

Mission Statement

The City of Midwest City Youth Sports Program aspires for every participant to learn the key characteristics of leadership, teamwork, and good sportsmanship. We as parents, coaches, volunteers, and staff are committed to creating a positive environment for the culture of youth sports in our community. The vision of the City of Midwest City Youth Sports Program is for every participant to be able to engage in any sport activity of their choosing to develop self-confidence towards their athletic abilities.

Behavior Conduct

The head coach of each team is responsible for their assistant coaches, players, and spectators conduct. Each head coach or anyone the head coach appoints as acting the head coach, will ensure there are no misconduct, unsportsmanlike conduct, unruliness, and Profanity towards opposing players, umpires, spectators, and the staff of the City of Midwest City. If any player, coach, or fan are ejected for any reason they will not be allowed for the next game (league or tournament) with in the City of Midwest City Sport Complexes.

****Profanity: anyone using profanity during league/tournaments will immediately be asked to leave.***

Background Checks

All head coaches and assistant coaches will be required to go through a background check. Background checks will be completed by Sterling Volunteers (<https://app.sterlingvolunteers.com/en/Mains/Home>).

Alcoholic Beverages and Tobacco Products

Alcoholic beverages and tobacco products are not permitted in the sports complex during any league/tournaments.

No exceptions!!!

Inclement Weather

If there is any type of severe warnings during scheduled games, the decision to cancel games will be made by the Youth Sports Coordinator. Also, there is a weather line to call if games will be canceled before game day (405) 739-1295.

Other Information

- ❖ Registration fees must be paid by the deadline. Registration dates will be posted on the City of Midwest City Parks and Recreation website. <https://www.midwestcityok.org/parksrec/page/youth-sports>
- ❖ Schedules will be on Quickscores: <https://www.quickscores.com/mcyouth>
- ❖ To be eligible for this league, each player must be the age that they register for by Jan 1st of the current year (Example, must be 6yrs old Jan 1st to play 6U).
- ❖ All forms trainings, rosters, copies of birth certificate, and background checks must be completed at the time of registration (Coaches can provide a copy of coaching card if you already have one).
 - <https://www.nays.org/nyscaonline/>
 - <https://www.nays.org/additional-training/preview/concussion-training.cfm>
- ❖ Each teams must have matching uniforms and must have a number on the jersey. Coaches must have a coach's uniform/shirt that corresponds with their team.
- ❖ Players cannot wear jewelry, metal cleats, chewing gym, or have electric devices during the game.
- ❖ Awards will be given to the 1st and 2nd place teams, for each division, at the end of the season.
- ❖ Coaches/Assistant Coaches are responsible for cleaning their dugout after every game.
- ❖ Teams must bring their own equipment. Games balls will be available for purchase. The batting tees will be available upon request.
- ❖ Protective headgear must be worn by the batter and all base runners. Helmets with a chin strap and a face guard are required (see age groups below).
- ❖ All coaches, players, parents, and spectators must abide by the Code of Conduct Policy at all times!
- ❖ For further information, please contact Keisha Kearney, Youth Sports Coordinator at (405) 739-1288 or email kkearney@midwestcityok.org.

Spring League 2022

- League starts April 20th
 - Wednesday/Thursday nights and Saturdays for 8 weeks; one to two games per week.
- All coaches/volunteers must complete a background check, concussion training, and obtain a National Alliance for Youth Sports (NAYS) Coaching Card.
 - **Background check will be completed through NAYS.**
- Submit all required documentation to the Midwest City Community Center (Parks and Recreation Department).
 - Copy of birth certificate
 - NAYS coaching card/concussion training
 - Roster
- Games will be played at the MWC Sports Complex and Doug Hunt for the Spring.
- League Fees: \$125 per Team/ \$25 per Individual player (sales tax included).
- Pay at the plate:
 - 4U-6U \$20
 - 7U-8U \$25
 - 9U-10U \$30
- Schedules, rules, contact info, maps, etc.
 - www.quickscores.com/mcyouth
- **Once the schedule has been published, there will be no changes.**
- Team Pictures
 - TBA
- Awards will be given to the 1st and 2nd place teams, for each division, at the end of the season.
 - **Post season tournament TBA**
- Practice fields will be available upon request.
- Teams will provide their own equipment.
- More resources
 - <https://www.nays.org/programs/free-coach-and-parent-trainings/>

Address

- **Midwest City Sports Complex**- 9400 S.E. 29th Street, Midwest City, OK 73130
 - 3 all turf fields' w/restrooms and play ground.
- **Doug Hunt**- 8700 E. Reno, Midwest City, OK 73110
 - 3 dirt fields' w/restrooms and concession.

Field Regulations 4U, 5U, & 6U

- 55 feet between bases, 40 feet from home plate to the pitcher's rubber.
- A 10-foot arc will be drawn from foul line to foul line in front of home plate.
 - Center field fence 175'/Foul line fence 140'

Field Regulations 7U and 8U Coach Pitch Baseball

- 60 feet between bases and 40 feet from home plate to the pitcher's rubber.
- There will be a loft circle or marker made around the pitcher's mound.
 - Center line fence 185'/Foul line fence 160'

Field Regulations 7U and 8U Coach Pitch Softball

- 60 feet between bases, and 35 feet from home plate to the pitchers rubber.
- There will be a loft circle or marker made around the pitcher's mound.
 - Center line fence 175'/Foul line fence 160'

Field Regulations 9U and 10U Kid Pitch Baseball

- 65 feet between bases, 46 feet from home plate to the pitcher's rubber.
 - Center line fence 210'/Foul line fence 180'

Field Regulations 9U and 10U Kid Pitch Softball

- 60 feet between bases and 35 feet from home plate to the pitchers rubber.
- There will be a loft circle or marker made around the pitcher's mound.
 - Center line fence 200'/Foul line fence 160'

Equipment

- **Tball**
 - Ball 8.5"- 9.0" circumference with a molded core or sponge rubber center.
 - Bat- wood or alloy
 - Example: BBCOR or USA
 - Batting Helmet, Catcher's Gear, and Adjustable Batting Tee
- **7U and 8U Coach Pitch Baseball**
 - Ball 8.5"-9" circumference
 - Bat- wood or alloy
 - Example: BBCOR or USA
 - Batting Helmet, Catcher's Gear
- **7U-8U Coach Pitch Softball (same for 9U-10U)**
 - Ball 11" circumference

- Bat- wood or alloy
 - Example: BBCOR or USA
- Batting Helmet, Catcher's Gear
- **9U and 10U Kid Pitch Baseball**
 - Ball 9" circumference
 - Bat- wood or alloy
 - Example: BBCOR or USA
 - Batting Helmet, Catcher's Gear

General Rules of Play (4U - 6U)

- Games will consist of 1 hour or 5 innings; whichever occurs first.
 - i. **4U: 55 minutes or four innings.**
- No inning will start 10 minutes prior to the end of game time.
 - i. There is a 10-minute forfeit period; however, games will begin on every scheduled hour.
- Three innings (3 innings if the home team is leading) determines that the game is over if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
 - i. 3 outs or 6 runs is the end of an inning.
 - ii. If a team is leading its opponents by at least 14 runs after 3 innings or 7 runs after the 4 innings, the game will end and the team ahead is declared the winner.
 - iii. Not extra innings will be played.
- Only players participating in the game (any player listed on the team's roster), and three certified Coaches will be permitted in the dugout during the game.
 - i. If a player becomes sick after the start of the game, their name will be marked through their name for their bats thereafter with no penalty. If a player arrives late, their name will be added to the bottom of the batting order.
- **Stealing bases is not allowed.**
- **Bunting the ball is not allowed.**

Tball (4U)

- The Umpire will start the game by saying "PLAY BALL", the Coach position will be at the backstop out of play, and then the batter may swing at the ball.
- There will be no strikeouts. Each player will get 4 attempts to swing. If the player has not hit the ball after the 4th swing, they will automatically advance to first base in order to have an opportunity to run the bases.
- If the bat accidentally knocks the ball off the tee while addressing the ball, it will not counted as a swing.
- Once the ball has been hit, it must travel past the 10ft arch foul line in order to be a fair ball.

- If a batted ball is thrown to the 1st or 3rd baseman that rolls into foul territory will stop play.
- Runners may only advance to the next base if they are halfway between the bases.
 - i. The Umpire will call "TIME" if a fielder halts the progress of the lead runner. All runners must return to the previous base that was last touched prior to "time" being called.
- Teams will consist of 10 players on the field, plus substitutes.
 - i. Every player must play a fielding and batting position in each game.
 - ii. A team may play a game with 8 players without a forfeit; **there will be no automatic out.**
 - iii. The pitcher is a fielding position and must have one foot in the circle/marker until the ball is legally hit. The pitcher is required to wear a batting helmet.
 - iv. The catcher must position themselves against the backstop, on the opposite side of the batter, until the ball is in play. The catcher must wear a helmet with mask, throat protector, chest protector, and shin guards are required.
 - v. Outfielders must play behind the bases until the ball is put into play.
 - vi. Umpires and Coaches must insure all players the opportunity to bat once. Teams will be allowed to continue the last inning to insure this rule.
- **No score will be kept for 4U.**
- **Umpire decisions on the field are final and games may not be protested.**

Tball 5U & 6U

- The Umpire will start the game by saying "PLAY BALL", the Coach position will be at the backstop out of play, and then the batter may swing at the ball.
 - i. Once the ball has been hit, it must travel past the 10ft arch foul line in order to be a fair ball.
 - ii. If a batted ball is thrown to the first or third baseman that rolls into foul territory will stop play.
 - iii. Runners may only advance to the next base if they are halfway between the bases.
- The batter is allowed three swings.
 - i. If the bat accidentally knocks the ball off the tee while addressing the ball, it will not counted as a swing.
 - ii. If the player cannot hit the ball after the 3rd swing, the player will be considered out.
 - iii. The Umpire will call "TIME" if a fielder halts the progress of the lead runner. All runners must return to the previous base that was last touched prior to "time" being called.
- Teams will consist of 10 players on the field, plus substitutes.
 - i. Every player must play a fielding and batting position in each game.
 - ii. A team may play a game with 8 players without a forfeit; **there will be no automatic out.**

- iii. The pitcher is a fielding position and must have one foot in the circle/marker until the ball is legally hit. The pitcher is required to wear a batting helmet.
- iv. The catcher must position themselves against the backstop, on the opposite side of the batter, until the ball is in play. The catcher must wear a helmet with mask, throat protector, chest protector, and shin guards are required.
- v. Outfielders must play behind the bases until the ball is put into play.
- vi. Umpires and Coaches must insure all players the opportunity to bat once. Teams will be allowed to continue the last inning to insure this rule.

Scoring

- Each team may score a maximum of 6 runs in their half of the inning.
- Final score for league standings will be kept.
- **Games will not end with a tie.** The following will be used to determine the higher seeding:
 - i. Average Point Differential
 - ii. Head to Head Point Differential
 - iii. Coin toss
 - iv. Win/loss record
- The Home team will provide the official scorekeeper. However, the umpire will verify scores from each team's scorekeeper after each inning.
 - i. The official scorekeeper should sit near the umpire.
 - ii. The Home team is responsible for reporting the score to the Youth Sports Coordinator within 24 hours of the completion of the game.
 - iii. The Home team will be responsible for operating the scoreboard.
- **Umpire decisions on the field are final and games may not be protested.**

Coaches

- The hitting team will be allowed to have 2 base coaches (1st and 3rd base) and on coach in the coaches box.
- The fielding team will be allowed 2 coaches outside of their team's dugout, along the fence. Coaches will not be allowed in the field.
- One coach will serve as a spokesperson for the team, and will be the only person allowed to approach the umpire during the game. All questions addressed to the umpire should be done in a friendly and sportsmanlike manner.
- All coaches, parents, and spectators should remember that they are positive role models to the players on both teams and are expected to conduct themselves appropriately in all situations.
- If a coach, parent, or spectator is ejected from the game, this can result in automatically being ineligible for the next game. Further penalty may be assessed if necessary by the Parks and Recreation Supervisor and Youth Sports Coordinator.

- Rosters may be checked at any time. Players added after registration has ended will not be eligible to participate unless it has been approved by the Youth Sports Coordinator.
- The Parks and Recreation Supervisor or Youth Sports Coordinator will have the final ruling in all disputes.
- Once the game schedule has been published, it is **FINAL**. The only games that will be rescheduled will be result of inclement weather or issues with the facility.

7U and 8U Coach Pitch Baseball

- A game time will consist of 1 hour or 5 innings; whichever occurs first.
- No inning shall start 10 minutes prior to the end of game time. There is a 10-minute forfeit period.
- The head coach or assistant coach will pitch to its own team.
 - i. Each coach/pitcher can adjust pitching delivery based on the batters ability.
 - ii. The adult pitcher cannot field the ball.
- The head coach or assistant coach that is the designated pitcher may direct the base runners. They may also assist verbally in the alignment of the batter.
- The head coach or assistant coach are allowed 5 pitches. Each player will be given 3 chances to make contact with a good-pitched ball (3 strikes).
- The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
 - i. If a coach violates this rule after the ball is pitched, obstruction shall be called.
 - ii. If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
- Three innings (2 1/2 innings if home team is leading) determines that the game is complete if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
 - i. 3 outs or 6 runs is the end of an inning.
 - ii. No intentional walks will be allowed.
 - iii. If a team is leading its opponents by at least 14 runs after 3 innings or 7 runs after the 4 innings, the game will end and the team ahead is declared the winner.
- Bunting is allowed, however, are limited to one successful bunt attempt per inning. Once a batter shows bunt, they must either bunt the ball or take the pitch. **NO FAKE BUNTS ALLOWED.**
- **NO Stealing bases** - Leaving the base early will result in a dead ball. No advancement will be allowed on a hit ball. The umpire will advise the player to go back to the previous base.
 - i. The batter may not advance on a called third strike pitch even if the catcher has dropped the ball.
 - ii. If a fielder halts the progress of the lead runner, the umpire shall call "TIME". All runners must return to the base last touched prior to "TIME" being called.
- A hit ball must travel outside the twenty-foot arc at home plate to be considered a fair ball. Otherwise, the umpire will call a foul ball.
- Teams will consist of 9 players on the field, plus substitutes.
 - i. Outfielders must play behind the bases until the ball is put into play.

- ii. A team may play a game with 8 players without a forfeit; **there will be no automatic out.**
- iii. A team roster must be listed in order in the scorebook and all players will bat continually in that order (the team is responsible for providing that document). If a player is injured or leaves the game for any reason, their turn will be skipped in the batting order. A player arriving late will be added at the end of the batting order.
- The wearing of helmet with mask for pitcher's position is optional but highly recommended.
 - i. The catcher must position themselves against the backstop, on the opposite side of the batter, until the ball is in play. The catcher must wear a helmet with mask, throat protector, chest protector, and shin guards are required.
- Only players participating in the game (any player listed on the team's roster), and three certified Coaches will be permitted in the dugout during the game.
- Umpires and Coaches must insure all players the opportunity to bat once. Teams will be allowed to continue the last inning to insure this rule.
- A base runner must be at least half way to the next base in order for that base to be awarded to the runner in case of a "DEAD BALL".

Scoring

- Each team may score a maximum of 6 runs in their half of the inning.
- Final score for league standings will be kept.
- **Games will not end with a tie.** The following will be used to determine the higher seeding:
 - i. Average Point Differential
 - ii. Head to Head Point Differential
 - iii. Coin toss
 - iv. Win/loss record
- The Home team will provide the official scorekeeper. However, the umpire will verify scores from each team's scorekeeper after each inning.
 - i. The official scorekeeper should sit near the umpire.
 - ii. The Home team is responsible for reporting the score to the Youth Sports Coordinator within 24 hours of the completion of the game.
 - iii. The Home team will be responsible for operating the scoreboard.
- **Umpire decisions on the field are final and games may not be protested.**

Coaches

- The pitching coach must keep one foot on the pitching rubber at all times while pitching. The pitching coach must throw in an overhand motion.
- The pitching coach cannot position themselves to be an obstruction to the defensive team on any possible play once the ball has been hit.

- The pitching coach cannot throw in a manner that gives his base runners an advantage.
- The player in the pitching position has to be on either side of the coach pitching with one foot on the marker.
- The hitting team will be allowed to have 2 base coaches (1st and 3rd base) and on coach in the coaches box.
- The fielding team will be allowed 2 coaches outside of their team's dugout, along the fence. Coaches will not be allowed in the field.
- One coach will serve as a spokesperson for the team, and will be the only person allowed to approach the umpire during the game. All questions addressed to the umpire should be done in a friendly and sportsman like manner.
- All coaches, parents, and spectators should remember that they are positive role models to the players on both teams and are expected to conduct themselves appropriately in all situations.
- If a coach, parent, or spectator is ejected from the game, this can result in automatically being ineligible for the next game. Further penalty may be assessed if necessary by the Parks and Recreation Supervisor and Youth Sports Coordinator.
- Rosters may be checked at any time. Players added after registration has ended will not be eligible to participate unless it has been approved by the Youth Sports Coordinator.
- The Parks and Recreation Supervisor or Youth Sports Coordinator will have the final ruling in all disputes.
- Once the game schedule has been published, it is **FINAL**. The only games that will be rescheduled will be result of inclement weather or an issue with the facility.

7U and 8U Coach Pitch Softball

- A game time will consist of 1 hour minutes or 5 innings; whichever occurs first.
- No inning shall start 10 minutes prior to the end of game time. There is a 10-minute forfeit period.
- Teams will consist of 9 players on the field, plus substitutes.
 - i. A team may play a game with 8 players without a forfeit; **there will be no automatic out.**
- Three innings (2 1/2 innings if home team is leading) determines that the game is complete if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
 - i. 3 outs or 6 runs is the end of an inning.
 - ii. No intentional walks will be allowed.
 - iii. If a team is leading its opponents by at least 12 runs after 3 innings or 9 runs after the 4 innings, the game will end and the team ahead is declared the winner.
- Bunting is allowed, however, are limited to one successful bunt attempt per inning. Once a batter shows bunt, they must either bunt the ball or take the pitch. **NO FAKE BUNTS ALLOWED.**

- **NO Stealing bases** - Leaving the base early will result in a dead ball. No advancement will be allowed on a hit ball. The umpire will advise the player to go back to the previous base.
 - i. The batter may not advance on a called third strike pitch even if the catcher has dropped the ball.
 - ii. If a fielder halts the progress of the lead runner, the umpire shall call "TIME". All runners must return to the base last touched prior to "TIME" being called.
- A hit ball must travel outside the ten-foot arc at home plate to be considered a fair ball. Otherwise, the umpire will call a foul ball.
- The head coach or assistant coach will pitch to its own team.
 - i. Each coach/pitcher can adjust pitching delivery based on the batters ability.
 - ii. The adult pitcher cannot field the ball.
- The head coach or assistant coach that is the designated pitcher may direct the base runners. They may also assist verbally in the alignment of the batter.
- The head coach or assistant coach are allowed 5 pitches. Each player will be given 3 chances to make contact with a good-pitched ball (3 strikes).
- Umpires and Coaches must insure all players the opportunity to bat once.
- The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
 - If a coach violates this rule after the ball is pitched, obstruction shall be called.
 - .i If a coach violates this rule before the ball is pitched, First Offense: Warning;
 - .ii Second Offense: Removal of coach as the pitcher for the remainder of the game.
- A team roster must be listed in order in the scorebook and all players will bat continually in that order (the team is responsible for providing that document). If a player is injured or leaves the game for any reason, their turn will be skipped in the batting order. A player arriving late will be added at the end of the batting order.
- The wearing of helmet with mask for pitcher's position is optional but highly recommended.
 - i. The catcher must position themselves against the backstop, on the opposite side of the batter, until the ball is in play. The catcher must wear a helmet with mask, throat protector, chest protector, and shin guards are required.
- Only players participating in the game (any player listed on the team's roster), and three certified Coaches will be permitted in the dugout during the game.
- A base runner must be at least half way to the next base in order for that base to be awarded to the runner in case of a "DEAD BALL".
- When an infielder has control or possession of the ball the play will not be ruled dead. However, base runners may not advance on an overthrow.

Scoring

- Each team may score a maximum of 6 runs in their half of the inning.
- Final score for league standings will be kept.
- **Games will not end with a tie.** The following will be used to determine the higher seeding:
 - i. Average Point Differential

- ii. Head to Head Point Differential
- iii. Coin toss
- iv. Win/loss record
- The Home team will provide the official scorekeeper. However, the umpire will verify scores from each team's scorekeeper after each inning.
 - i. The official scorekeeper should sit near the umpire.
 - ii. The Home team is responsible for reporting the score to the Youth Sports Coordinator within 24 hours of the completion of the game.
 - iii. The Home team will be responsible for operating the scoreboard.
- **Umpire decisions on the field are final and games may not be protested.**

Coaches

- The pitching coach must keep one foot on the pitching rubber at all times while pitching. The pitching coach must throw in an overhand motion.
- The pitching coach cannot position themselves to be an obstruction to the defensive team on any possible play once the ball has been hit.
- The pitching coach cannot throw in a manner that gives his base runners an advantage.
- The player in the pitching position has to be on either side of the coach pitching with one foot on the marker.
- The hitting team will be allowed to have 2 base coaches (1st and 3rd base) and one coach in the coaches box.
- The fielding team will be allowed 2 coaches outside of their team's dugout, along the fence. Coaches will not be allowed in the field.
- One coach will serve as a spokesperson for the team, and will be the only person allowed to approach the umpire during the game. All questions addressed to the umpire should be done in a friendly and sportsman like manner.
- All coaches, parents, and spectators should remember that they are positive role models to the players on both teams and are expected to conduct themselves appropriately in all situations.
- If a coach, parent, or spectator is ejected from the game, this can result in automatically being ineligible for the next game. Further penalty may be assessed if necessary by the Parks and Recreation Supervisor and Youth Sports Coordinator.
- Rosters may be checked at any time. Players added after registration has ended will not be eligible to participate unless it has been approved by the Youth Sports Coordinator.
- The Parks and Recreation Supervisor or Youth Sports Coordinator will have the final ruling in all disputes.
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9U & 10U Kid Pitch Baseball

- A game will consist of 1 hour and 10 minutes or 5 innings.

- No inning shall start 10 minutes prior to the end of game time. There is a 10-minute forfeit period.
 - i. Four innings (3 ½ innings if home team is leading) constitutes a complete game if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
 - ii. 3 outs or 6 runs is the end of an inning.
 - iii. If a team is leading its opponents by at least 13 runs after 3 innings (2 ½ innings if the home team is leading) or 7 runs after the 4 innings, the game will end and the team ahead is declared the winner.
- A team roster must be listed in order in the scorebook and all players will bat continually in that order (the team is responsible for providing that document). If a player is injured or leaves the game for any reason, his/her turn will be skipped in the batting order. A player arriving late will be added at the end of the batting order.
- Teams will consist of 9 players on the field, plus substitutes. A team may play a game with 8 players without a forfeit; **there will be no automatic out.**

Pitching/Batting

- Three strikes is an out.
- Four balls constitutes as a walk.
 - i. Balks are not allowed.
 - ii. Batters will be allowed to advance on a dropped 3rd strike, only if 1st base is open.
 - iii. **Bunting is allowed.**

Pitcher

- If a pitching change is made, 5 warm-up pitches are allowed.
- If a pitcher hits a batter 3 total times (per game), the pitcher will be removed immediately.

Stealing Bases

- **10U Players** are permitted to steal 2nd and 3rd base. Lead-offs are permitted from 1st, 2nd, and 3rd bases.
 - i. Players are not allowed to steal home plate unless there is a wild pitch or pass ball.
 - ii. There is no infield fly rule.
- Players will be allowed to advance on an overthrown ball.
 - i. **9U Players are permitted to steal bases once the pitcher has thrown the ball, however, they are not allowed to lead-off bases.**

Scoring

- Each team may score a maximum of 6 runs in their half of the inning.

- Final score for league standings will be kept.
- **Games will not end with a tie.** The following will be used to determine the higher seeding:
 - I. Average Point Differential
 - II. Head to Head Point Differential
 - III. Coin toss
 - IV. Win/loss record
- The Home team will provide the official scorekeeper. However, the umpire will verify scores from each team's scorekeeper after each inning.
 - i. The official scorekeeper should sit near the umpire.
 - ii. The Home team is responsible for reporting the score to the Youth Sports Coordinator within 24 hours of the completion of the game.
 - iii. The Home team will be responsible for operating the scoreboard.
- **Umpire decisions on the field are final and games may not be protested.**

Coaches

- The hitting team will be allowed to have 2 base coaches (1st and 3rd base) and on coach in the coaches box.
- The fielding team will be allowed 2 coaches outside of their team's dugout, along the fence. Coaches will not be allowed in the field.
- One coach will serve as a spokesperson for the team, and will be the only person allowed to approach the umpire during the game. All questions addressed to the umpire should be done in a friendly and sportsman like manner.
- All coaches, parents, and spectators should remember that they are positive role models to the players on both teams and are expected to conduct themselves appropriately in all situations.
- If a coach, parent, or spectator is ejected from the game, this can result in automatically being ineligible for the next game. Further penalty may be assessed if necessary by the Parks and Recreation Supervisor and Youth Sports Coordinator.
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- The Parks and Recreation Supervisor or Youth Sports Coordinator will have the final ruling in all disputes.
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9U and 10U Kid Pitch Softball

- A game time will consist of 1 hour 10 minutes or 5 innings; whichever occurs first.
- No inning shall start 10 minutes prior to the end of game time. There is a 10-minute forfeit period.
 - i. A team may start a game with as few as 8 players.

- Three innings (2 1/2 innings if home team is leading) determines that the game is complete if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
 - i. 3 outs or 6 runs is the end of an inning.
 - ii. No intentional walks will be allowed.
 - iii. If a team is leading its opponents by at least 12 runs after 3 innings or 9 runs after the 4 innings, the game will end and the team ahead is declared the winner.
- A team roster must be listed in order in the scorebook and all players will bat continually in that order (the team is responsible for providing that document). If a player is injured or leaves the game for any reason, his/her turn will be skipped in the batting order. A player arriving late will be added at the end of the batting order.
- Teams will consist of 9 players on the field, plus substitutes. A team may play a game with 8 players without a forfeit; **there will be no automatic out.**

Pitching/Batting

- Three strikes is an out.
- Four balls constitutes as a walk.
 - i. Balks are not allowed.
 - ii. Batters will be allowed to advance on a dropped 3rd strike, only if 1st base is open.
 - iii. **Bunting is allowed.**

Pitcher

- “Wind-Mill” Rule -- No “Sling Shot” pitching motion allowed.
- A pitcher can only pitch 3 innings per game.
 - i. Any part of an inning pitched is considered an inning.
- If a pitching change is made, 5 warm-up pitches are allowed.
- If a pitcher hits a batter 3 total times (per game), the pitcher will be removed immediately.

Stealing Bases

- **10U Players** are permitted to steal 2nd and 3rd base. Lead-offs are permitted from 1st, 2nd, and 3rd bases.
 - i. Players are not allowed to steal home plate unless there is a wild pitch or pass ball.
 - ii. There is no infield fly rule.
- Players will be allowed to advance on an overthrown ball.
 - i. **9U Players are permitted to steal bases once the pitcher has thrown the ball, however, they are not allowed to lead-off bases.**

Scoring

- Each team may score a maximum of 6 runs in their half of the inning.

- Final score for league standings will be kept.
- **Games will not end with a tie.** The following will be used to determine the higher seeding:
 - i. Average Point Differential
 - ii. Head to Head Point Differential
 - iii. Coin toss
 - iv. Win/loss record
- The Home team will provide the official scorekeeper. However, the umpire will verify scores from each team's scorekeeper after each inning.
 - i. The official scorekeeper should sit near the umpire.
 - ii. The Home team is responsible for reporting the score to the Youth Sports Coordinator within 24 hours of the completion of the game.
 - iii. The Home team will be responsible for operating the scoreboard.
- **Umpire decisions on the field are final and games may not be protested.**

Coaches

- The hitting team will be allowed to have 2 base coaches (1st and 3rd base) and one coach in the coaches box.
- The fielding team will be allowed 2 coaches outside of their team's dugout, along the fence. Coaches will not be allowed in the field.
- One coach will serve as a spokesperson for the team, and will be the only person allowed to approach the umpire during the game. All questions addressed to the umpire should be done in a friendly and sportsman like manner.
- All coaches, parents, and spectators should remember that they are positive role models to the players on both teams and are expected to conduct themselves appropriately in all situations.
- If a coach, parent, or spectator is ejected from the game, this can result in automatically being ineligible for the next game. Further penalty may be assessed if necessary by the Parks and Recreation Supervisor and Youth Sports Coordinator.
- Rosters may be checked at any time. Players added after registration has ended will not be eligible to participate unless it has been approved by the Youth Sports Coordinator.
- The Parks and Recreation Supervisor or Youth Sports Coordinator will have the final ruling in all disputes.
- Once the game schedule has been published, it is **FINAL**. The only games that will be rescheduled will be result of inclement weather or a problem with the facility.