - i. The pinch runner will be the last recorded out.

I. PITCHING

- 1) A coach can only pitch to the player. No other physical participation is allowed by the coach.
- 2) A coach will pitch either under-hand or over-hand to his/her own team.
- 3) The player pitcher (defensive team) must remain on either side or behind of the coach pitcher and may not move until the ball is hit.
- 4) Maximum number of pitches per batter is 5. If after 5 pitches, the batter has not put the ball into play, the batter gets as many attempts off of the tee until they put the ball into play.
 - i. Balls, foul balls, a ball striking a player, a player missing a pitch, or a player not swinging at a pitch are all counted towards a batters total numbers of allowable pitches.

J. LIVE BALL/DEAD BALL

- 1) The ball becomes live once the batter hits the ball in play (when coach pitches the ball) or when it is placed on the Batting Tee BY THE COACH.
- 2) The ball becomes dead when it is thrown to the player pitcher or the home plate area.
 - i. The ball does not have to be successfully fielded for the play to be ruled dead.
 - ii. If a runner is less than half way to the next base at the time the ball is ruled dead, they will be returned to their previous base.
 - iii. If a runner is more than half way to the next base at the time the ball is ruled dead, they will be allowed to advance to the next base.
 - iv. An overthrow to first, second, or third base will result in a dead ball and players may only advance to the next base.
- 3) The coaches shall call 'time' to indicate the ball has become dead.

COACH PITCH (9U) RULES AND GUIDELINES



A. DUGOUTS/ GAME BALLS/PRE-GAME CONFERENCE

- 1) Home team is determined on the game schedule (listed first)
- 2) Home team will be in the 1st base dugout.
- 3) Home team is the official scorebook. It is recommended that both teams keep batting line-ups, but not required.
- 4) The home team will furnish one (1) new "soft touch" or flex type baseball
- 5) Each game will have one field umpire assigned.
- 6) Before the start of each game, a pre-game conference with the umpire and opposing coach shall be held at home plate to discuss any questions or concerns.
- 7) Coaches are responsible for the conduct of their players, parents, spectators, and assistants. If needed, the field supervisor will enforce ejections, as they deem necessary for a situation.

B. TIMING/FORFEITS

- 1) Time limit shall be 75-minutes (strictly enforced).
 - i. The batter that is currently at bat at the 75 minute mark may finish their at bat to conclude the game.
- 2) Game time will start promptly at the designated time.
- 3) The game will end at the conclusion of the time limit regardless of which team is up to bat.
- 4) The field supervisor or coaches will keep official playing time.

C. FIELD MARKINGS

- 1) Bases – 60 feet
- 2) Pitcher Position Plate – 46 feet
- 3) Batting Box – 4 feet wide x 6 feet long

D. ROSTERS

- 1) A team must have at least 8 players present at the field to start a game. If a player is lost during the game due to injury or sickness his/her batting position will be skipped without penalty (no out given).
- 2) All players must be properly registered and appear on your Official Team Roster - this is given to you by Sports Administration.

E. UNIFORMS/EQUIPMENT

- 1) Coach t-shirts are provided and should be worn during games to help identify themselves.
- 2) All participants receive a t-shirt and hat which they are required to wear during game play.
- 3) Batting helmets MUST be worn by all players who are batting, in the on-deck circle, and/or on base.
- 4) Suitable shoes must be worn (no crocs or sandals). Shoes with metal cleats are NOT allowed.
- 5) No player will be allowed to wear exposed jewelry of any kind.
- 6) Legal bats must have a barrel 2 and ¼ inches or less.
- 7) Catchers must be in full gear (i.e., face mask, shin guards, and chest protector) when on playing field.

F. GOVERNING RULES

- 1) Only the players and batting team's first and third base coaches, base runners, batters, and on-deck batter will be allowed on the field during play.
- 2) The offensive coaches may not physically take part in or come in contact with the ball or any player while the ball is in play. In the event of violation of this rule, the ball will immediately be declared "dead" and the runners will return to their original bases and the batter will be called out.
- 3) There will be NO leading off and NO stealing.

G. DEFENSE

- 1) A maximum of 10 players are allowed to play on defense.
- 2) **Players must not sit more than one consecutive inning and must play at least one inning in the infield in a regulation game.**
 - i. Extra players should be sat on the bench and be rotated in.
 - ii. Players must be rotated at different positions each inning to allow for various playing experiences.
 - iii. Players can be substituted in any dead ball situation.
- 3) No fielder will be closer than thirty (30) feet from the batter.
- 4) Every attempt must be made to keep the baseline clear.
 - i. Penalty: The obstructed runner will be advanced one additional base.
 - ii. Runners may not intentionally collide with a defensive player, unless the runner is sliding.

H. BATTING/INNING REGULATION

- 1) Batting order shall remain the same throughout the entire game.
- 2) A team's turn at bat is completed when any of the following occur:
 - i. All players bat according to the line-up or three outs have been made.
- 3) No infield fly rule.
- 4) No bunting allowed.
- 5) A pinch runner is allowed with two outs if the player on base is scheduled to play catcher in the next half-inning.
 - i. The pinch runner will be the last recorded out.

I. PITCHING

- 1) A coach can only pitch to the player. No other physical participation is allowed by the coach.
- 2) A coach will pitch either under-hand or over-hand to his/her own team.
- 3) Coaches are encouraged to stand while pitching and throw from close to 40'.
- 4) The player pitcher (defensive team) must remain on either side or behind of the coach pitcher and may not move until the ball is hit.
- 5) Each batter is allowed five (5) pitches or three (3) swinging strikes (strike outs may occur).
- 6) Maximum number of pitches per batter is 5. If after 5 pitches, the batter has not put the ball into play the batter gets one swing off of the tee to put the ball in play.
 - i. When hitting off the tee, the batter gets one swing to put the ball in play. The batter will adjust the tee to desired height. Batter gets one practice swing at the tee without the ball on it. The catcher will put the ball on the tee. The umpire will instruct the batter to swing when ready. Any foul ball or swing without contacting the ball will result in the batter being called out.
 - ii. The ball will be dead in any tee situation that results in an out.
 - iii. Balls, foul balls, a ball striking a player, a player missing a pitch, or a player not swinging at a pitch are all counted towards a batters total numbers of allowable pitches.

J. LIVE BALL/DEAD BALL

- 1) The ball becomes live once the batter hits the ball in play.
- 2) The ball becomes dead when it is thrown to the player pitcher or the home plate area.
 - i. The ball does not have to be successfully fielded for the play to be ruled dead.

- ii. If a runner is less than half way to the next base at the time the ball is ruled dead, they will be returned to their previous base.
 - iii. If a runner is more than half way to the next base at the time the ball is ruled dead, they will allowed to advance to the next base.
 - iv. An overthrow to first, second, or third base will result in a dead ball and players may only advance to the next base.
- 3) The coaches shall call 'time' to indicate the ball has become dead.

MINORS (11U) RULES AND GUIDELINES



A. FIELD

- 1) Field Dimensions: 46' pitching mound; 60' bases

B. EQUIPMENT

- 1) Player equipment:
- i. Rubber cleats are recommended but not required. Metal cleats are prohibited.
 - ii. All players must wear protective head gear, with double ear flaps, when they are in the batter's box, on-deck circle, on the base paths, or in the coach's box.
 - iii. Catchers must wear protective head gear, with a face mask and throat guard, a chest protector, and catcher leg guards.
 - iv. Groin protectors are recommended but not required.
- 2) Legal bats
- i. Little League approved bats with a BPF (Bat Performance Factor) of 1.15 and with non-composite barrels 2 and 5/8 inches or less
 - ii. Any natural wood bat with barrel 2 and 5/8 inches or less
- 3) New baseballs
- i. Each coach will provide a new baseball to the umpire prior to the start of the each game.

C. ROSTERS

- 1) Mandatory Play Requirement:
- i. Every player must play a minimum of 4 innings with 2 innings in the infield in a regulation game.
- 2) Substitutions:
- i. Any players listed in the batting order can be put into the game defensively at any point during the game.
 - ii. Pitchers
 - If a pitcher is removed during a game, they may return to pitch again in that same game (so long as they do not exceed the daily pitch maximum); however, they must wait until the next full inning to return to pitch.
- 3) Pitching Limits:
- i. Pitch Counts:
 - A pitcher may not throw more than 75 pitches in a day
 - ii. Rest Requirements:

20 pitches or less	0 days of rest
35 pitches or less	1 day of rest
50 pitches or less	2 days of rest
65 pitches or less	3 days of rest
66 pitches or more	4 days of rest
75 daily pitch maximum	
 - iii. Pitching Threshold:

- Once a pitcher crosses a threshold during an at-bat, the pitcher is allowed to complete the at-bat and return to the threshold reached on the first pitch of the at-bat only if the pitcher is removed after the batter reaches base or is retired.

D. TIMING AND SCORING

- 1) The home team will be responsible for keeping the official scorebook.
- 2) The home team will take the 1st base dugout.
- 3) Duration of regulation games: 6 innings or 5 ½ if the home team is ahead
- 4) All games will be considered complete if:
 - i. 4 innings have been completed or 3 ½ if the home team is ahead or if the time limit has been met.
- 5) Time limits:
 - i. The official time limit for all games are one hour thirty minutes (1:30). **No new inning can begin after 1 hr 25 minutes.**
 - ii. After 1hr 30 minutes, if the game can end (home team ahead and at bat, one team is too far behind to catch up in that inning), the game will end. If not, the current inning will be finished (unless one of the conditions for ending the game listed above is reached).
 - iii. Regular season games can end in a tie.
 - iv. Official time will be kept by the umpires. Weather delays will not count as part of the game.
 - v. A new inning starts as soon as the last out is made in the just completed inning.

TOURNAMENT AMENDMENT

- i. The game will be played until a winner is determined.
 - ii. Extra Innings
 - If a game is tied at the end of a regulation game, the game will continue into extra innings and the international rule will be in effect.
 - The visiting team will place one runner (the last recorded out) on second base and bat until three outs or the run limit is reached.
 - The home team will then place one runner (the last recorded out) on second base and bat until three outs or the run limit is reached.
 - If at the end of that inning, the score is tied, we will use the international tie breaker rule for all extra innings. A runner (last completed at bat) is placed on second base and each team will bat until 3 outs are recorded or the run limit per inning is reached.
 - If a game requires a third extra inning, runners will be placed on second and third base (last two completed at bats) for this and all additional extra innings and teams will bat until 3 outs are recorded or the run limit per inning is reached.
- 6) Time outs:
 - i. One time out (offensive or defensive) is permitted per team each half inning.
 - Time outs will not be charged when tending to an injured player.
 - Additional time outs may be used for substitution purposes only.
 - Defensive: A team's first time out may be used to confer with their team without having to remove their pitcher. After this timeout is used, an additional time out requires that the pitcher is substituted for.
 - 7) Maximum Runs
 - i. A maximum of 5 runs can be scored per team per inning.

E. LEAGUE REGULATIONS

- 1) Erie Parks & Recreation is the sole governing body of the league.
- 2) Little League Baseball will govern all play in addition to the listed playing rules.
 - i. In the situation where a rule is unclear, the umpire(s) will use their best discretion to make a ruling.

3) Batting

- i. Continuous batting order is used in all leagues.
 - *If a player shows up late for a game, they will be placed at the bottom of the lineup.*
- ii. In the event that the pitcher throws four balls, in lieu of a walk, the batter will get one hit off of the tee to put the ball in play.
- iii. When hitting off the tee, the batter gets one swing to put the ball in play. The batter will adjust the tee to desired height. Batter gets one practice swing at the tee without the ball on it. The catcher will put the ball on the tee. The umpire will instruct the batter to swing when ready. Any foul ball or swing without contacting the ball will result in the batter being called out.
 - Tee rule only applies to walks by 4 balls- a hit by pitch will be rewarded 1st base.
 - **When a batter is hitting off the tee, the pitcher must stand behind the pitching rubber and remain within (2 steps, three feet) of the pitching rubber until the ball is hit.**
 - The ball will be dead in any tee situation that results in an out.

4) Pitching

- i. Balks- Will not be enforced in Minors.

5) Dropped third strike

- i. Not allowed to advance.

6) Failure to touch a base

- i. For failure to touch a base or to tag up as soon as the ball is touched on a caught fly ball, the runner is out.
- ii. This is a delayed penalty if not played on by the defense during the same playing action.

7) Infield fly rule

- i. Is not in effect

8) Intentional walks

- i. Are not allowed in any division.

9) Interference/Obstruction

- i. Offensive Interference
 - A batter or base-runner is declared out if they interfere with the defensive player's ability to record an out on a batted ball.
 - This rule applies regardless of intent and is at the discretion of the umpire.
- ii. Defensive Obstruction
 - A batter or base-runner can be declared safe or awarded an additional base if a defensive player obstructed the offensive player from obtaining a base.
 - A catcher may not block home plate without the baseball or making a play on the baseball.
 - This rule is at the discretion of the umpire.

10) Sliding

- i. Runners must avoid contact with defensive players who are attempting to make a play at the bases and home plate. While sliding is not mandatory, it is the easiest and safest way for a runner to avoid contact with a defensive player at the bases and home plate. It is strongly recommended that coaches not only teach the valuable skill of sliding during practices but also encourage players to slide as often as necessary during games. Runners who do not avoid contact with defensive players at the bases and home plate will be called out.

11) Stealing

- i. Allowed; leading off not allowed
 - Player must wait until ball has crossed home plate. If a runner leaves early and is put out they are out; otherwise they return to their previous base.
- ii. Stealing home
 - Not allowed in any division
 - If defense makes a play on any baserunner, player on 3rd base may attempt to reach home
- iii. Advancing on an overthrow

- If the catcher makes an attempt to put out a runner and there is an overthrow or misplayed ball, the runner may advance only one additional base (per live ball, not per occurrence).
- iv. Delayed steal
 - Runners may not attempt to steal a base on a throwback to the pitcher.

F. OTHER

1) Coaches

- i. Must have a pregame meeting between the umpire(s) and the opposing coaches 10 minutes prior to the scheduled start time.
- ii. During play, a maximum of two coaches may be allowed on the field at a time.
- iii. Unless coaching the bases, all assistant coaches must remain in the dugout.
- iv. Head coaches may be in the vicinity of the dugout but are to only encourage players. If the head coach seeks an explanation from the umpire, the coach must call time, wait for time to be granted from the umpire, and then approach the specific umpire. *(Judgement calls are not debatable)*

INTERMEDIATE (14U) RULES AND GUIDELINES



A. FIELD

- 1) Field Dimensions: 50' pitching mound; 70' bases

B. EQUIPMENT

- 1) Player equipment:
 - i. Rubber cleats are recommended but not required. Metal cleats are prohibited.
 - ii. All players must wear protective head gear, with double ear flaps, when they are in the batter's box, on-deck circle, on the base paths, or in the coach's box.
 - iii. Catchers must wear protective head gear, with a face mask and throat guard, a chest protector, and catcher leg guards.
 - iv. Groin protectors are recommended but not required.
- 2) Legal bats
 - i. Little League approved bats with a BPF (Bat Performance Factor) of 1.15 and with non-composite barrels 2 and 5/8 inches or less.
 - ii. Any natural wood bat with barrel 2 and 5/8 inches or less.
- 3) New baseballs
 - i. Each coach will provide a new baseball to the umpire prior to the start of the each game.

C. ROSTER

- 1) Mandatory Play Requirement:
 - i. Every player must play a minimum of 4 innings with 2 innings in the infield in a regulation game.
- 2) Substitutions:
 - i. Any players listed in the batting order can be put into the game defensively at any point during the game.
 - ii. Pitchers
 - If a pitcher is removed during a game, they may return to pitch again in that same game (so long as they do not exceed the daily pitch maximum); however, they must wait until the next full inning to return to pitch.
- 3) Pitching Limits:
 - i. Pitch Counts:
 - A pitcher may not throw more than 85 pitches in a day
 - ii. Rest Requirements:

20 pitches or less	0 days of rest
35 pitches or less	1 day of rest
50 pitches or less	2 days of rest
65 pitches or less	3 days of rest
66 pitches or more	4 days of rest
85 daily pitch maximum	
 - iii. Pitching Threshold:

- Once a pitcher crosses a threshold during an at-bat, the pitcher is allowed to complete the at-bat and return to the threshold reached on the first pitch of the at-bat only if the pitcher is removed after the batter reaches base or is retired.

D. TIMING AND SCORING

- 1) The home team will be responsible for keeping the official scorebook.
- 2) The home team will take the 1st base dugout
- 3) Duration of regulation games:
 - i. 7 innings or 6 ½ if the home team is ahead
- 4) All games will be considered complete if:
 - i. 4 innings have been completed or 3 ½ if the home team is ahead or if the time limit has been met.
- 5) Time limits:
- 6) Time limits:
 - i. The official time limit for all games are one hour thirty minutes (1:30). No new inning can begin after 1 hr 25 minutes.
 - ii. After 1hr 30 minutes, if the game can end (home team ahead and at bat, one team is too far behind to catch up in that inning), the game will end. If not, the current inning will be finished (unless one of the conditions for ending the game listed above is reached).
 - iii. Regular season games can end in a tie.
 - iv. Official time will be kept by the umpires. Weather delays will not count as part of the game.
 - v. A new inning starts as soon as the last out is made in the just completed inning.

TOURNAMENT AMENDMENT

- i. The game will be played until a winner is determined.
- ii. Extra Innings
 1. If a game is tied at the end of a regulation game, the game will continue into extra innings and the international rule will be in effect.
 2. The visiting team will place one runner (the last recorded out) on second base and bat until three outs or the run limit is reached.
 3. The home team will then place one runner (the last recorded out) on second base and bat until three outs or the run limit is reached.
 4. If at the end of that inning, the score is tied, we will use the international tie breaker rule for all extra innings. A runner (last completed at bat) is placed on second base and each team will bat until 3 outs are recorded or the run limit per inning is reached.
 5. If a game requires a third extra inning, runners will be placed on second and third base (last two completed at bats) for this and all additional extra innings and teams will bat until 3 outs are recorded or the run limit per inning is reached.
- b. Time outs:
 - i. One time out (offensive or defensive) is permitted per team each half inning.
 1. Time outs will not be charged when tending to an injured player.
 2. Additional time outs may be used for substitution purposes only.
 3. Defensive: A team's first time out may be used to confer with their team without having to remove their pitcher. After this timeout is used, an additional time out requires that the pitcher is substituted for.
- c. Runs Per Inning
 - i. A maximum of 10 runs can be scored per team per inning

E. LEAGUE REGULATIONS

- 1) Erie Parks & Recreation is the sole governing body of the league.
- 2) Little League Baseball will govern all play in addition to the listed playing rules.
 - i. In the situation where a rule is unclear, the umpire(s) will use their best discretion to make a ruling.

- 3) Batting
 - i. Continuous batting order is used in all leagues.
 - ii. *If a player shows up late for a game, they will be placed at the bottom of the lineup.*
- 4) Pitching
 - i. Balks
 1. If a pitcher balks during a steal attempt, the umpire will call the play dead.
 - a. If the runner is less than or equal to half way to the next base at the time of the balk, they will be instructed to return to their original base.
 - b. If the runner is more than half way to the next base at the time of the balk, they will be awarded the next base.
- 5) Dropped third strike
 - i. In effect when first base is unoccupied at the time of pitch or when there are 2 outs.
- 6) Failure to touch a base
 - i. For failure to touch a base or to tag up as soon as the ball is touched on a caught fly ball, the runner is out.
 - ii. This is a delayed penalty if not played on by the defense during the same playing action.
- 7) Infield fly rule
 - i. Is in effect
- 8) Intentional walks
 - i. Are not allowed in any division.
- 9) Interference/Obstruction
 - i. Offensive Interference
 1. A batter or base-runner is declared out if they interfere with the defensive player's ability to record an out on a batted ball.
 2. This rule applies regardless of intent and is at the discretion of the umpire.
 - ii. Defensive Obstruction
 1. A batter or base-runner can be declared safe or awarded an additional base if a defensive player obstructed the offensive player from obtaining a base.
 2. A catcher may not block home plate without the baseball or making a play on the baseball.
 3. This rule is at the discretion of the umpire.
- 10) Sliding
 - i. Runners must avoid contact with defensive players who are attempting to make a play at the bases and home plate. While sliding is not mandatory, it is the easiest and safest way for a runner to avoid contact with a defensive player at the bases and home plate. It is strongly recommended that coaches not only teach the valuable skill of sliding during practices but also encourage players to slide as often as necessary during games. Runners who do not avoid contact with defensive players at the bases and home plate will be called out.
- 11) Stealing
 - i. Allowed; leading off is allowed
 - ii. Stealing home
 1. Not allowed in any division
 2. If defense makes a play on any baserunner, player on 3rd base may attempt to reach home
 - iii. Advancing on an overthrow
 1. If the catcher makes an attempt to put out a runner and there is an overthrow or misplayed ball, the runner may advance only one additional base (per live ball, not per occurrence).
 - iv. Delayed steal
 1. Runners may not attempt to steal a base on a throwback to the pitcher.

F. OTHER

- 1) Coaches

- i. Must have a pregame meeting between the umpire(s) and the opposing coaches 10 minutes prior to the scheduled start time.
- ii. During play, a maximum of two coaches may be allowed on the field at a time.
- iii. Unless coaching the bases, all assistant coaches must remain in the dugout.
 1. Head coaches may be in the vicinity of the dugout but are to only encourage players.
- iv. If the head coach seeks an explanation from the umpire, the coach must call time, wait for time to be granted from the umpire, and then approach the specific umpire. *(Judgement calls are not debatable)!*

Erie Parks & Recreation Youth Sports VOLUNTEER COACHING INFORMATION

How about coaching a team this season? Your time and efforts are vital to a successful program. If you have already signed up to do so, thank you! If you have not signed up yet, please consider the opportunity to make a lasting and positive impact on a child's life.

Please read the following information to ensure your understanding of important guidelines, dates, and frequently asked questions regarding coaching:

BECOMING A COACH

- All head coaches must be 18 years of age or older.
- **All new coaches must complete the volunteer application form (forms available at Guest Service or online at www.quickscores.com/erie under "Coaching Resources").**
- All volunteer coaches must complete a background check and all other required trainings through our Trusted Coaches platform prior to having contact with players. (See Trusted Coaches Section for more information).
- Coaches who are reported as behaving badly (technical fouls, rough on officials, unsportsmanlike conduct, condescending to children, etc.) will be counseled by the staff, and if necessary, put on probation or relieved of their duties.

RESOURCES AND TRAINING PROVIDED

- No experience is necessary, although potential coaches should have a basic understanding of the sport/rules and enjoy working with and teaching children. Good organizational and communication skills are a plus.
- All new coaches will receive a **coach binder** which includes practice agendas, sport specific information, team roster, incident reports, inclement weather information, etc.
- All new coaches will also receive a **coach t-shirt** to be worn on game days and the first week of practices.
- We will also provide you with sports equipment for your team, game rules, and other important information.
- All coaches should plan to attend the coach's meeting for their league conducted 1-2 weeks prior to the start of the season.

PRACTICES AND GAMES

- Coaches can select the practice day/time that works best for their schedule prior to registration (must be within pre-determined bounds) and can pass along information to families prior to registration.
- Teams may practice once or twice per week depending on the sport and field/gym availability.

ROSTERS

- Once you receive your roster from Sports Administration, it is your responsibility to contact each parent or guardian to communicate the practice days, times, and locations. **Please do this as soon as possible.**

- Only individuals listed on the roster may participate. If there are additions to your team, we will send you an updated roster. This is to avoid any potential legal liability issues allowing children to participate who have not properly completed the registration process.

HELPFUL HINTS

- Communicate, communicate, communicate (with parents and Sports Administration Team).
- Establish a clear and consistent method of communication with the parents. Store and save all parent contact information for quick access.
- Set team, player and parent expectations.
- We communicate with you primarily via email. Please check your email account regularly.
- Enlist help from other parents (assistant coach, snack coordinator, phone tree operator, etc.).
- Check the Sports Information website www.quickscores.com/erie regularly for sample practice plans, drills, resources, updated weather information, facility and park maps, and standings/schedules.

VOLUNTEER INCENTIVE PROGRAM (Head Coach only)

We appreciate all you do to make our youth sports leagues a success! Please see below for our newly approved volunteer incentive program:

- 1 season – Coach t-shirt, free youth sports registration for one child per team coached, 2 day passes to the ECC (applies to 2nd season also), and a coach plaque of your team.
- 3 seasons (not necessarily consecutive) – free youth sports registration for one child per team coached, 10 punch pass, free room rental for team party, and a coach plaque of your team.
- After 3 seasons, the process starts over.....the coach receives 1 season awards.

COACH TO-DO LIST

- Email Sports Administration to inform us of your intent to coach.
- Complete required trainings and background screen provided by Sports Administration through Trusted Coaches platform (see below).
- Check your email regularly for messages regarding the coach's meeting, practice scheduling, rosters, etc. and during the season for updates.
- Contact your team the week before your first scheduled practice. Check that you receive confirmation from your parents that they have received any message from you (phone or email).
- HAVE FUN!

TRUSTED COACHES

All coaches are required to complete a background check and other trainings through our Trusted Coaches platform. All trainings can be accessed by doing the following:

Go to www.trustedcoaches.org <http://www.trustedcoaches.org>

- a. Log in or Register as a new user
- b. Click 'Claim a Role/Join a Season' button
- c. Enter information below:
 - i. **State: Colorado**
 - ii. **Organization: Erie Parks & Recreation Department**
 - iii. **Season Name: Summer 2022 Youth Baseball**
 - iv. **Season Access Key: Summer2022YouthBaseball**

Thank you for coaching and we look forward to a great season!