COLUMBUS RECREATION DEPARTMENT

2018

ATHLETIC

HANDBOOK

Sponsored By:

IMPORTANT TELPHONE NUMBERS

CRD Park Office	**327-4935**
CRD Fax	**329-5295**
Townsend Community Center	**327-2829**
East Columbus Gym	**328-7533**
Sim Scott Community Center	**244-7050**
Sandfield Community Center	**327-4803**
Police Department- Non-Emergency Calls	**244-3500**
Sheriff's Department- Non-Emergency Calls	**328-6788**
Ambulance, Fire & Emergency Calls	**911**

Game Rain-Out

(Weather or game cancellations)
Visit our Facebook page

www.facebook.com

If no current rain out information is posted On this website, then games will be Played as scheduled.

If a current message is not posted on our telephone answering machine, then games Will be played as scheduled.

COACHES ARE NOT REQUIRED TO HONOR SPECIAL REQUESTS FOR PLAYERS TO BE ON CERTAIN TEAMS, TO PLAY FOR CERTAIN SPONSORS, TO PLAY FOR CERTAIN COACHES OR TO BE WITH CERTAIN OTHER PLAYERS. SPECIAL REQUESTS ARE NOT GUARANTEED.

TABLE OF CONTENTS

PART I.	**CALENDAR OF EVENTS**		
PART II.	**GENERAL INFORMATION**		
	Section		**Page**
	2.1.	**Mission Statement**	**5**
	2.2	**Program Information**	**5**
	2.3	**Disclaimer**	**5**
	2.4	**Physically Challenged Participants**	**5**
	2.5	**Board of Directors & Staff**	**6**
PART III.	**ATHLETIC INFORMATION**		
	3.1	**Sponsors**	**7**
	3.2	**Volunteer Coaches**	**7**
	3.3	**Players' Draft & Selection Process**	**7-8**
	3.4	**Players' Registration**	**8**
	3.5	**Late Registration**	**9**
	3.6	**Refunds**	**9**
	3.7	**Special Requests**	**9**
	3.8	**Player Discipline**	**9**
	3.9	**Coaches & Players Conduct**	**10**
	3.10	**Team Uniforms**	**10**
	3.11	**Jewelry**	**11**
	3.12	**Transportation**	**11**
	3.13	**School Session and League Game Schedules**	**11**
	3.14	**Rescheduling of Non-Rain out Games**	**11**
	3.15	**Weather and Game Rain-Out Information**	**12**
	3.16	**Lightning**	**12**
	3.17	**Rescheduling of Rain-Out Games**	**12**
	3.18	**Practice Facilities**	**13**
	3.19	**Traffic**	**13**
	3.20	**Security**	**13**
	3.21	**Weapons**	**13**
	3.22	**No Pets**	**13**
	3.23	**No Smoking, Alcohol & Drug Use Statement**	**14**
	3.24	**Team Meetings/Closing Fields**	**14**
	3.25	**Team and Player Awards**	**14-15**
	3.26	**League Tie Breaker Rules**	**15**
	3.27	**Playing Time Requirements**	**15-16**
	3.28	**Dress Code for All Sports- Caps and Pants**	**16**
	3.29	**Rosters & Adding Players for All Sports**	**16**
	3.30	**Umpires & Referees**	**16-17**
PART IV.	**BASEBALL & SOFTBALL INFORMATION**		
	4.1	**Coaches' Meetings**	**18**
	4.2	**Draft Night Check List**	**18**
	4.3	**Players' Draft Schedules**	**19**
	4.4	**Players' Draft Rules**	**20-21**
	4.5	**Younger Players Playing up**	**21-22**
	4.6	**Warm Up Bats**	**22**
	4.7	**No Soft Toss or Pepper on Fences**	**22**
	4.8	**Protests**	**22**
	4.9	**Return of Foul Balls**	**22**
	4.10	**All Star Selection Process**	**23-26**
	4.11	**Baseball Rules-Obstruction, Interference, Sliding**	**26-27**
	4.11. A	**T-Ball- Baseball & Softball**	**27-30**
	4.11. B	**Coach-Pitch Baseball**	**30-33**
	4.11. C	**9-10 Year Old Baseball**	**33-34**
	4.11. D	**11-12 Year Old Baseball**	**35-37**
	Table of Contents (cont'd)		
	4.11. E	**Coach-Pitch Softball**	**37-40**
	4.11. F	**Youth Recreation Fast-Pitch Softball**	**40-42**

	4.11. G Softball Short-Handed Playing Rule	42
	4.12 Adult Softball	43-48
	4.12. A Coaches' Meetings	43
	4.12. B Adult Softball Entry Fee Deadline	43
	4.12. C Adult Roster Procedure	43
	4.13 Playing Field Dimensions	48
PART V.	SOCCER INFORMATION	
	5.1 Affiliations	49
	5.1. A Coaches' Meetings	49
	5.1. B Players' Selection Schedules	49
	5.2 Players' Evaluation & Team Selection	49-50
	5.3 Practices	51
	5.4 Blood-borne Infections	51
	5.5 Small Sided Rules	51-57
	5.6 Roster, Field & Ball Size	58
	5.7. A Maps of Columbus Soccer Complex	59
	5.9 Division II Soccer	60
PART VI.	FOOTBALL INFORMATION	
	6.1 Coaches' Meetings & Draft Schedules	61
	6.2 Players' Draft Rules	61-62
	6.3 Weight Limits	63
	6.4 Safety Equipment	63
	6.5 Warm Weather Precautions	63-64
	6.6 Scoring	64
	6.7 Overtime Procedure	64
	6.8 Points Ahead Rule	64
	6.9 Time Clock & Time Outs	64-65
	6.10 Kicking Game	65
	6.11 Protests	65
	6.12 Fumbles	65
	6.13 Interceptions	65
	6.14 Sideline Personnel	65
	6.15 Communication Devices	65
	6.16 Blitzing	66
	6.17 Season Ending Tournaments	66
	6.18 Defensive Formations	66
	6.19 Field Dimensions & Ball Sizes	66
	6.20 Adult Flag Football	66-69
	6.20. A Adult Roster Procedure	66
	6.21 Adult Flag Football Meetings/Entry Fee Deadline	66
	6.22 Adult Flag Football Playing Rules	67-69
PART VII.	BASKETBALL INFORMATION	
	7.1 Coaches' Meetings & Draft Schedules	69
	7.2 Players' Draft Rules	69-71
	7.3 Playing Rules	71-72
	7.3. AB 5-6 and 7-8 Year Old Basketball	71-72
	7.3. CD 9-10, 11-12 and 13-15 Year Old Basketball	72
	7.4 Adult Basketball Leagues	73-76
	7.4. A Adult Roster Procedure	73
	7.5 Adult Basketball Entry Fee Deadlines	73
	7.6 Adult Basketball League Playing Rules	74-76
	7.7 Propst Park Map	77
	CODE OF CONDUCT for PLAYERS, PARENTS & COACHES	78-79

2.1 MISSION STATEMENT

The mission of CRD is to improve the lives of the people of Lowndes County and the city of Columbus by continually improving the variety and quality of the programs, services, and facilities we provide. This will be done by addressing the recreation, park, leisure, and cultural needs of the communities, people, and environment of the county, and will insure the right of all citizens to participate in, and to enjoy, recreation and leisure experiences.

2.2 PROGRAM INFORMATION

The Columbus Recreation Department would like to welcome each of you to our Athletic Handbook. This handbook has been prepared for your use throughout this year's programs and contains useful information for you and your children.

We are looking forward to the baseball, softball, soccer, basketball and football seasons and are committed to making this a year of fun, learning, and development of our children. The CRD would like to work together with parents, coaches, and players to provide a program that encourages sportsmanship, honesty, fairness, and responsibility. The CRD stresses positive coaching and a positive playing environment during these developmental years of our youth.

2.3 DISCLAIMER

As a parent or guardian, you should understand the following when registering your child for any of the CRD programs: You are giving your approval to participate in any and all programs or activities during the season. You assume all risks and hazards incidental to such participation, including transportation to and from activities, and you do hereby waive, release, absolve, indemnify, and agree to hold harmless the CRD, the staff, employees, organizers, sponsors, supervisors, participants, and persons transporting your child to and from activities, for any claims arising out of an injury to your child. Insurance coverage is the sole responsibility of parents or guardians. The CRD does not carry any type of insurance for participants.

2.4 PHYSICALLY CHALLENGED PARTICIPANTS

The CRD strictly adheres to the mandates set forth by the Americans with Disabilities Act ("ADA"). This law prohibits discrimination on the basis of disability in employment, public services and transportation, public accommodations, and telecommunications services. The CRD will make every effort to make our programs readily accessible. The CRD will give a qualified individual with a disability an opportunity to participate that is equal to the opportunity given others. The CRD will not deny a qualified individual with a disability the opportunity to participate. The CRD will not provide different or separate services to any class of qualified individuals with disabilities than are provided to others, unless that action is necessary to provide services that are as effective as those provided to others. The CRD will not otherwise limit a qualified individual with a disability in the enjoyment of any right, privilege, advantage, or opportunity allowed others.

2.5 COLUMBUS PARK & RECREATION AUTHORITY

STAFF

Greg Lewis	Executive Director
Billy Craig	Athletic Coordinator
Glenda Cummings	Administrative Assistant
Chanda Williams	Neighborhood Parks Coordinator
Tony Stewart	Maintenance Grounds Supervisor
TBD	Supervisor of Townsend Park
TBD	Supervisor of East Columbus Gym
Estella Murray	Supervisor of Sandfield Community Center
Shelby Cole	Supervisor of Sim Scott Park

PARK LOCATIONS

Charles Brown Basketball Pavilion	826 15th Street South
Columbus Soccer Complex	301 3rd Street North
Cook Soccer Complex	6th Street North & Willowbrook Road
East Columbus Gym	222 Lawrence Drive
Hank Aaron Park	601 12th Avenue South
Lee Park	7th Street North
Northaven Woods Park	Margurite Drive & Wisteria Road
Propst Park	2535 Main Street
Sandfield Community Center	617 Oak Street
Sandfield Mini Park Pavilion	24th Street & 4th Avenue South
Sim Scott Park	20th Street & 8th Avenue North
Townsend Community Center	826 15th Street South
Townsend Park	1109 9th Avenue South

PART III. ATHLETIC INFORMATION
3.1 SPONSORS

The CRD staff obtains a sponsor for each league team. The only obligation the sponsor has is to pay the team sponsorship. This sponsorship provides advertisement for the sponsor and in no way does this sponsorship give the sponsor any control or ownership of a team. The CRD has full control and responsibility for all teams.

The CRD requests that you do not approach your sponsor for additional monetary support. However, we do encourage you to contact your team sponsor to let them know when their sponsored team games are scheduled, so that they may come out and support their sponsored CRD team.

3.2 VOLUNTEER COACHES

The CRD staff makes every possible effort to secure a coach for each league team before the player selections'/drafts' occur.

Because of working within a tight time frame for our programs, we must select/draft the players at a given time, and obtaining a team coach before the selections/drafts occur is not

always possible. Therefore, if a team does not have a coach when we go to player selection/draft, the CRD will try to get a player's parent to assist in the draft process for that particular team. If this is not possible, a member of the CRD staff will select/draft for that team.

Coaches are voluntary positions recruited from the parents or citizens. All interested parties must notify CRD of their interest and have general knowledge of the rules of their desired sport. Head coaches must be CRD approved and willing to take full responsibility for the teams' organization. A team may have assistant coaches. During the season, if for any reason the head coach steps down or is removed, one of the assistant coaches may be asked to fill the vacancy. No coach may have any type of try-outs for players.

All CRD head coaches are required to complete a coaches' background check.

3.3 PLAYERS' DRAFT & SELECTION PROCESS

The CRD has a responsibility to provide for the best player experience possible. As a part of the process of determining how to maximize the positive player experience for every child, we use a re-draft system of all players with the only exception being the head coach and sponsor will automatically get their sibling(s). The following are reasons we use the re-draft system each year.

1. To achieve the goal of maintaining even teams from year to year and increasing the chance of every player to be drafted onto a team that is balanced with players of varying skill levels and to have the opportunity to be competitive.
2. The learning/skill building opportunities afforded to players who have the chance to work with or be coached by different coaches who all have different skill-sets and strengths to share with each player.
3. Achieving the goal that kids remain engaged and excited about their sport through their entire youth career; thus reducing the number of players who choose not to return and drop out of the sport due to negative experiences on a particular team or with a particular coach.
4. The need for CRD to recruit and retain high-quality coaches who otherwise may be deterred due to the difficulties associated with inheriting a team that has players previously drafted by a different coach.
5. The social and emotional opportunities for players to play with and to get to know a wider network of players and friends from year to year; this also applies to parents networking with different parents.
6. Reduces the controversy that occurs when the number of teams may be increased or decreased with creating expansion teams or dissolving an existing team.
7. This is for the children- not the coaches.

3.4 PLAYERS' REGISTRATION

1. The dates listed on our program registration forms and flyers are the dates during which a player can become eligible to participate in the program.

2. There will be no extensions or exceptions to the dates listed for sign ups. We feel the time

Allotted for the registration process is adequate for everyone.

3. The CRD Park office will be open the last Saturday of registration for any last day

Signups. A late registration fee will be charged for anyone registering after the last published registration day. CRD will accept late registrations until 5:00pm of the player's draft night or the team selection night.

4. Parents must bring a *legal birth certificate* for the child's age verification. CRD ***DOES NOT*** keep copies of birth certificates or certificate numbers from past years.

5. Parents should know what sizes your children will wear for uniform ordering purposes.
6. Registration fee of $60.00 per participant for baseball, softball, soccer and football. A $25.00 fee will be a registration fee for Youth Basketball. A late registration fee of $70.00 for all athletics will be charged for registering after the last published registration day. CRD will accept late registrations until 5:00pm of the player's draft or selection night.
7. **FOOTBALL ONLY**- The following documents must be completed and signed by a parent or Legal guardian to participate:
   a. Proof of Medical Insurance
8. The registration form must be filled out *completely* to be valid.
9. The CRD uses color-coded registrations to make registration easier for CRD and you.

3.5 LATE REGISTRATION

1. If someone moves from another city or county into Lowndes County or the city of

Columbus, we will accept their registration after the registration period is over, and the child will be placed on a team or will go into the player draft or team selection.

2. Anyone else registering after the registration period will be placed in a holding file

(Refer to 3.4. Player Registration #3, #6 and #8).

3. These registrants will be placed in order for possible participation, according to the dates and

Times they registered. The area of the county or city where they live may be considered if they are placed on a team.

4. The registrant will be placed on a team or put into the draft, only if needed to fill a deficit or

Complete a team roster. Roster sizes are defined as the number of players on the original roster.

5. Once a player has been removed from the holding file and placed on a team, then the registration fee must be paid.

3.6 REFUNDS

The CRD will allow refunds on registration fees before the player draft. Once the player draft or team selection has been completed, refund requests will be considered on an individual basis. However, only **50% of the registration fee** will be considered for refund after the draft. This policy is strictly enforced to allow our staff adequate time to complete team rosters, order uniforms, and complete playing schedules. Refunds take a minimum of two (2) weeks.

3.7 SPECIAL REQUESTS

1. The CRD & our volunteer coaches try to honor parent's requests. However, this will be Done at the CRD's discretion.
2. Requests that involve personal conflicts with coaches, other children, or other parents ***Will not*** be considered.
3. Requests to play on certain teams, with certain players, for certain sponsors, or for certain Coaches ***will not*** be considered. Each child must go through our player draft/selection process.
4. Requests concerning extreme hardships will be considered.
5. Transportation and car-pooling ***are not*** considered extreme hardships.

3.8 PLAYER DISCIPLINE

Coaches may discipline players by not playing them in games or by not starting them in games if they continuously miss practice and games for unexcused reasons (excused reasons for missing practices or games involve sickness, death, church activities, Boy or Girl Scout activities, baseball/softball, football, cheerleading or soccer activities). The disciplining coach must notify the umpires, referees and opposing coach if a player is being disciplined. Parents and coaches should work closely together and communicate to insure that all parties involved are aware of any reasons for absences or any discipline problems.

3.9 COACHES & PLAYERS CONDUCT

If a coach or player is ejected from a ball game, one will be suspended for **TWO (2) games**. On the 2nd ejection, one will be removed for the season. The suspension will be served during the next team games of the ejected coach or player. One will have the right to a hearing before the CRD Executive Director and the Athletic Coordinator to determine if the ejection was properly justified.

3.10 TEAM UNIFORMS

Each team is given the same style of uniform and equipment; therefore all of the participants of the program are dressed equally in quality and no one team may have a more expensive uniform Than another team. An expensive uniform could be intimidating to some teams in the league. Your child's uniform size will be based on the information you provide on your child's player registration form. If the uniform size you give the CRD is the wrong size, it is your responsibility to replace the wrong size with the correct size.

The following uniform is provided when your child is registered in a CRD program:

BASEBALL & SOFTBALL:

1. A team jersey with the sponsor's name and a player number located on the shirt.
2. A billed baseball cap with the team initial(s) or team logo.
3. The cap and team jersey is the only uniform your child will be allowed to wear during League games. NO EXCEPTIONS.
4. The parents' responsibility is to provide your child with pants, shoes, socks and a Fielder's glove.

SOCCER:

5. A team color jersey with the sponsor's name and a player number located on the shirt.
6. A pair of soccer socks, either solid black or hoop socks with team colors.
7. It is the parents' responsibility to provide your child with shorts, shoes, shin guards, Appropriate sized soccer ball and any additional required items.

FOOTBALL:

8. A team jersey with the sponsor's name and a player number located on the shirt.
9. The team jersey is the only uniform your child will be allowed to wear during league Games. NO EXCEPTIONS.
10. It is the parents' responsibility to provide your child with a NOCSAE approve helmet, Pants, shoes, socks, mouth guard and athletic supporter.

3.11 JEWELRY

Exposed jewelry such as wristwatches, bracelets, any type earrings, neck chains, necklaces, or any other item judged to be dangerous by the umpires, referees or the CPRA may not be worn during the game. Medical alert bracelets are not considered jewelry, but if worn, they must be taped to the body. Players will be asked to remove jewelry and if they refuse to do so, they will not be allowed to play in a game or they will be removed from the game.

3.12 TRANSPORTATION

The CRD tries to establish fair and well-balanced teams, so carpooling and friendship requests are not accepted. It is the parents' responsibility to provide transportation to and from all practices and games. Team rosters are distributed prior to the first practice to assist players and parents in developing a carpool with teammates.

3.13 SCHOOL SESSION & LEAGUE GAME SCHEDULES

The CRD makes every effort to provide a pleasant and enjoyable recreational atmosphere for the participants and fans. We realize the importance of education and school, and the CRD attempts to schedule games in such a manner and at times that will not interfere with school, since we will play while school is in session. This may require playing on Saturdays and possibly playing only one game per night until school is out in some sports. The CRD does not adhere to a no pass-no play rule. This will have to be enforced by the parents. Our commitment and goal lies within the realms of recreation.

3.14 RESCHEDULING OF NON-RAIN OUT GAMES

The CRD strives to schedule games in such a manner and at times that are most convenient to the mass populace of Columbus & Lowndes County. Scheduling is an enormous task because we are dealing with hundreds of baseball/softball teams, soccer teams, football teams and thousands of baseball/softball participants, soccer participants and football participants.
Therefore, the CRD staff **WILL NOT** reschedule games or cancel games because of personal conflicts, school graduations, school trips, week-end functions, or any invitational ball tournaments. Likewise, individual teams or coaches will not be allowed to reschedule any games to meet their individual needs.

Please do not try to persuade the CRD to

Make changes for personal gains or reasons.

3.15 WEATHER & GAME RAIN OUT INFORMATION

Judging the weather is always difficult, but the CRD staff must make decisions that ensure players' and spectators' safety. Safety is our primary concern when inclement weather involving rain, thunder and lightning are present. In the event of rain or inclement weather, the CRD office will not make a decision on game cancellations until 4:00pm the day of the games.

Please do not call the CRD office to request information about game cancellations due to weather.

For game cancellation information:

Visit us at **www.facebook.com**

3.16 LIGHTNING

Here are a few findings regarding lightning and lightning strikes.

A. If you can either see lightning or hear thunder, you are too close and should clear your ball fields.

B. Lightning can jump 12 to 15 miles from the clouds that create the strikes.

C. If you are inside, stay away from windows. Don't handle electric appliances, wire, telephones or plumbing fixtures.

D. Cars are safer than being in the open, but it has nothing to do with the tires.

E. Most people do not die from lightning, but do have long-term negative health Issues, both physical and mental.

F. Lightning kills more Americans each year than hurricanes and tornadoes combined.

3.17 RESCHEDULING OF RAIN OUT GAMES

The CRD Baseball, Softball, Soccer and Football League rain-out game schedules may be played at the end of the regular season. The CRD reserves the right to play rainout games on Wednesdays or Saturdays during the season if necessary. However, only in extreme situations would the CRD play rain-out games on Wednesdays. Rain out schedules will be posted on the **www.CRD** web site. It is the coaches' responsibility to know when their rain-out games will be played. The CRD realizes that rain-out games can affect prior personal plans. However, we cannot control inclement weather and we are committed to our programs, which are time consuming programs because of their large number of participants. Likewise, the commitment of all parents, coaches, players, umpires is expected.

3.18 PRACTICE FACILITIES

1. The CRD has a limited number of fields available for baseball, softball, soccer & football Practice.
2. These fields should be obtained for practice by following the proper procedure as outlined in This manual.
3. The CRD passes out practice schedules to each coach at their draft time. Each team has a certain time and certain field to play on. On Wednesday and the weekends, it is a first come, first serve on each field that is available.
4. The CRD is not responsible for the upkeep or maintenance of any private practice fields and The CRD will not provide physical structures, fencing, back stops, home plates, bases, pitching rubbers, soccer goals, soccer nets, down markers, kicking tees, scoreboards, field markings, field striping or any blocking apparatus.

3.19 TRAFFIC

The CRD parks experience a tremendous volume of traffic during our baseball, softball, football and soccer seasons. Please drive slowly at the posted 15 MPH speed limit and carefully through the parks and in our parking areas. Anyone found driving recklessly or excessively speeding will be reported or turned over to the Police Department.

3.20 SECURITY

The CRD, in cooperation with the Columbus Police Department and the Auxiliary Police Department, will make every effort to insure the security of participants, fans, coaches, managers, parents, umpires, referees, league administrators and all park guests. However, the CRD and its' staff are not responsible for any personal property. For your own protection, the CRD suggests that you lock your vehicle doors when parking in our parking areas. Likewise, the CRD is not responsible for any broken windows or glass that might occur while in CRD parks.

3.21 WEAPONS

Any participants, fans, coaches, managers, parents, umpires, referees or park guests found to have any weapons (firearms, guns, explosives, knives, any sharp objects, billy-clubs, or any altered or cut off baseball bats, etc.) on their person or in their possession will be removed from the park and all legal charges will be brought against them.

3.22 NO PETS

Pets (on leash or off leash) considered as potential threats to our guests and participants will be not be allowed in the parks while ball games are being played. This is for the safety of our park guests and participants. You will be asked to remove the pets from the park premises.

3.23 ALCOHOL & DRUG USE STATEMENT & NO SMOKING POLICY

PLEASE OBSERVE THE Columbus Recreation Department's NO SMOKING POLICY

Today we are faced with challenges as parents and coaches concerning the use of tobacco, alcohol and drugs. Young people are using tobacco, alcohol and other drugs at alarmingly high rates at extremely young ages. Coaches of youth sports have a unique opportunity to help young people learn skills that can help them avoid alcohol, tobacco and other drug use. We cannot only teach sports, skills and strategies, we can positively influence young athletes by our actions, our words and our attention to the needs of youth. A special relationship often develops between a coach and an athlete. We can take advantage of this connection to

send clear, specific messages to youth about both the risks of illegal alcohol, drug use and the advantages of healthy, drug-free living.

The CRD policy is to provide a smoke-free environment for its employees and members of the visiting public. No Smoking Areas will be designated at the following locations: a) playground areas, b) athletic fields & sports facilities, including seating areas, c) restroom areas, d) concession areas, e) pavilion areas & f) within 25 feet of any athletic fields or playing facilities entrance or exit primarily accessed by the visiting public. Smoking is permitted in the following locations: outdoor parking lots and space assigned in its entirety for smoking (see f) above). ***Parents, coaches, fans and league administrators must be drug and alcohol-free at youth sports activities. Because of their influence, they must refrain from alcohol consumption or use of chemicals at youth sports activities.***

3.24 TEAM MEETINGS & CLOSING FIELDS

When the last games are completed at the ball fields each night, participants & spectators will be given ample time to leave the fields and reach their vehicles before the lights are turned out. If you have a team meeting after your game, the CRD requests that the teams, coaches & parents go immediately to their vehicles for those team meetings. Do not have team meetings on the ball fields; the CRD will be turning the lights out so we may close the ball fields.

3.25 TEAM & PLAYER AWARDS

A championship & runner-up award will be given in each youth league where scores are kept. The League Champion team players & each coach will receive individual medallions. **Each player & coach of youth age divisions or leagues that do not keep scores & standings will receive an individual medallion.** The CRD staff will attempt to present these awards at the last ball game of a team receiving an award. However, feasibility and logistic may not allow our staff to be at the last game of some teams. If this should happen, the coaches should come by the CRD Park Office at their convenience to pick up their team awards.

3.26 LEAGUE TIE BREAKER RULE

This rule applies to all of the CRD Baseball, Softball, Soccer, Basketball and Football Leagues. At the end of the regular season, in the event of a tie for 1st place in a league, the tie breaker will be determined by won-loss records of the games played between the two teams involved. If there is still a tie, then we will go to the total number of runs scored in the games between the two teams involved. If there is still a tie, the CRD Executive Director and Athletic Coordinator may declare League Co-Champions.

3.27 PLAYING TIME REQUIREMENTS

YOUTH BASEBALL & SOFTBALL:

1. Each child must play at least 3 consecutive defensive outs and bat once in a full game.
2. If a game is shortened due to a run rule, a time limit expiring, acts of God or other reasons,

Each child is required the one time at bat, but not the 3 consecutive defensive outs.

3. Any player that does not get to play because of any of the above reasons must start the next Game and play 3 consecutive defensive outs and bat once in the game. Penalty for failure to play a player will be forfeiture of the ball game.

4. Any coach found abusing this rule by continually refusing to allow all the players to play the Required playing time; the CRD will remove this coach from the program.

5. However, coaches are given the leave way to discipline players by not playing them or not Starting them in games if they continuously miss practice and games for unexcused reasons (excused reasons for missing practices or games involve sickness, death, church activities, school activities, Boy or Girl Scout activities, football or soccer activities).

6. The disciplining coach should notify the plate umpire & opposing coach about a player's discipline.

7. Coaches are not required to play a player who is ill or injured.

8. If a team has 12 players and the other team has 14 players, the team with 14 players has to Play all 14 players on offense and defense in the game.

9. Each player must start every third ball game, play at least 3 defensive outs and have 1 Offensive turn at bat.

10. A team that has 13 or more players will start his substitutes every fourth game.

11. The following playing time requirements apply to 9 & 10 and 11-12 Year Old Baseball:

See 47. PLAYING RULES, DIZZY DEAN BASEBALL, 9 & 10 Year Old Baseball Rule 8. Playing & Batting Rule and 11-12 Year Old Baseball Rule 7. Playing & Batting Rule.

YOUTH SOCCER:

12. Each child must play at least one-half (not necessarily continuous) of every ballgame. The Coach's responsibility is to ensure each player meets this playing requirement. Under certain circumstances, reduction in playing time or other disciplinary penalties may be imposed. These circumstances include unexcused absence from practice, various levels of player disruption or otherwise unacceptable behavior. Excused absences are absences to participate in church activities, Boys or Girls Scouts or school activities, sickness and death in immediate family. Coaches should be given advance notice that a player will not be at a practice or a game.

Playing time requirements do not apply to DII Soccer program.

YOUTH FOOTBALL:

13. Each coach will be responsible for seeing that every player participates in at least One quarter of play per game. The minimum playing time shall be: 16-25 players, 8 active plays from the line of scrimmage; 26-30 players, 6 active plays from the line of scrimmage. Penalty for failure to play a player will be forfeiture of the ball game.

14. Any coach found abusing this rule by continually refusing to allow all the players to play The required playing time; the CRD will remove this coach from the program.

However, coaches are given the leave way to discipline players by not playing them or not starting them in games if they continuously miss practice and games for unexcused reasons

(excused reasons for missing practices or games involve sickness, death, church activities, school activities, Boy or Girl Scout activities.)

15. The coach should notify the referee & opposing coach if a player is being disciplined.
16. Coaches are not required to play a player who is ill or injured.

3.28 DRESS CODE FOR ALL SPORTS - PLAYERS & COACHES

All equipment and uniforms are to be worn properly by all players and coaches. Caps and pants are to be worn properly by all players and coaches. Caps are to be worn with the bills facing forward and pants are to be pulled up properly around the waist (no busting the sag). Coaches may not coach in any straw, floppy or cowboy hats. Players and coaches will be asked one time to correct any of the dress code problems. If they refuse to correct the problems, they will not be allowed to play or coach in their game and may be asked to leave the premises.

3.29 ROSTERS & ADDING PLAYERS FOR ALL SPORTS

Once teams have been formed, players may be added to rosters in the following situation. If a team has lost a player(s), those players may be replaced as follows: a team roster must be below the lowest number of players on the team in their league with the lowest number of players after the draft has been completed. Example- if "Team A" drafted 14 players and "Team B" drafted 13 players (then "Team B" is the smallest rostered team). Should "Team A" lose one player, they would not be allowed to add another player, but should "Team A" lose 2 players, then they would be allowed to pick up one player- this would get their roster size to 13 players.

3.30 UMPIRES & REFEREES

Officials are integral parts of the CRD Baseball, Softball, Soccer and Football Programs. The leagues cannot function without them. Officials are friends & neighbors interested in the program, not strangers to us & in most instances <u>not professionals.</u> Officials attend rules and mechanics clinics to improve their rules knowledge and skills.

Officials are responsible for the conduct of the game in accordance with the official rules and for maintaining discipline and order on the playing field during the game. Each official has the authority to order a player, coach, manager, or others from doing anything which affects the administration of these rules and to enforce the prescribed penalties. Just as coaches make mistakes and players make errors; officials will make mistakes and miss calls. Remember, officials are also human.

The CRD will not allow threats, abusive language, remarks or physical abuse toward an official from coaches, players, fans or parents. Likewise, the CRD will not condone an official making threats, using abusive language or physical abuse toward fans, players, coaches or parents. If this does occur, the person or persons involved will be removed from the park and all legal charges will be brought against them

PART IV. BASEBALL & SOFTBALL INFORMATION

4.1 COACHES' MEETINGS

2018 SUMMER BASEBALL/SOFTBALL COACHES' MEETINGS		
The following meetings will be held at the **Townsend Community Center** All coaches should attend at your scheduled times		
Thursday, January 4th	**ALL YOUTH BASEBALL** 7 & 8 Boys Coach-Pitch, 9 -10 Boys and 11-12 Boys	6:00 -6:30pm
Thursday, January 11th	**ALL YOUTH SOFTBALL** 7-8 Girls Coach-Pitch and All Girls Recreation Fast-Pitch	6:00 – 6:30pm
Thursday, January 18th	**T-BALL BASEBALL & SOFTBALL** 4 & 5-6 T-Ball (Boys & Girls)	6:00 – 6:30pm
Thursday, January 25th	**ADULT SOFTBALL** Open & Church, Men & Women	6:00 – 6:30pm

4.2 DRAFT NIGHT CHECK LIST

1. Sponsors
2. Head Coaches
3. Brothers & Sisters
4. Trade one for one
5. Trade same age for same age
6. Special requests- you may or may not honor- your discretion
7. Trades will be done before you leave draft
8. No trade's tomorrow- NO EXCEPTIONS
9. Roster information
10. Uniform Logos
11. Dates to pick up equipment & schedule
12. Date fields are available for practice

COACHES ARE NOT REQUIRED TO HONOR SPECIAL REQUESTS FOR PLAYERS TO BE ON CERTAIN TEAMS, TO PLAY FOR CERTAIN

SPONSORS, TO PLAY FOR CERTAIN COACHES OR TO BE WITH CERTAIN OTHER PLAYERS.

SPECIAL REQUESTS ARE NOT GUARANTEED.

4.3 PLAYERS' DRAFT SCHEDULES

2018 **BASEBALL, SOFTBALL, T-BALL & COACH-PITCH DRAFT WEEKS**		
Player drafts will be held at **Baseball- Townsend Community Center & Softball- Townsend Community Center** All coaches should attend at your scheduled times. We will start promptly at each scheduled time. Anyone interested in coaching should contact Billy Craig at 327-4935		
Monday, March 5 - Townsend Center	**7-8 Year Olds COACH-PITCH BOYS BASEBALL**	6:00pm – 7:00pm
Monday, March 5, Townsend Center	**7-8 Year Olds COACH-PITCH GIRLS SOFTBALL**	7:00pm – 8:00pm
Tuesday, March 6, Townsend Center	**9-10 BOYS BASEBALL**	6:00pm – 7:00pm
Tuesday, March 6, Townsend Center	**9-10 GIRLS FAST-PITCH SOFTBALL**	7:00pm – 8:00pm
Thursday, March 8- Townsend Center	**11-12 BOYS BASEBALL**	6:00pm- 7:00pm
Thursday, March 8, Townsend Center	**11-12 GIRLS FAST- PITCH SOFTBALL**	6:00pm -7:00pm
Thursday, March 8, Townsend Center	**13-14 GIRLS FAST- PITCH SOFTBALL**	7:00pm – 8:00pm
Monday, March 12, Townsend Center	**4 YEAR OLDS T- Ball CO-ED**	6:00pm- 6:30pm
Monday, March 12, Townsend Center	**5-6 YEAR OLDS T- BALL GIRLS SOFTBALL**	6:00pm – 6:30pm
Monday, March 12, Townsend Center	**5-6 YEAR OLDS T- BALL BOYS BASEBALL**	6:30pm- 7:00pm

4.4 PLAYERS' DRAFT RULES

COACHES ARE NOT REQUIRED TO HONOR SPECIAL REQUESTS FOR PLAYERS TO BE ON CERTAIN TEAMS, TO PLAY FOR CERTAIN SPONSORS, TO PLAY FOR CERTAIN COACHES OR TO BE WITH CERTAIN OTHER PLAYERS.
SPECIAL REQUESTS ARE NOT GUARANTEED.

Each player registering for the CRD Summer Baseball/Softball Program will be drafted onto a team through an open draft system. The CRD has tried to create a fair and equitable draft system in order to establish fair and well-balanced teams. Therefore, do not try to persuade the CRD to make changes for personal gains or reasons. Remember that we are dealing with children and are providing for their recreation needs. The CRD will adhere to the following draft rules:

1. The person listed as Head Coach at the time of the draft will be required to coach the team And is the only person eligible on the team to become the All-Star Head Coach. Only the head coach or one team representative will be allowed at the player's draft. Parents and players will not be allowed to sit in during the player's draft - NO EXCEPTIONS. Parents, players or assistant coaches will be asked to leave the building during the draft times.
2. Each player will be drafted onto a team. The only exception is the head coach and sponsor Will automatically get their sibling(s). These are the only protected players. The head coach must immediately draft a protected player in the first round of drafts of their particular age group. Also, siblings will be drafted onto the same team unless requested to be separate. Siblings must be drafted immediately onto the team their sibling is drafted onto (the draftee sibling cannot be passed over until a later draft round). The sponsor's sibling(s) will be defined as the owner of the sponsoring business's sibling(s) or the manager of the sponsoring business's sibling(s). However, only the owner's sibling(s) will be protected if both a manager and owner's sibling(s) are involved. Employee's children of sponsoring businesses will not be protected.
3. Players will be drafted according to their league age.
4. The order in which players are drafted will be the oldest league age players first and the Youngest league age players last.
5. Players will be drafted onto teams in the areas of Lowndes County or the city where One lives on the day of the draft; however, at the discretion of the CRD, all players, regardless of location, may be drafted together. A player may choose to play in the city or county if this is indicated on their registration form. However, once drafted onto a team, their choice to play in the city or county will not be changed.

6. The order in which a team will draft players will be determined on the draft night by a random draw supervised by the CRD staff. After the first round of drafts, the order of draft will be reversed on every round following. Example (1, 2, 3, 4, 4, 3, 2, 1, 1, 2, 3, 4).
   Coaches are allowed no more than 3 minutes per draft selection.
7. After the draft is completed, coaches may choose to trade players within their area or league only and at the discretion of the CRD, and adhering to the following rules #8 through #10.
8. Coaches may trade only one player for one player, the same age for the same age.
   If special requests by the parents are written on the player's registration form, the coaches *may* try to honor these requests *if possible*. However, these requests do not have to be considered, except under the discretion of the CRD. Once the coaches leave the draft sites, *no more trades will be allowed*. The only exception - if some very unusual or extreme hardship has been overlooked or some mistake on the part of the CRD staff has been made. If this is the case, then the CRD staff will review the situation.
9. Trades because of personal conflicts between players, parents or coaches will not be allowed.
10. Once the coaches leave the draft sites, **no more trades will be allowed**; the only Exception: if some very unusual or extreme hardship has been overlooked or some mistake by the CRD staff has been made. If this is the case, then the CRD will review the situation.
11. The T-Ball Teams may not adhere to the above listed draft process and may be hand-picked At the discretion of the CPRA staff (exceptions: Rule #10 will be observed).

4.5 YOUNGER PLAYERS PLAYING UP

Younger players playing up to the next league age level **will not** be allowed. All players will play with their own age groups. The only exception to this rule would be as follows - A 6, 7, 8, 10 or 12 year old may be moved up to play with the next league age team for a game. The following requirements must be met:

A. Player moving up does not have a conflicting game.
B. Player may be from any area in the city or county (example, a city team may pick up a New Hope player).
C. Player must be 6, 7, 8, 10 or 12 year old league age.
D. A 6 year old T-Ball softball player being moved up, may be pitched to closer than 35 feet.
E. The next league age baseball/coach-pitch or fast-pitch softball team must have only 8 players and the next age slow-pitch/coach-pitch softball team must have only 9 players.
F. The team may pick up to the number of players required to play a regulation game plus 1 player(example- a baseball/coach-pitch or fast-pitch team needs 9 players for a regulation game and slow-pitch/coach-pitch softball needs 10 players for a regulation game. (Example, a coach with only 7 baseball or fast-pitch players may pick up 3 players or a coach with only 8 slow-pitch players may pick up 3 players).
G. The next league age baseball/softball team must start their existing rostered players.
H. The younger player moving up may not be used as only an EP in a slow-pitch game.
I. The player being asked to move up for the game must play - they are still under the

Provisions of the playing time rule.

J. The player being moved up must wear their rostered team's uniform when playing.

4.6 WARM UP BATS

Each CRD ball field is enclosed with chain link fencing. Players should swing bats and warm up bats inside the fenced fields. Coaches and parents are asked to help the CRD staff enforce this rule. ***NEVER SWING BATS OUTSIDE THE FENCED AREA.***

4.7 NO SOFT-TOSS OR PEPPER ON FENCES

No soft tossing or peppering is allowed on any CRD facilities. The practice of soft tossing a ball and allowing a batter to hit the ball into the CRD chain link fences has resulted in the destruction of fencing and causes the fencing to pull up from the ground; therefore allowing passed balls to go under the fencing during ball games. Anyone caught in the act of soft tossing or peppering will be asked to pay for any damage done to the fencing.

4.8 PROTESTS

Protests will not be considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.

1. On a misinterpretation of a playing rule, the protest must be made before the next pitch Or if on the last play of the game, before the umpires leave the playing field.
2. The game will be stopped at the point of the protest and will not resume until the protest Has been ruled on.
3. The protesting coach must ask the umpires to send for a CRD Staff member to rule on The protest.

DO NOT CONTINUE UNTIL YOU GET A CRD STAFF MEMBER.

4. The CRD staff member's protest ruling will be final.
5. No protest, except on player eligibility, will be honored after a game has been completed.
6. Player eligibility protests will be handled through the CRD Park Office.
7. Player eligibility protests must be put in writing and received by the CRD within forty-eight (48) Hours from the completion of the game.

4.9 RETURN OF FOUL BALLS

1. FOUL BALLS ARE THE PROPERTY OF THE CRD & not the property of a person who retrieves The ball. Balls are supplied for league games & teams at the start of the season.

2. The returning of foul balls will help to eliminate the purchase of additional balls; therefore, allowing the CRD to continue the practice of providing balls for all the teams.

4.10 ALL STAR SELECTION PROCESS

The CRD is involved in the selection of All Star players and coaches at the conclusion of our baseball and softball program. The CRD's responsibilities involve the following:

1. To assure the All Star Teams and players are properly registered.

2. To assure the All Star Team rosters are correct.
3. To assure birth certificates are legal.
4. The CRD does not provide any financial assistance for All Star uniforms or equipment.
5. The CRD will provide entry fees for an All Star Teams first tournament only. If an All Star Team advances to the next level of tournament play, the CRD will not provide another entry fee.
6. The CRD does not provide any transportation for All Star Teams, players, coaches or Parents.
7. The CRD does provide illuminated practice fields for All-Star Teams. It is the responsibility of the All-Star Head coach who is practicing, to make sure her or his lights are cut off following practice.
8. The CRD does not provide any insurance coverage for All Star Teams. All Star teams will be required to purchase their own accidental insurance coverage.
9. The CRD will provide affiliation player patches for each All Star Team.

The following process is used for the selection of All Star players and coaches:

I. BASEBALL ALL STAR COACH SELECTION

1. The person listed as head coach of a team at the time of the draft is the person eligible to Be the All Star Head Coach.
2. The league head coach with that league's best win/loss record as of the final games of the Day prior to the All Star selection date will be the All Star Head Coach of that league. The win/loss record will be based on the type of team make-up the coaches choose (Options are below under #6). If a rain out occurs on the day prior to the selection date, we would go back to the last day games are played to determine the Head Coach.
3. If a coach refuses the All Star Head Coach position, the position would go to that league's Next head coach with that league's best win/loss record.
4. The All Star Head Coach will be allowed to select one's choice of an All Star Coaching Staff Consisting of up to three (3) assistant coaches from within one's league. These three (3) coaches must be league head coaches or league assistant coaches. However, the number of coaches that may be in the dugout during an All Star game is governed by Dizzy Dean Baseball.
5. If the All Star Head Coach is ejected from a post-season game or is a no show, they will not be allowed to be an All Star Head or Assistant Coach the following season.
6. **OPTIONS FOR All STAR TEAM COMPOSITION-** These are the only 3 options allowed.

   Option #1- An Age Group League may choose to have a combined age group team (example- a 9-10 yr. old team or a 11-12 yr. old team) out of each Division (National and American)- thus having 2 All Star Teams, an American League Team and a National League Team. If you choose Option #1, then only your "Standings within Division Games" will count when deciding the Head Coaches (example- only the American League teams you have

played will be used to determine your standings to decide the American League Head Coach and same method will be used for National League).

Option #2- You may choose to have a single age group team (example- a 9 yr. old team and a 10 yr. old team or an 11 yr. old team and an 12 yr. old team) only from within the Age Group League- thus having 2 All Star Teams, an 11 yr. old Overall Team and an 12 yr. old Overall Team. If you choose Option #2, then "Standings Overall of Games" (all games played in and out of your Division) will be used to decide the Head Coaches.

Option #3- You may choose to have 2 All Star Teams from within the Age Group League (example- a 9-10 yr. old "A" Team and a 9-10 yr. old "B" Team or an 11-12 yr. old "A" Team and an 11-12 yr. old "B" Team). If you choose Option #3, then "Standings Overall of Games" (all games played in and out of your Division) will be used to decide the Head Coaches.

EACH HEAD COACH WILL HAVE 1 VOTE IN CHOOSING THE ALL STAR TEAM COMPOSITION

II. BASEBALL ALL STAR PLAYER SELECTION

The number of All Star teams that may be selected will be based on the CRD league Affiliation guidelines (Dizzy Dean Baseball).

1. The preferred roster size is 13 players per team. A head coach can pick 18 max. Players.
2. Each head coach in each league will be given a blank league All Star Nominees Ballot.
3. Each head coach will submit a ballot with one's nominees of up to, but not more than five (5) Players taken from one's league team (example, a coach could submit 1, 2, 3, 4 or 5 players).
4. A League All Star Ballot consisting of all the nominees will be compiled by the CRD staff.
5. On the All Star election night, each head coach will be given a League All Star Ballot.
6. Only head coaches will be allowed to attend the designated election night. <u>No parents, Players or assistant coaches</u> are invited to the designated election night. A head coach may allow another head coach from within one's league or one of his own assistant coaches to vote as their proxy.
7. Each head coach will vote by secret ballot for ten (10) All Star players.
8. A player must have the majority of votes to be elected to the All Star team.
9. A second vote (run off) may occur if some of the ten (10) All Star players are tied with Number of votes.
10. The CRD staff will tally the ballots.
11. The All Star Head Coach will pick (three) 3 players of one's choice from one's league to Complete the preferred 13 player roster. No alternate players will be voted on. It is strictly the All Star Head Coach's choice

    Who to select should another player become necessary to use.

III. BASEBALL ALL STAR SELECTION DATES

1. All Star Nominee Ballots will go out to each head coach by Memorial Day.

2. Nominations must be returned to the CRD Park Office 3 days prior to the designated All Star Selection night.
3. Nominations received after 5:00pm on this date will not be included in the voting process.
4. All Star election dates and meeting times will be announced by the CRD staff.

IV. SOFTBALL ALL STAR COACH SELECTION

1. The person listed as head coach at the time of the draft is the only person eligible on the Team to become the All Star Head Coach.
2. The league head coach with that league's best win/loss record as of the final games of the day prior to the All Star selection date will be the All Star Head Coach of that league. If a rain out occurs on the day prior to the selection date, we would go back to the last day games are played to determine the Head Coach.
3. If a coach refuses the All Star Head Coach position, the position would go to that league's Next head coach with that league's best win/loss record.
4. League coaches already participating as Tournament Team Coaches are not eligible to be All Star Head Coaches.
5. The All Star Head Coach will be allowed to select one's choice of an All Star Coaching Staff Consisting of up to three (3) assistant coaches from within one's league. These three (3) coaches must be league head coaches or league assistant coaches. However, the number of coaches that may be in the dugout during any post-season game is governed by ASA Softball.
6. If the All Star Head Coach is ejected from a post-season game or is a no show, they will not be allowed to be an All Star Head or Assistant Coach the following season.

V. SOFTBALL ALL STAR PLAYER SELECTION

1. If there are 8 or more teams in a league, the coaches in that league would vote to Determine if 1 or 2 All Star teams would be selected. If the coaches choose to have 2 teams, the league teams would be split into 2 divisions based on the best geographic distribution of teams as determined by the CRD Sport's Coordinator.
2. The preferred roster size is 14 players per team.
3. Each head coach in each league will be given a blank league All Star Nominees Ballot.
4. Each head coach will submit a ballot with one's nominees of up to, but not more than five (5) Players taken from one's league team (example, a coach could submit 1, 2, 3, 4, or 5 players).
5. League players already participating on Tournament Teams are not eligible to be All Star players.
6. If a parent wants their child to become eligible to be nominated as an All Star player, the Child must be removed from their existing tournament team. The parent must provide the CRD staff with proof of the child being removed from the Tournament Team.
7. A League All Star Ballot consisting of all the nominees will be compiled by the CRD.
8. On All Star election night, each head coach will be given a League All Star Ballot.

9. League players that are 15 years old are not eligible to be All Star players.
10. Only head coaches will be allowed to attend the designated election night. No parents, Players or assistant coaches are invited to the designated election night. A head coach may allow another head coach from within one's league or one of his own assistant coaches to vote as their proxy.
11. Each head coach will vote by secret ballot for ten (10) All Star players.
12. A player must have the majority of votes to be elected to the All Star team.
13. A second vote (run off) may occur if some of the ten (10) All Star players are tied with Number of votes. The CRD staff will tally the ballots.
14. The All Star Head Coach will pick four (4) players of one's choice from one's league to Complete the preferred fourteen (14) player roster. The four (4) players are strictly the choices of the All Star Head Coach and do not have to be All Star nominees.
15. No alternate players will be voted on. It is strictly the All Star Head Coach's choice who to Select should another player become necessary to use.

VI. SOFTBALL ALL STAR SELECTION DATES

1. All Star Nominee Ballots will go out to each head coach by Memorial Day. Nominations must be returned to the CRD Park Office 3 days prior to the designated All Star Selection night.
2. Nominations received after 5:00pm on this date will not be included in the voting process.
3. All Star election dates and meeting times will be announced by the CRD staff.

4.11 BASEBALL PLAYING RULES

OBSTRUCTION, INTERFERENCE & SLIDING RULES

These are rules that apply to all baseball leagues and all softball leagues.

A. **Protect the Offense-** When a fielder including the catcher, without the ball and not in The process of making a play, hinders or impedes a runner, **OBSTRUCTION HAS OCCURRED.** You award the runner the next base or if he is coming from 3rd base, you award him home.

B. **Protect the Defense-** A runner must always avoid interfering with a fielder who is Making a play, even if the fielder is in the base path. No runner may, by any action physical or Verbal, hinder or impede any defensive player. **INTERFERENCE HAS OCCURRED.** The runner Will be declared out, and all other runners will be returned to the bases they had legally occupied At the time of the interference.

C. A runner may never crash, collide or attempt to run over a fielder.

D. Interference is an act (physical or verbal) by the team at bat that interferes with, Obstructs, impedes or hinders any fielder attempting to make a play.

E. **Sliding-** A player **NEVER** has to **SLIDE**. But, if he or she does slide, it must be a legal slide.

A slide is illegal if:

1. The runner uses a rolling, cross-body or pop-up slide into a fielder,
2. Or the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position,
3. Or the runner slashes or kicks the fielder with either leg,
4. Or the runner tries to injure the fielder.

F. A runner may slide or run in a direction away from the fielder to avoid making contact or Altering the play of the fielder.

G. The runner may give himself up by allowing the fielder to tag him out without sliding.

4.11 A. T-BALL
4 YEAR OLD BOYS & GIRLS
5-6 YEAR OLD BOYS BASEBALL
5-6 YEAR OLD GIRLS SOFTBALL

1. A game is limited to three (3) total innings played or a one (1) hour time limit. The following procedure will be used to keep up with the 60 minute game time:
   a. Game times will be kept & observed by the League Supervisor's clock.
   b. At 6:00pm, the clock will begin running for all games scheduled at that time. These games will end at 7:00pm, regardless of whether the home or visiting team is at bat. You will be notified by the League Supervisors that the game time has expired. The teams should immediately leave the fields for the next games to begin. Any one refusing to leave the field once notified by the League Supervisors will be removed from the program.
   c. At 7:05pm, the 7:00pm games will begin and will end at 8:05pm.
   d. At 8:10pm, the 8:00pm games will begin and will end at 9:10pm.
   e. At 9:20pm, the lights will be turned off on the fields. This should allow parents, coaches and players ample time to leave the fields with lights for security.
2. Each team will bat all batters per inning. Outs will not be kept.
3. Each batter gets a maximum of three (3) swings to hit the ball into fair territory. Failure to hit the ball into fair territory within three (3) swings, then the batter is retired. No bunting is allowed. The wrist must be broken in the swing. If the batter hits just the tee, it is a strike or retires the batter if it occurs on the third swing. An eight (8) foot line will be drawn in front of home plate and the ball must be batted past the line (not to or on) to be a fair ball. These are judgment calls.

5-6 Year Old T-Ball Baseball & Softball Batting Option

3. A. A coach may choose to pitch only 3 pitches per batter to all players, any players or no players under the following rules:

A. If a coach chooses to not pitch to a player, then Rule 3. Above will apply.

b. Baseball- the pitch may be underhand or overhand.

c. Softball- the pitch must be underhand.

d. The pitcher may pitch 3 pitches only per batter. If the batter does not put the ball in Play using the 3 pitches, then the ball will be placed on the Batting Tee with 3 swings to Put the ball into play. If the ball is not put into play after the 3 batting T swings, then The batter will be retired.

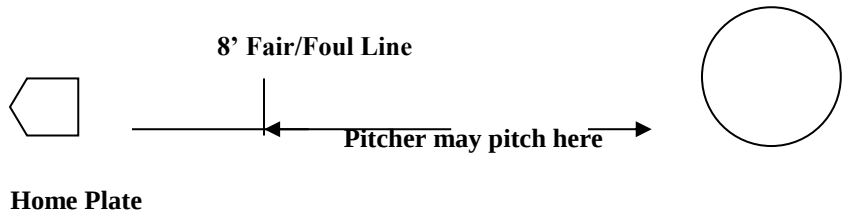
e. The pitcher may pitch anywhere from in front of the 8′ pitching circle to the 8′ fair/foul line drawn in front of the home plate. A straight line will be drawn from the pitching circle to the fair/foul line and the pitcher must keep one foot on or astraddle the straight pitching line.

f. The pitching coach must be outside the 8′ pitching circle- only the defensive pitcher will be in the 8′ pitching circle.

g. For safety purposes, no defensive catcher will be used. The coach assisting the batters will be the catcher.

h. The pitching coach must attempt to leave the field. The pitching coach that does not attempt to leave the field and interferes with the defensive player to keep him from making a play will cause the batter to be retired. No runners will advance.

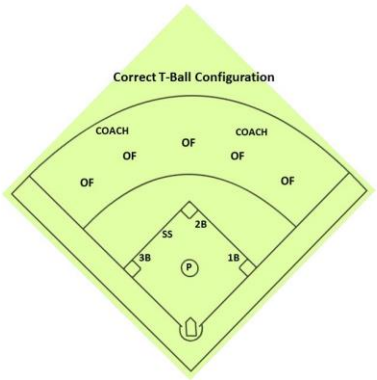
i. No bunting is allowed. The wrist must be broken in the swing.

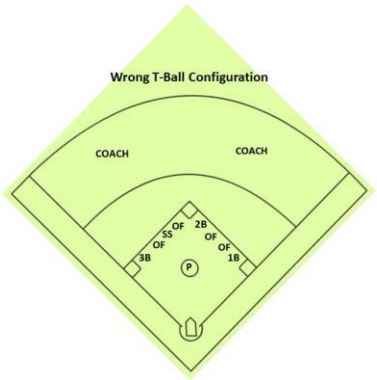


4. The batting order will consist of all players on the team roster and the batting order may not be changed during the game. All players must remain in the original batting order for that game.

5. All players on the roster will play in the field on defense. One (1) player must be at each infield position, but not inside the base running path before the ball is hit. Each team must have a pitcher at their position. An eight foot circle will be drawn around the pitching rubber and the pitcher must stay inside this circle until the ball is hit. For safety purposes, <u>no player</u> will be placed in the catcher's position.

6. Correct Defensive Positions





7. In the case of an injury during the game, the player may be excused without penalty for all Or part of the game and will be eligible to re-enter the game at any time. The opposing coach must be notified when a player is taken out and before re-entering the game. The player must re-enter in the same place in the batting order.

8. Time Out - Time out will be declared when a player, having possession of the ball,

Reaches the infield in fair territory (within the base lines) and the ball in hand is raised above the player's head and is not making an attempt to make a play on the lead runner. If the lead runner has been run back to a base and is safe, then time is automatically in effect. When time out is declared, runners will go to the nearest base. A runner may have advanced beyond the base - if that is the nearest base when time is called, one will be returned to that particular base. A base runner has to be at least half way down the base line to be given the next base. This is a judgment call.

9. A batter throwing the bat - first offense, the batter receives a team warning.
Second offense, any batter on that team throwing the bat is retired. Third offense by the same batter, the batter is retired and cannot bat for the remainder of the game, but can still play in the field. This is mandatory for safety. A warning should never be issued or a player should never be retired unless some player is placed in danger.

10. A batter will be retired when they fail to bat at their proper turn. This must be done before The next batter bats.

11. A runner who leaves the base too soon (before the ball is hit) is retired. No one advances. The batter gets the pitch over.

12. Interference - If a batted ball hits any coach on the field, the ball is dead and the pitch is Replayed.

13. Baseball Bats (Boys T-Ball League) - May be aluminum or wooden bats only.
Dizzy Dean, Babe Ruth, Little League or any official youth league bat is legal. The bat shall not be less than 25" nor more than 33" in length. The handle of the metal bat shall be no less than 3/4" diameter and the barrel no more than 2 3/4" in diameter. The knob on the metal bat handle must be permanently attached. A metal bat must be a safe, one-piece construction of hollow aluminum. Metal bats with "plugged" barrel ends must be manufactured so that the rubber, vinyl or other type "plug" is mechanically and permanently affixed to the bat. (The bats provided by the CRD will be aluminum T-Ball bats).

14. Softball Bats (Girls T-Ball League) - May be aluminum or wooden bats only. ASA,
Dixie Youth Softball, USSSA or any official youth league softball bat is legal. The bat shall not be less than 25" nor more than 34" in length. The bat shall not be more than 2 1/4" in diameter. The bat shall have a safety knob of a minimum of 1/4" protruding at a 90 degree angle from the handle. The bat may be marked OFFICIAL SOFTBALL by the manufacturer.

15. Each team may have four (4) adult coaches. Two (2) may be in the coaches boxes and two (2) In the dugout. On defense, two (2) coaches may be on the playing field, but must remain on the outfield grass at all times.

16. The offensive coaches are to keep all players in the dugout at all times, except the <u>batter and On deck batter.</u>

17. The coaches may position a batter in the batter's box.

18. The coaches may not touch or assist a base runner during a live ball. This will result in The base runner being retired.

19. A copy of the team line up with numbers must be turned in to the opposing coach.
20. No infield practice before games. Be ready to start on time.
21. No team may have a bat boy or girl (this is for safety and liability purposes).
22. Team listed first on the schedule shall sit in the dugout on the first base side of the playing Field.
23. Opposing coaches should meet 5 minutes prior to each game to toss the coin to determine who will be home team.
24. The teams should appoint 2 coaches per team to be responsible for close calls, preferably Those coaching bases and those helping on defense.
25. Base Dimensions - 55 feet.

DIZZY DEAN BASEBALL

4.11 B.

7 YEAR OLD & 8 YEAR OLD COACH-PITCH BASEBALL

Dizzy Dean Baseball is governed by Official Baseball Rules. Exceptions to the baseball rules are covered under the current Dizzy Dean Baseball rule book and the exceptions laid out under the CRD By-Laws.

BY LAWS

l. There will be a time limit of one hour. There will be a ten (10) minute grace period for the first Game. No inning may start after the time limit is up, unless the game is tied.

*While school is in session, CRD reserves the right to limit the game time to 50 minutes.

2. A team may use a 4th outfielder on defense, thus allowing a total of 10 defensive players To be on the playing field.

3. A team may start a game with eight (8) players. You may insert a player who arrives late at the bottom of the line-up. The late player does not have to arrive before you have batted through your line up one time. An out will not be registered in the 9th batting position - it will be skipped without penalty.

4. All outfielders must be in the outfield grass when the batter makes contact with a pitched ball.

5. A. 7 & 8 Boys Baseball League will play six (6) innings, unless the ten (10) run rule becomes effective after four (4) innings or the fifteen (15) run rule becomes effective after two (2) innings or the time limit becomes effective.

B. Once a team has scored 8 runs or recorded 3 outs in a half inning, then that half inning will be over.

Exception 1. If 5, 6 or 7 runs have been scored in a half inning and bases are loaded and a home run is hit, all the runs will be scored even though the 8 run maximum has been surpassed. The home run may be over the fence or a true in-the-park homerun, with no errors. Exception 2.

The 8 run rule will not be in effect after the 4th inning has been completed or during the last 5 minutes of the game, whichever comes first.

6. The pitcher may pitch anywhere from in front of the 20' foul arc to the pitching circle, he may not cross the foul line or enter the pitching circle. He must keep one foot on or astraddle the pitching-line. PENALTY: For not standing on or astraddle the pitching-line the defensive team will get the choice of the play or to re-bat.

7. The defensive player listed as pitcher will stay in the ten (10) foot circle until the ball is hit. The player may have one foot outside of the circle. PENALTY: Offense will get the choice of the play or to re-bat.

8. Each team may have four (4) adult coaches. Two (2) may be in the coaches boxes and two (2) in the dugout. On defense, one (1) coach may be in front of their team dugout and must remain in front of the dugout area or the umpires will restrict them to the dugout.

9. Pitcher Interference - If a batted ball hits the pitching coach on the field, the ball is dead and the pitch is replayed.

10. Pitcher interfering with a fielded ball - If a pitching coach interferes with a fielded ball, the Ball becomes dead and the batter or the base runner being played on will be declared out. Any runners advancing will be returned to the base occupied at the time of the interference. An example would be a pitcher fielding a batted ball and in an attempt to throw to first base for the force out, the pitching coach gets in the fielders line of throw.

11. Each batter gets five (5) pitches to hit. Failure to hit the ball within the five (5) pitches, then The batter is out, unless the 5th pitch is fouled, then the batter will continue to bat until he misses a pitch or hits the ball into fair territory. The batter still strikes out after missing 3 pitches. **Bunting is allowed**. (Refer to Dizzy Dean Rule 20:17). If a batter squares to bunt and then swings away, he will be called out. This is a safety issue.

12. The pitching coach may only coach the batter until he reaches first (1st) base or after he leaves third (3rd) base. The coach will be replaced after one warning of the violation.

13. The pitching coach must attempt to leave the field and try to pick up the batter's bat. The pitching coach that does not attempt to get off the field and interferes with the defensive player to keep him from making a play will cause the batter to be out. No runners will advance.

14. A batter throwing the bat - first offense, the batter receives a team warning. Second offense, any batter on that team throwing the bat is called out. Third offense by the same batter, the batter cannot bat for the remainder of the game, but can still play in the field. This is mandatory for safety. A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.

15. Playing Rule & Batting Rule - All players on a roster will be in the batting order and all players will bat.

A. When a player is entered in the line-up at the beginning of the game but because of injury or illness is unable to continue participation, this position in the batting order will be skipped without penalty.

B. When a player is in attendance at game time but is unable to participate because of injury or illness, this player will be listed in the batting order but skipped over without penalty.

C. Circumstances as in the above rules will be inserted by the player's name in the batting order by the official scorekeeper.

D. At game time, if either or both teams have less players than on the roster, the following apply:

1. List all players' names in the batting order with absent players listed at the end of the line up with absent recorded by their appropriate names by the scorekeeper.

2. When or if a player arrives after the game starts the manager must report to the official scorekeeper the name of the player and this player will be inserted into the proper batting order.

E. The penalty for violation shall be forfeiture of any game which all available players did not participate.

F. Each player must still play 3 defensive outs, unless the game is called because of the time limit and 3 complete innings were not played.

16. Each player must play one inning per game. One inning constitutes 3 defensive outs. Each player must start every third (3rd) ball game on defense*. Penalty: Forfeiture of ball game.

*If a team has 12 players and the other team has 14 players, the team with 14 players <u>must play</u> all 14 players on defense and offense in the game.

**A team that has 13 or more players will start his substitutes every fourth (4th) game.

17. Time Out - Time out will be called by the umpire when all play has ceased. If the lead runner has been run back to a base and is safe, then time is automatically in effect. Runners will not be allowed to "jockey" between bases, they must continue to the next base or return to the last base touched. The umpire's judgment is final and will not be questioned.

18. Home team will be determined by the flip of a coin.

19. No Infield Fly Rule will be used.

20. A batter **<u>may not</u>** be intentionally walked. The game is played for everyone to hit the ball.

21. Safety Rules - The following items are mandatory for a player to play: (a) Batting helmet for batters, base runners, on deck batters, pitchers and players coaching a base. (b) Catcher must wear a face mask with catcher's helmet, shin guards and chest protector.

22. Bats - Must be aluminum or wooden baseball bats only. Dizzy Dean, Babe Ruth or any official youth league bat is legal (REFER TO DIZZY DEAN BASEBALL RULE- EQUIPMENT-2.07). The bat shall not be less than 25" nor more than 33" in length. The handle of the metal bat shall be no less than 3/4" diameter and the barrel no more than 2 3/4" in diameter. The knob on the metal bat handle must be permanently attached. A metal bat must be a safe, one-piece construction of hollow aluminum. Metal bats with "plugged" barrel ends must be manufactured so that the rubber, vinyl or other type "plug" is mechanically and permanently affixed to the bat.

23. Balls – Shall be an official baseball provided by the CRD.

24. Field Dimensions - 60 ft. bases and the pitching circle will be (10) ten feet in diameter and the center will be forty-six (46) feet from the back of home plate. There will be a twenty (20)

foot chalked arc from the first (1st) base line to the third (3rd) base line in front of home plate. The ball must be on or past this line to be fair, if not a foul ball.

4.11 C.

9-10 YEAR OLD BASEBALL

1. (A) There will be a time limit of one hour and a half (1 1/2). There will be a ten (10) Minute grace period for the first game only. No inning may start after the time limit is up, unless the game is tied.

(B) The ten (10) run rule becomes effective after four (4) innings.

(C) The fifteen (15) run rule becomes effective after two (2) innings.

2. A pitcher will be under a pitch count as follows:

Daily Max	Required Rest	Required Rest	Required Rest	Required Rest	Required Rest
75	1-20 (0 Days)	21-35 (1 Day)	36-50 (2days)	51-65 (3 Days)	66 + (4 Days)

A pitcher once removed cannot return to pitch in the same game but can play anywhere in field.

A scorekeeper will keep up with pitches being thrown and record them.

3. A runner must slide legally into a base.
4. Home team will be determined by the flip of a coin.
5. Safety Rules - The following items are mandatory for a player to play: (a) Batting helmet

(b) Protective cup for all male players. OPTIONAL: Batting helmet with faceguard.

6. Walk Rule - Only one player per team may be walked home per inning, regardless of how

The base runners have reached base. Once the one runner has been walked home, the next batter must reach base by hitting the ball, being hit by a pitched ball or being called out in some way. Example: In the same inning, Batter A is walked, Batter B hits a single and Batter C is walked. The next batter, Batter D is walked. Batter A will now come home. Bases will still be loaded and the next batter is under the Walk Rule. This batter now hits a home run. The bases are now empty. Batter F walks, Batter G walks, Batter H walks. Now, the next batter is under the Walk Rule. Also, if the runner from third (3rd) base advances home on a passed ball or wild pitch, the batter is still under the Walk Rule. Once the walk rule is in effect and a pitcher pitches 4 balls to any batter under the walk rule, then the offensive team's coach will come to the mound to pitch to that batter. The coach will be allowed to pitch 3 pitches to that batter. If that batter is unable to hit one of the pitches, then that batter will be called out. Once the walk rule has been invoked in a team's half inning, the walk rule will remain in effect for that half inning. The offensive coach could be required to pitch to another batter during that half inning.

7. A team may start a game with eight (8) players. You may insert a player who arrives

Late at the bottom of the lineup. The late player does not have to arrive before you have batted through your line up one time. An out will not be registered in the 9th batting position - it will be skipped without penalty.

8. Playing Rule & Batting Rule - All players on a roster will be in the batting order and all Players will bat.

A. When a player is entered in the lineup at the beginning of the game but because of injury or illness is unable to continue participation, this position in the batting order will be skipped without penalty.

B. When a player is in attendance at game time but is unable to participate because of injury or illness, this player will be listed in the batting order but skipped over without penalty.

C. Such circumstances as in the above rules will be inserted by the player's name in the batting order by the official scorekeeper.

D. At game time, either or both teams have less players than on the roster, the following applies:

1. List all players' names in the batting order with absent players listed at the end of The lineup with absent recorded by their appropriate names by the scorekeeper.
2. When or if a player arrives after the game starts the manager must report to the official scorekeeper the name of the player and this player will be inserted into his/her proper batting order.

E. The penalty for violation shall be forfeiture of any game in which all available players did not participate.

F. Re-entry and substitution rules must still be observed.

G. Each player must still play 3 defensive outs, unless the game is called because of the time limit and 3 complete innings were not played.

1. Each player must play one inning per game. One inning constitutes 3 defensive outs. Each player must start every third (3rd) ball game on defense*. Penalty: Forfeiture of ball game.

   *If a team has 12 players and the other team has 14 players, the team with 14 players must play all 14 players on defense and offense in the game.

   **A team that has 13 or more players will start his substitutes every fourth (4th) game.

9. Bats may be 2- 3/4 inches or less in diameter at the thickest part and 36 inches or less in length (REFER TO DIZZY DEAN BASEBALL RULE- EQUIPMENT-2.07).

10. Local league rules #6, #7, and #8 above will not be used during post season tournaments (District, State and World Series tournaments). Tournament rules as per Dizzy Dean Baseball will be used during post season tournaments.

4.11 D.

11-12 YEAR OLD BASEBALL

1. (A) There will be a time limit of one hour and a half (1 1/2). There will be a ten (10) Minute grace period for the first game only. No inning may start after the time limit is up, unless the game is tied.

(B) The ten (10) run rule becomes effective after four (4) innings. (C) The fifteen (15) run rule becomes effective after two (2) innings.

2. A pitcher will be under a pitch count as Follows:

Daily Max	Required Rest	Required Rest	Required Rest	Required Rest	Required Rest
85	1-20 (0 days)	21-35 (1 Day)	36-50 (2 Days)	51-65 (3 Days)	66 + (4 days)

A pitcher once removed from the mound cannot return to pitch in the same game but can play anywhere in the field.

A scorekeeper will keep up with the pitch count and record pitches.

3. A runner must slide legally into a base.
4. Home team will be determined by the flip of a coin.
5. Safety Rules - The following items are mandatory for a player to play: (a) Batting helmet. (b) Protective cup for all male players. OPTIONAL: Batting helmets with face guards.
6. A team may start a game with eight (8) players. You may insert a player who arrives late at The bottom of the lineup. The late player <u>does not</u> have to arrive before you have batted through your line up one time. An out <u>will not</u> be registered in the 9th batting position - it will be skipped without penalty.
7. Playing Rule & Batting Rule - All players on a roster will be in the batting order and all Players will bat.

A. When a player is entered in the lineup at the beginning of the game but because of injury or illness is unable to continue participation, this position in the batting order will be skipped without penalty.

B. When a player is in attendance at game time but is unable to participate because of injury or illness, this player will be listed in the batting order but skipped over without penalty.

C. Such circumstances as in the above rules will be inserted by the player's name in the batting order by the official scorekeeper.

D. When at game time, either or both teams have less players than on the roster, the following will apply:

1. List all players' names in the batting order with absent players listed at the end of the line up with absent recorded by their appropriate names by the scorekeeper.
2. When or if a player arrives after the game starts the manager must report to the official scorekeeper the name of the player and this player will be inserted into his/her proper batting order.

E. The penalty for violation shall be forfeiture of any game in which all available players did not participate.

F. Re-entry and substitution rules must still be observed.

G. Each player must still play 3 defensive outs, unless the game is called because of the time limit and 3 complete innings were not played.

H. Each player must play one inning per game. One inning constitutes 3 defensive outs. Each player must start every third (3rd) ball game on defense*. Penalty: Forfeiture of ball game.

*If a team has 12 players and the other team has 14 players, the team with 14 players must play all 14 players on defense and offense in the game.

**A team that has 13 or more players will start his substitutes every fourth (4th) game.

8. Local league rules #6 and #7 above will not be used during post season tournaments (District, State and World Series tournaments). Tournament rules as per Dizzy Dean Baseball will be used during post season tournaments.

9. Bats may be 2- 3/4 inches or less in diameter at the thickest part and 36 inches or less in length (REFER TO DIZZY DEAN BASEBALL RULE- EQUIPMENT-2.07).

10. Base runners may lead off of all bases and may steal any base. Pitchers will be eligible to balk. A balk is an illegal act committed by the pitcher with a runner(s) on base that entitles each runner to advance one base. When a pitcher commits a balk, the ball becomes dead immediately.

PITCHING REGULATIONS

I. The pitcher shall pitch while facing the batter from either a wind-up or a set position. The position of his feet determines whether he will pitch from the wind-up or the set position. He shall take his sign from the catcher with his pivot foot in contact with the pitcher's rubber. The pitching regulations begin when he intentionally contacts the pitching rubber. Turning the shoulders to check runners while in contact with the pitcher's rubber is a balk. He shall not make a quick return pitch in an attempt to catch a batter off balance. The catcher must have both feet in the catcher's box at the time of the pitch.

II. For the Wind-up Position, the pitcher is not restricted as to how he shall hold the ball. When the hands are separated or the pitcher brings his hands together and the pitcher is in contact with the pitcher's rubber, the pitcher shall continue his pitching motion. The pitcher's non-pivot foot must be in any position on or behind a line extending through the front edge of the pitcher's rubber. He is limited to not more than two pumps or rotations. After he starts his movement to pitch, he must continue the motion without interruption or alteration. With his feet in the wind-up position, the pitcher may only deliver a pitch or step backward off of the pitching rubber with his pivot foot. After the pitcher has placed his pivot foot clearly behind the rubber, he has the right to change to the set position or throw or feint to a base the same as that of any infielder. During delivery, he may lift his non-pivot foot in a step forward, or in a step backward and a step forward, but he shall not otherwise lift either foot.

III. For the Set Position, the pitcher shall have the ball in either his gloved hand or his

Pitching hand. His pitching hand shall be down at his side or behind his back. Before starting his delivery, he shall stand with his entire non-pivot foot in front of a line extending through the front edge of the pitcher's rubber and with his entire pivot foot in contact with or directly in front of the pitcher's rubber. He shall go to the set position without interruption and in one continuous motion. He shall come to a complete and discernible stop (a change of direction is not considered an acceptable stop) with the ball in both hands in front of the body and below the chin. Natural preliminary motions such as only one stretch may be made. During these preliminaries and during the set position until a delivery motion occurs, the pitcher may turn on his pivot foot or lift it in a jump turn to step with the non-pivot foot toward a base while throwing or feinting, or he may lift his pivot foot in a step backward off the rubber which must be in or partially within the length of the pitcher's rubber. In order to change to the wind-up position, he must first step clearly backward off the pitcher's rubber with his pivot foot first. After the pitcher has placed his pivot foot on the ground clearly behind the plate, he also has the right to throw or feint to a base the same as that of any other infielder.

YOUTH SOFTBALL

4.11 E. 7-8 YEAR OLD COACH-PITCH SOFTBALL

Youth softball is governed by ASA Softball Rules. Exceptions to ASA softball rules are covered under the CRD By-Laws.

BY-LAWS

1. There will be a time limit of one hour. There will be a ten (10) minute grace period for the First game. No inning may start after the time limit is up, unless the game is tied.
*While school is in session, CRD reserves the right to limit the game time to 50 minutes if it becomes necessary.

2. A team may start a game with nine (9) players. You may insert a player who arrives late at The bottom of the line-up. The late player does not have to arrive before a team has batted through your line up one time. An out will not be registered in the 10th batting position - it will be skipped without penalty.

3. All rostered players on each team will be listed in the batting order. Any eleven (11) players May play on defense, thus allowing 5 outfielders. If teams have different numbers of rostered players, the team with more players may elect to bat only the number of players as on the other team; then the remaining players will be substituted for the starting players. (Example: Team A has 12 rostered players and Team B has 14 rostered players- Team B may choose to hit only 12 players. Team B must play the 2 players who do not start the game as per RULE 3.27 PLAYING TIME REQUIREMENTS). Penalty for failure to play a player will be forfeiture of the ball game.

4. All outfielders must be in the grass of the outfield when the batter makes contact with a Pitched ball.

5. When the pitch is released, the team pitcher must be within 3 feet to the left or right or Back of the pitching rubber, not in front of the pitching rubber.

6. A. 7-8 Girls softball league will play seven (7) innings, unless the ten (10) run rule becomes effective after five (5) innings or the fifteen (15) run rule becomes effective after three (3) innings or the time limit becomes effective.

B. Once a team has scored 8 runs or recorded 3 outs in a half inning, then that half inning Will be over. Exception 1. If 5, 6 or 7 runs have been scored in a half inning and bases are loaded and a home run is hit, all the runs will be scored even though the 8 run maximum has been surpassed. The home run may be over the fence or a true in-the-park home run, with no errors. Exception 2. The 8 run rule will not be in effect after the 4th inning has been completed or during the last 5 minutes of the game, whichever comes first.

7. The pitch must be a legal pitch (moderate speed, not excessive speed).

8. The pitching coach will pitch to his own team and he must be in contact with the pitching Rubber when the pitch is released.

9. If the umpire judges the pitch to be an illegal pitch, the ball is declared dead immediately And a strike is called on the batter.

10. Each team may have four (4) adult coaches. Two (2) may be in the coaches boxes and two (2) In the dugout. On defense, a team may place one coach on the outfield grass for the purpose of coaching the defensive players only. The defensive coach may coach any of his defensive players in the same manner as he would coach from the dugout. If the defensive coach does not stay on the outfield grass, one would be removed from the position for the remainder of the game. If a coach is removed from the defensive coaching position, another one of the team's coaches will be allowed to become the defensive coach. All rules concerning interference or obstruction will apply to the defensive coach.

11. Pitcher Interference - If a batted ball hits the pitching coach on the field, the ball is Dead and the pitch is replayed.

12. Pitcher interfering with a fielded ball - If a pitching coach interferes with a fielded ball, the Ball becomes dead and the batter or the base runner being played on will be declared out. Any runners advancing will be returned to the base occupied at the time of the interference. An example would be a pitcher fielding a batted ball and in an attempt to throw to first base for the force out, the pitching coach gets in the fielders line of throw.

13. Each batter gets five (5) pitches to hit the ball into fair territory. Failure to hit the ball into Fair territory within the five (5) pitches, then the batter is out. The batter still strikes out after missing 3 pitches. No bunting is allowed and the wrist must be broken in the swing.

14. The pitching coach may only coach the batter until she reaches first (1st) base or after she leaves third (3rd) base. The coach will be replaced after one warning of the violation.

15. The pitching coach must attempt to leave the field and try to pick up the batter's bat. The pitching coach that does not attempt to get off the field and interferes with the defensive player to keep her from making a play will cause the batter to be out. No runners will advance.

16. A batter throwing the bat - first offense, the batter receives a team warning. Second

Offense, any batter on that team throwing the bat is called out. Third offense by the same batter, the batter cannot bat for the remainder of the game, but can still play in the field. This is mandatory for safety. A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.

17. No Infield Fly Rule will be used.

18. Playing Rule & Batting Rule - All players on a roster will be in the batting order and all players will bat.

A. When a player is entered in the line-up at the beginning of the game but because of injury or illness is unable to continue participation, this position in the batting order will be skipped without penalty.

B. When a player is in attendance at game time but is unable to participate because of injury or illness, this player will be listed in the batting order but skipped over without penalty.

C. Such circumstances as in the above rules will be inserted by the player's name in the batting order by the official scorekeeper.

D. When at game time, either or both teams have less players than on the roster, the following apply:

1. List all players' names in the batting order with absent players listed at
The end of the line up with absent recorded by their appropriate names by the scorekeeper.

2. When or if a player arrives after the game starts the manager must report to the official scorekeeper the name of the player and this player will be inserted into his/her proper batting order.

E. The penalty for violation shall be forfeiture of any game in which all available players did not participate.

F. Each player must still play 3 defensive outs, unless the game is called because of the time limit and 3 complete innings were not played.

1. Each player must play one inning per game. One inning constitutes 3 defensive outs. Each player must start every third (3rd) ball game on defense*. Penalty: Forfeiture of ball game.

*If a team has 12 players and the other team has 14 players, the team with 14 players <u>must play</u> all 14 players on defense and offense in the game.

**A team that has 13 or more players will start his substitutes every fourth (4th) game.

19. Time Out - Time out will be called by the umpire when all play has ceased. If the lead runner has been run back to a base and is safe, then time is automatically in effect. Runners will not be allowed to "jockey" between bases, they must continue to the next base or return to the last base touched. The umpire's judgment is final and will not be questioned.

20. Home team will be determined by the flip of a coin.

21. Umpires will be used for this league.

22. Safety Rules - The following items are mandatory for a player to play: (a) Batting helmet for batters, base runners, on deck batters and players coaching a base. (b) Catcher must wear a

face mask and catcher's helmet or a batting helmet with faceguard (shin guards and chest protectors are optional).

23. Field Dimensions - 60 ft. bases and 35 ft. pitching distance.

4.11 F.

FAST-PITCH RECREATION LEAGUE SOFTBALL

9-10 YEAR OLD FAST-PITCH SOFTBALL

11-12 YEAR OLD FAST-PITCH SOFTBALL

13-14 YEAR OLD FAST-PITCH SOFTBALL

Youth softball is governed by ASA Softball Rules. Exceptions to the ASA softball rules are covered under the CRD By-Laws.

1. There will be a time limit of one 1 hour and fifteen (15) minutes. There will be a ten (10) minute grace period for the first game. No inning may start after the time limit is up, unless the game is tied.
2. A team may start a game with eight (8) players. You may insert a player who arrives late at the bottom of the line-up. The late player does not have to arrive before you have batted through your line up one time. An out will not be registered in the 9th batting position- it will be skipped without penalty.
3. All fast-pitch softball leagues will play with three (3) outfielders (Exception: 9-10 Year Old Leagues may use a 4th outfielder).
4. Fast-pitch softball leagues will play seven (7) innings, unless the eight (8) run rule becomes effective after five (5) innings or twelve (12) run rule becomes effective after four (4) innings or fifteen (15) after 3 or the time limit becomes effective.
5. All players must play as per Rule 3.27. PLAYING TIME REQUIREMENTS.
6. Any player, whether a starter or substitute, who has been removed from a game may be Re-entered into the game one time and must occupy the same position in the batting order they were originally in. All pitching regulations must still be observed.
7. A batter throwing the bat - first offense, the batter receives a team warning. Second offense, any batter on that team throwing the bat is called out. Third offense by the same batter, the batter cannot bat for the remainder of the game, but can still play in the field. This is mandatory for safety. A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.
8. Home team will be determined by the flip of a coin.
9. Safety Rules - The following items are mandatory for a player to play: (a) Batting helmet with a securely fastened NOCSAE approved face mask guard & an attached chin strap for batters, base runners, on deck batters & players coaching a base. (b) Catcher must wear a face mask attached to an approved catcher's helmet with ear flaps and throat guard or a hockey-type catcher's helmet. Shin guards and chest protectors are required.

10. **9-10 FAST-PITCH ONLY HITTING & LINE-UP-** (A) All players on the roster will be in the batting order and all players will bat- NO EXCEPTIONS. (B) A team may use a 4th outfielder. It must be indicated on the line-up card at the start of the game.
11. **9-10 FAST-PITCH ONLY PITCHING MACHINE PROCEDURES-** (A) The pitching machine will be set at 35 mph. (B) The offensive team coach will be responsible for feeding the balls into the machine for their team when they are hitting. (C) Each batter gets five (5) pitches to hit. A batter will strike out on the 3rd missed pitch. Failure to hit the ball within the five (5) pitches, then the batter is out, unless the fifth pitch is fouled, then the batter will continue to bat until she misses a pitch or hits the ball into fair territory. (D) At a point midway in the season, then the pitching machine will not be used and batters will face live pitchers (at this time, the Walk Rule will become effective).
12. **9-10 FAST-PITCH ONLY WALK RULE**- Only one player per team may be walked Home per inning, regardless of how the base runners have reached base. Once the one runner has been walked home, the next batter must reach base by hitting the ball, being hit by a pitched ball or being called out in some way. Example: In the same inning, Batter A is walked, Batter B hits a single and Batter C is walked. The next batter, Batter D is walked. Batter A will now come home. Bases will still be loaded and the next batter is under the Walk Rule. This batter now hits a home run. The bases are now empty. Batter F walks, Batter G walks, Batter H walks. Now, the next batter is under the Walk Rule. Once the walk rule is in effect and a pitcher pitches 4 balls to any batter under the walk rule, then the offensive team's coach will come to the mound to pitch to that batter. The coach will be allowed to pitch 3 pitches to that batter. If that batter is unable to hit one of the pitches, then that batter will be called out. Once the walk rule has been invoked in a team's half inning, the walk rule will remain in effect for that half inning. The offensive coach could be required to pitch to another batter during that half inning.
13. **11-12 & 13-14 FAST-PITCH ONLY EXTRA PLAYER RULE-** (A) a team may use an Extra Player (EP) which would mean 10 players on the line-up card. (B) It must be indicated on the line-up card at the start of the game. (C) The team must end the game with 10 players or play using the short-handed rule. (D) All 10 players bat, but only 9 players will play defense. (E) Defensive changes may be made at any time; however, the batting order may not change. (F) The EP must remain in the same position in the batting order.

9-10, 11-12 & 13-14 FAST-PITCH RUNS-PER-INNING RULE- Once a team has scored 5 runs or recorded 3 outs in a half inning, then that half inning
Will be over. Exception 1. If 2, 3 or 4 runs have been scored in a half inning and bases are loaded and a home run is hit, all the runs will be scored even though the 5 run maximum has been surpassed. The home run may be over the fence or a true in-the-park home run, with no errors. Exception 2. The 5 run rule will not be in effect after the

4th inning has been completed or during the last 5 minutes of the game, whichever comes first.

14. In the event of a tie game at the end of regular play (7 innings or time limit) the ASA International tie breaker rule will go into effect.
15. Stealing home will be allowed for all leagues EXCEPT the 9-10 year old fast-pitch league.
16. Playing Dimensions- **(A)** 9-10 Fast-Pitch: 60 ft. bases and 35 ft. pitching distance. **(B)** 11-12 & 13-14 Fast-Pitch: 60 ft. bases and 40 ft. pitching distance.
17. Ball Sizes- **(A)** 9-10 Fast-Pitch: 11" Optic Yellow/Red Stitch core .47/375 compression. **(B)** 11-12 & 13-14 Fast-Pitch: 12" Optic Yellow/Red Stitch core .47/375 compression.

4.11 G.
SOFTBALL SHORT-HANDED PLAYING RULE

To start a game: 1-A game may begin/finish with one less than the required to start game.

A. All FP Softball requires nine (9) to start, but may start with eight (8) players.

B. All SP Softball requires ten (10) to start, but may start with nine (9) players.

2-The vacant position must be listed last in the batting order and the late player does not Have to arrive before you have batted through your line up one time. An out <u>will not</u> be taken When the last position in the batting order appears- it will be skipped without penalty.

To continue a game once started with a full team listed on the batting order:

1-If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the lineup whenever a player leaves the game for any reason. Under no circumstances shall a team be permitted to bat less than the number of players required to start a game (SP- 9 players, FP- 8 players).

2-If playing shorthanded, and a substitute arrives, the substitute must be inserted Immediately into the vacant spot. If the substitute refuses to enter for any reason, that player becomes ineligible the remainder of the game. If the player leaving the game is a runner or batter, the runner or batter shall be out.

3-When the player who has left the game is scheduled to bat, an out will be declared for Each turn at bat. An inning or game can end with an automatic out. The player who has left the game cannot return to the lineup.

EXCEPTION: A player who has left the game under the blood rule may return even after Missing a turn at bat. This turn at bat <u>will not</u> be declared an out.

4-Failure to have the required number of eligible players to start or continue a game will Result in a forfeiture.

4.12
<u>ADULT SOFTBALL</u>
OPEN & CHURCH LEAGUES- MEN & WOMEN

Adult softball is governed by ASA Softball rules. Exceptions to the ASA Softball rules are covered under the CRD By-Laws.

4.12 A. COACHES' MEETING		
The following meeting will be held at the **Townsend Community Center** All coaches should attend at your scheduled times		
Thursday, January 25th	**Open & Church, Men & Women**	**6:00 – 6:30pm**

4.12 B. ENTRY FEE	
Entry Fees: Men and Women. $385.00 for a 12 game schedule plus a Double Elimination Season Ending Tournament.	
Entry Fee Deadline: Friday, March 23th, 2018, by 5:00pm at the Propst Park Office.	
Trophies:	*LEAGUE AWARDS*: League Champion: 1- Team Plaque plus T-Shirt for each rostered player & coach League Runner-Up: 1- Team Plaque *SEASON ENDING TOURNAMENT AWARDS*: Tournament Champion: 1- Team Plaque Tournament Runner-Up: 1- Team Plaque

4.12 C.
ADULT ROSTER PROCEDURE

Rosters will no longer be given to coaches to take and get signatures. All rosters will remain in the CRD possession. Rosters will be available at the ball fields and at the CRD Park Office. Rosters must be signed by a player before the first ball game they will play in. In order to sign a roster, you will be required to show a picture ID or Driver's License, once you have been identified, you will be allowed to sign the roster. Church League players from smaller churches that do not have teams will be required to bring the CHURCH SOFTBALL PLAYER PERMISSION FORM with the required pastor/minister signatures (See BY-LAWS #2, #4, #5, #7 and #13 below).

ADULT SOFTBALL BY-LAWS

1. **Church**- Our mission is to offer an opportunity for churches to compete in the game of softball in a Christian environment. We want teams in this league to enjoy a great sense of Christian togetherness as they compete in a sport they enjoy playing. We have attempted to set the rules and by-laws of the league to help insure the Christian flavor of the league.

2. **Church**- a Church-Member Player is defined as anyone who is on your church rolls. A Church-Member Player must be a member and attend the church.
3. **Church**- A church team must have a minimum of 10 rostered players from their church in order to play in the CRD Church League.
4. **Church**- A letter on church logo stationary with a list of the **Church-Member Players Only** listed and attesting they are members of the church must be signed by the pastor/minister. This letter is due before the start of the team's **second** scheduled ball game.
5. **Church**- New members moving into town or any member wishing to play after the league begins play may be added to the roster by showing the proper picture identification and requested by letter from the pastor/minister.
6. **Church**- In the case of smaller church congregations. Some churches are too small to form a team. In this case, players from these smaller churches may play for other church teams.
7. **Church**- In the case of smaller church players, the pastor/minister of the smaller church and the church softball team's pastor/minister must sign and complete the "CHURCH SOFTBALL PLAYER PERMISSION" form provided by the CRD for every player that is not a member of the church team. These forms will be attached to the church roster of the team the smaller church players will be playing for. Players without this form on file with the CRD are considered illegal players.
8. **Church**- Men's Church League teams will be divided into 2 divisions when the end of season tournament starts. (A "Gold" Division and a "Silver" Division). The divisions will be based on the teams' win/loss league record.
9. **Open & Church**- A team can have up to <u>20 players</u> on a roster (the team manager is also considered a player, thus giving you 21 players).
10. **Open & Church**- Rosters are considered complete at any time during the season when you have 20 signed players on the roster (21 with your team manager). You **<u>may not</u>** add any players during post season tournament play. (Example - with one game left in the regular season, Team A has 3 vacant slots on the roster. Team A may pick up and sign 3 players to his roster. The roster would now be considered complete).
11. **Open & Church**- Once your roster has been completed, players on the roster **<u>can</u>** be scratched and replaced by another player.
12. **Open & Church**- Once the league has started, and a player has signed a roster, their name may not be scratched from the roster and placed on another roster.
13. **Open & Church**- All players must sign the roster and Managers must sign the manager's statement.
14. **Open & Church**- Game time is forfeit time, except for the first game which will have a 10 minute grace period. The team arriving late may not be listed as the home team, but must be listed as the visitor's team. The game will start with a score of: home 3 and visitors 0

runs and with 50 minutes to play or the time left remaining from the time the late team arrives to play the game (example: 51, 52, 53, 54, 55, 56, 57, 58, or 59 minutes).

15. **Open & Church**- Each game will have a one (1) hour time limit. Each game will finish the inning they are playing if necessary.
16. **Open & Church**- Twenty-one (21) run rule after three (3) innings or ten (10) run rule after five (5) innings will be mandatory.
17. **Open & Church**- Home team will be determined by a flip of the coin before the game.
18. **Open & Church**- Lineups must be turned in ten (10) minutes before the game time. The umpires will be instructed to play ball as soon as the previous game is completed and provided it is game time. A team is not required to begin play before their game time. However, if both teams are at the field, they should be ready to play.
19. **Open & Church**- *Each team will hit its own optic yellow ball only (men- core .52 with 300 and women- core.52 with 300 compression and stamped with the ASA Certification Logo).* If the umpire cannot read the stamped information, the ball will be removed from the game. Any other ball found in use during league play will result in a forfeit by the team using it.
20. **Open & Church**- The only bats allowed in play must be on the ASA approved bat list. (Go to www.softball.org to view the list). All bats will be compression tested 30 minutes before the first league games and 30 minutes prior to the start of the season ending tournament. You may have your bat tested at the CRD Park Office prior to the first league games. Bats may be randomly tested during the season and may be tested anytime at the request of the staff or umpires. PENALTY- ASA Rule 7- Section 6.B.C.D.E. & Rules Supplement 4.A.B.C.
21. **Open & Church**- An illegal player is:
    (a) A player who has signed two different league team rosters.
    (b) A player playing with a league team and their signature is not on the team roster.
    (c) A player who has been removed from the league by the CRD staff.
    (d) A player who is under the age of 16 years old.
    (e) A player who has been banned from participation in CRD programs.
    (f) A player who is found switching teams.
    (g) A player who is not in good standing with the ASA.
    (h) A player who does not have a "CHURCH SOFTBALL PLAYER PERMISSION" form on file with the CRD.
22. **Open & Church**- Protest of player eligibility can be made or appealed at any time by any league coaches or the CRD staff.
23. **Open & Church**- If an illegal player is found in the CRD League, any games they played in will be forfeited by the team they illegally played for & the player removed from the league.
24. **Open & Church**- Once an illegal player has been removed from a team, the team will be given a warning. If after the warning, other players are found to be illegal on the team, the team will be removed from the league. The warning should allow a team to clean up its roster of any illegal players.

25. **Open & Church**- Once the season begins, a player may not switch teams. Any player found switching teams will be removed from the league and any games of any and all teams they played with will be forfeited. Likewise, anyone whose name is found on two different team rosters will not be allowed to play in the league.
26. **Open & Church**- Adult playing age begins at age 16. A player must turn 16 years old before the CRD Adult League regular and post seasons are completed. They may be playing in a CRD Youth League.
27. **Open & Church**- If a coach or player is ejected from a ball game, one will be suspended for **TWO (2) games.** On the 2nd ejection, one will be removed for the season. The suspension will be served during the next team games of the ejected coach or player. One will have the right to a hearing before the CRD Executive Director and Athletic Coordinator to determine if the ejection was properly justified.
28. **Open & Church**- Fighting is prohibited. Physical altercations will not be tolerated and warrant immediate ejection. If you are caught fighting in the league or if you are ejected from a game for fighting, you will be removed from the league immediately without a hearing. The CRD staff will determine the length of time one will be suspended from the CRD Programs.
29. **Open & Church**- Control of language. Each individual is responsible for their language. It should be respectful to authority and other participants. It should be representative of the wholesome atmosphere desired by the CRD. Participants should be considerate of children who are present as spectators at the games. Umpires and the CRD staff have the authority to determine what language is offensive. **Swearing directly** at umpires, staff, fans, opposing players or fellow participants will not be tolerated and will result in an immediate ejection. **Non-direct swearing** will warrant a warning; and a second offense will result in an ejection.
30. **Open & Church**- Respect for authority. Umpires, scorekeepers and staff are agents of the CPRA and the final authority when it comes to the rules of the game. These people should be treated with respect at all times. Objections and protests can be lodged respectfully.
31. **Open & Church**- A team may start a game with nine (9) players. Any player inserted after the game starts will go to the bottom of the lineup. Each time the 10th batting slot comes up, it is an automatic out. Once a player arrives for the game, they may be inserted into the lineup in the 10th batting slot. The late player <u>does not</u> have to arrive before you have batted through your line up one time.
32. **Open & Church**- Home Run Rule - Six (6) home runs. The batter is ruled out for any in excess. Any over the fence home run or four base award, you do not have to run the bases and any base runners do not have to run the bases.
33. **Open & Church**- Rain outs may be played on Wednesdays, Fridays or at the end of regular season. It is your responsibility to find out exact dates and times that your rain out games will be played.

a. **Open & Church**- *ALL ADULT SLOW-PITCH- Runners may advance when the ball reaches home plate, or if the pitcher has the ball and is not in the vicinity of the pitching rubber. The ball remains alive until the pitcher has possession of the ball in the infield and all immediate play has been completed. Runners not advancing return to the last base legally touched.* ***(EXCEPTION: NO STEALING WILL BE ALLOWED IN ANY GAMES PLAYED WITH WOMEN'S CHURCH TEAMS)***

b. Runners may not advance if the pitched ball hits the batter, the ground before Reaching the front edge of home plate, or home plate. The ball is dead and a ball is awarded to the batter.

c. The pitcher may cover any base on an attempted put out and if a play is being made on A runner off the base, the ball remains live.

d. *The above will apply for both legal and illegal pitches.*

e. *A pitched ball that hits behind home plate and strikes the umpire, or a thrown ball by The catcher that hits the umpire, remains live and runners may advance.*

34. **Open & Church**- Uniforms - Team jerseys must be alike - NO EXCEPTIONS.
35. **Open & Church**- Uniform Numbers - An Arabic whole number (0-99), at least six (6 inches high must be worn on the back of all uniform shirts. No players on the same team may wear identical numbers. (Numbers 0 and 00 or 3 and 03 **are not** identical numbers). Players without numbers will not be permitted to play. There is no penalty for a player wearing a wrong number or a duplicate number. Correct the number in the score book or have the players change shirts in case of duplication, and continue play.
36. **Open & Church**- Shoes - No metal spikes are allowed in CRD adult leagues.
37. **Open & Church**- One may play in two different CRD Leagues. (Example, one can play in the Men's Open and the Men's "A" Church League also). One ***may not*** play in the Men's Church "A" League and the Men's Church "B" League.

CHURCH LEAGUE COURTESY RUNNER RULES

38. A player who has made the last team out may be used as the courtesy runner for any player On their team.
39. The last out does not necessarily mean the last out of the prior inning. It could be the last out of the current inning.
42. This is the only player who can be used as a courtesy runner.
43. The courtesy runner must be reported to the umpire.
44. If a courtesy runner violates any of the above rules, they will be removed from the base When discovered. The umpires or the opposing coach may make the discovery.
45. If the violation is discovered after the courtesy runner has scored or has been put out, the Runner will be considered a legal courtesy runner and all play they were involved in will be legal.

4.13 PLAYING FIELD DIMENSIONS

BASEBALL

DIMENSIONS	T-Ball	Coach-Pitch	9-10BB	11-12BB	13BB	14-15BB
Fence Distance	150'	200'	200'	250'	285'	290'
Base Distance	55'	60'	60'	70'	80'	90'
Pitching Distance	35' with an 8'circle	From 20' foul line to the pitching circle	46'	50'	54'	60'6"

SLOW-PITCH SOFTBALL

DIMENSIONS	T-Ball SB	7-8 C-P	9-10SP	11-12SP	13-15SP	Adult
Fence Distance	150'	225'	225'	225'	225'	310'
Base Distance	55'	60'	60'	60'	65'	70'
Pitching Distance	35' with an 8' circle	35'	40'	46'	50'	50'

FAST-PITCH SOFTBALL

DIMENSIONS	9-10FP	11-12FP	13-14FP			
Fence Distance	225'	225'	225'			
Base Distance	60'	60'	60'			
Pitching Distance	35'	40'	40'			

PART V. SOCCER INFORMATION

5.1 AFFILIATIONS

The Columbus-Lowndes Recreation Authority is affiliated with the Mississippi Soccer Association (MSA) and the United States Youth Soccer Association (USYSA).

5.1 A. SOCCER COACHES' & REFEREES' MEETINGS

The following meetings will be held at the **Townsend Community Center** All coaches should attend at your scheduled times		
Thursday, July 19th	All Soccer Coaches	6:00pm- 7:00pm
Thursday, July 19th	All Soccer Referees	7:00pm- 8:00pm

5.1 B. SOCCER PLAYERS' SELECTION SCHEDULES **2018**		
Player selections will be held at **Townsend Community Center** All coaches should attend at your scheduled times. We will start promptly at each scheduled time. Anyone interested in coaching should contact Greg Lewis 327-4935		
Monday, August 20- Townsend Center	Under 5 COED	6:00pm – 7:00pm
	Under 6 Girls	6:00pm – 7:00pm
	Under 6 Boys	6:00pm - 7:00pm
	Under 8 Boys	7:00pm - 8:00pm
	Under 8 Girls	7:00pm - 8:00pm
Tuesday, August 21- Townsend Center	Under 10 Boys	6:00pm – 7:00pm
	Under 10 Girls	6:00pm – 7:00pm
	Under 12 Boys	7:00pm – 8:00pm
	Under 12 Girls	7:00pm – 8:00pm

5.2 PLAYER EVALUATION & TEAM SELECTION

COACHES <u>ARE NOT</u> REQUIRED TO HONOR SPECIAL REQUESTS FOR PLAYERS TO BE ON CERTAIN TEAMS, TO PLAY FOR CERTAIN SPONSORS, TO PLAY FOR CERTAIN COACHES OR TO BE WITH CERTAIN OTHER PLAYERS. SPECIAL REQUESTS ARE NOT GUARANTEED.

Each player registering for the CRD Soccer Program will be selected onto a team through our selection process. The CRD has tried to create a fair and equitable selection system in order to establish fair and well-balanced teams, so carpool and friendship requests are not accepted. Please do not try to persuade the CRD to make changes for personal gains or reasons. Remember, we are dealing with children and are providing for their needs in recreation. We will adhere to the following rules:

1. Only the head coach and one assistant coach will be allowed at the player's selection. Parents and players will not be allowed to sit in during the selections-- NO EXCEPTIONS.
2. Players may be selected onto teams in the areas of Lowndes County or the City of Columbus where they live. The CRD reserves the right to make any adjustments necessary in this rule based on the number of participants registered.

3. Requests to play on certain teams, with certain players, or for certain coaches will not be considered. Each child must go through our player selection system.

4. Requests concerning extreme hardships will be considered. Transportation and carpooling are not considered extreme hardships.

5. Registration cards for each age division will be divided into four groups as follows:

A PLAYER- Second year players in same age group with playing experience.

B PLAYER- First year player in same age group with experience.

C PLAYER- First year player in same age group with limited experience.

D PLAYER- Players who have never played.

6. The order in which a team will select players will be randomly pre-determined by the CRD Staff. In the event a team is not represented, the registrar or a CRD staff member will select players for that team.

7. Children of the head coach, one assistant coach, or the sponsors children will be Automatically given to that coach. This means a choice of one of the two above situations, but not all three children will be automatically given to the coach. Their cards will be placed in front of the coach during their appropriate group selection.

8. Cards for group "A" will be dealt face down, starting with Coach #1 selecting and skipping any coach with group "A" cards until each team has an equal number of "A" players. The remaining cards will be selected by coaches in rotation until all group "A" players are dispersed. Beginning where group "A" ended, group "B", "C", and "D" will be divided in the same manner until all players are selected. The player selection process for the young non-competitive age groups may be dealt out face up.

9. Once the player selection process is completed, NO PLAYER CHANGES WILL BE ALLOWED ONCE THE COACHES LEAVE THE SELECTION SITE; the only exception: if some very unusual or extreme hardship has been overlooked or some mistake on the part of the CRD staff has been made. If this is the case, then the CRD staff will review the situation.

10. Trades or player changes because of personal conflicts between players will not be allowed or honored.

11. Younger players playing to the next age level **will not** be allowed. One may be allowed to move up to the next league age team for a game in the event of a team being shorthanded.

5.3 PRACTICES

Before league games begin, the coach may schedule as many practices as needed. Once league play begins, you may practice only twice per week, a maximum of 2 hours per practice.

Soccer practice assists in the development of each player's physical fitness, individual and team skills. Therefore, it is necessary that parents and guardians assure that each player participates in as many practices as possible. In order for an individual player or teams to

achieve the maximum potential, it is important for the entire team to participate at each practice. Remember, the coaches are volunteers and are dedicating a great deal of their time for your child's enjoyment. Please show your respect for their efforts by complying with the above.

Parents and guardians are encouraged to attend and assist at practices.

NO PRACTICES MAY BE HELD AT THE COLUMBUS SOCCER COMPLEX. You will be asked to leave if discovered practicing there.

5.4 BLOODBORNE INFECTIONS

Blood-borne infections- If there is any blood on a player or a player's uniform, the player must leave the game until the blood is removed.

5.5 SMALL-SIDED RULES

SMALL SIDED SOCCER- UNDER 5 & UNDER 6 (4 v 4)

Law 1, **The Field**: a. Field Length: 25 yards (25-yd minimum to 35-yd maximum).

b. Field Width: 20 yards (15-yd minimum to 25-yd maximum).

c. Goal Size: 4-ft high by 6-ft wide.

d. Goal Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

e. Goal Area: None

f. Penalty Area: None

g. Halfway Line: A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the halfway line.

h. Center Circle: Four (4) foot radius drawn from the center mark.

i. Corner Arc: Conform to IFAB (1-yd. radius from the intersection of the touchline and goal line.)

j. Flag Posts: None.

Law 2, **Ball Size**: Size three (3)

Law 3, **Number of players**: Maximum number of players on field at one time is three (3).

a. Roster Size: Minimum roster size should not be less than six (6) and the maximum not exceed eight (8).

b. Goalkeepers: None.

c. Substitutions: At any stoppage of play and unlimited.

d. Playing Time: Each player SHALL play a minimum of 50% of total playing time.

Law 4, **Player's Equipment**: Conform to IFAB. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Players may use tennis shoes or soft-cleated soccer shoes. SHINGUARDS ARE MANDATORY

Law 5, **The Referee**: An OFFICIAL (Game Manager, Coordinator, Parent or Coach) may be used. All infringements shall be briefly explained to the offending player.

Law 6, **Assistant Referee**: None.

Law 7, **Duration of Game**: Four equal quarters of 8 minutes each with 5-minute halftime break and a break of 2-minutes each between the quarters per half.

Law 8, **Start/Restart of Play**: Conform to IFAB. With the exception that opponents of the team taking the kick are at least four (4) yards away from the ball until it is in play.

Law 9, **Ball In & Out of Play**: Conform to IFAB.

Law 10, **Method of Scoring**: Conform to IFAB.

Law 11, **Offside**: None.

Law 12, **Fouls & Misconduct**: All fouls shall result in an indirect free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards are shown for misconduct.

Law 13, **Free Kicks**: Conform to IFAB with the exception that all free kicks are indirect with the opponents four (4) yards from the ball until it is in play.

Law 14, **Penalty Kicks**: None.

Law 15, **Kick-In**: The Kick-In is considered as a direct free kick with the opponents four (4) yards from the ball until it is in play.

Law 16, **Goal Kick**: The goal kick should be taken within 2 to 3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be four (4) yards away from the ball until it is in play.

Law 17, **Corner Kick**: Conform to IFAB with the exception that opponents remain at least four (4) yards from the ball until it is in play.

SMALL SIDED SOCCER-UNDER 8 (4 v 4), (5x5, if 9 or more players on a roster- see Law 3.b.)

Law 1, **The Field**: a. Field Length: 35 yards (25-yd minimum to 35-yd maximum).

b. Field Width: 25 yards (15-yd minimum to 25-yd maximum).

c. Goal Size: 4-ft high by 6-ft wide.

d. Goal Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

e. Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, three (3) yards from the inside of each goal post. These lines extend into the field of play a distance of three (3) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.

f. Penalty Area: None

g. Halfway Line: A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the halfway line.

h. Center Circle: 4-yard radius drawn from center mark.

i. Corner Arc: Conform to IFAB (1 yard radius from the intersection of the touchline and goal line)

j. Flag Posts: None.

Law 2, **Ball Size**: Size three (3)

Law 3, **Number of players**: Maximum number of players on field at one time is four (4).

a. Maximum Roster Minimum roster size should not be less than six (6) and the maximum not exceed eight (8).

b. Goalkeepers: None. *If there should be 9 or more players on a roster, you play 5 on the field using a goalie who may use their hands

c. Substitutions: At quarter breaks and half time break or injury.

d. Playing Time: Each player SHALL play a minimum of 50% of total playing time.

Law 4, **Player's Equipment**: Conform to IFAB. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Players may use tennis shoes or soft-cleated soccer shoes. SHINGUARDS ARE MANDATORY.

Law 5, **The Referee**: An OFFICIAL (Game Manager or Coordinator or Parent or Coach or certified referee) may be used. All infringements shall be briefly explained to the offending player.

Law 6, **Assistant Referee**: None.

Law 7, **Duration of Game**: The match shall be divided in to four (4) equal, ten minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Law 8, **Start/Restart of Play**: Conform to IFAB with the exception that opponents of the team taking the kick are at least four (4) yards away from the ball until it is in play.

Law 9, **Ball In & Out of Play**: Conform to IFAB.

Law 10, **Method of Scoring**: Conform to IFAB.

Law 11, **Offside**: None

Law 12, **Fouls & Misconduct**: Conform to IFAB with exception that all fouls shall result in an indirect free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards shown for misconduct.

Law 13, **Free Kicks**: Conform to IFAB with the exception that all kicks are indirect and all opponents are at least four (4) yards from the ball until it is play.

Law 14, **Penalty Kicks**: None.

Law 15, **Throw-In/Kick-In**: Conform to IFAB with exception that an improperly performed throw-in can be retaken once. The kick-in is considered as an indirect kick with the opponents four (4) yards from the ball until it is in play.

Law 16, **Goal Kick**: Conform to IFAB with the exception that opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.

Law 17, **Corner Kick**: Conform to IFAB with the exception that opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.

SMALL SIDED SOCCER- UNDER 10 (7 v 7)

Law 1, **The Field**: a. Field Length: 60 yards (55-yd minimum to 65-yd maximum).

b. Field Width: 40 yards (35-yd minimum to 45-yd maximum).

c. Goal Size: 6.5-ft high by 18.5-ft wide.

d. Goal Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

e. Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, three (3) yards from the inside of each goal post. These lines extend into the field of play a distance of four (4) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.

f. Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, seven (7) yards from the inside of each goal post. These lines extend into the field of play a distance of ten (10) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the penalty area.

g. Halfway Line: A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the center line.

h. Build out line: The build out line will be marked halfway between the penalty area line and the halfway line and from one touch line to the other across the field of play. The line will be of a different color than the other markings on the field and will be painted as a dotted (or dash) line.

h. Penalty Mark: Within the penalty area a penalty mark is made ten (10) yards from the midpoint between the goal posts and equidistant to them.

i. Penalty Arc: 7-yard radius.

j. Center Circle: 7-yard radius drawn from the center mark.

k. Corner Arc: Conform to IFAB.

l. Flag Posts: Conform to IFAB.

Law 2, **Ball Size**: Size four (4).

Law 3, **Number of Players**: A match is played by two teams, each consisting of not more than seven (7) players, one of whom is the goalkeeper.

a. Maximum Roster: The minimum number of players should be nine (9) and should not exceed fourteen (14).

b. Substitutions: At any stoppage of play and unlimited for Division II. Division III will substitute on quarters except for injured or cautioned players.

c. Playing Time: Each Division III player SHALL play a minimum of 50 percent of total playing time.

d. Coed Teams: Teams and games may be coed, but are considered boys teams.

e. There will be no punting/drop kicking of the ball by the goalkeeper. The ball may be thrown or placed on the ground and kicked back into play, both will be considered indirect and must touch another player before entering opponent’s goal.

Law 4, **Player's Equipment**: Conform to IFAB. Non-uniform clothing is allowed in Division III based on weather conditions, but uniforms must still distinguish teams. SHINGUARDS ARE MANDATORY.

Law 5, **The Referee**: Certified referee. All rule infringements shall be briefly explained to the offending player.

Law 6, **Assistant Referee**: Certified Referee. May use club linesmen/lineswomen if desired, except for State Cup Games, e.g., District Tournaments and State Recreation Tournament. Club linesman shall not call offside violations.

Law 7, **Duration of Game**: For Division III, the match shall be divided in to four (4) equal, twelve (12) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes. Division II will conform to IFAB with exception of the match being divided into two (2) equal halves of twenty-five (25) minutes each. There will be a halftime interval of five (5) minutes.

Law 8, **Start/Restart of Play**: Conform to IFAB with the exception of the opponents of the team taking the kick being seven (7) yards from the ball until it is in play.

Law 9, **Ball In & Out of Play**: Conform to IFAB.

Law 10, **Method of Scoring**: Conform to IFAB with the exception of Law 3-e.

Law 11, **Offside**: Conform to IFAB with the exception that players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Law 12, **Fouls & Misconduct**: Conform to IFAB. Briefly explain ALL rule infringements to the offending player.

Law 13, **Free Kicks**: Conform to IFAB with the exception that all opponents are at least seven (7) yards from the ball until it is in play.

Law 14, **Penalty Kicks**: Conform to IFAB with the exception that the penalty mark is at seven (7) yards from the goal line.

Law 15, **Throw-In**: Conform to IFAB.

Law 16, **Goal Kick**: Conform to IFAB with the exception that all opponents are outside the build out line.

Law 17, **Corner Kick**: Conform to IFAB with the exception that all opponents are at least seven (7) yards from the ball until it is in play.

SMALL SIDED SOCCER- UNDER 12 (9 v 9)

Law 1, **The Field**: a. Field Length: 70 yards (70-yd minimum to 80-yd maximum).

b. Field Width: 50 yards (45-yd minimum to 55-yd maximum).

c. Goal Size: 6.5-ft high by 18.5-ft wide.

d. Goal Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

d. Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, four (4) yards from the inside of each goal post. These lines extend into the field of play a distance of four (4) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.

e. Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, eight (8) yards from the inside of each goal post. These lines extend into the field of play a distance of twelve (12) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the penalty area.

f. Halfway Line: A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the center line.

g. Penalty Mark: Within the penalty area a penalty mark is made 8 yards from the midpoint between the goal posts and equidistant to them.

h. Penalty Arc: 8-yd radius drawn from the penalty mark.

i. Center Circle: 8-yd radius drawn from the center mark.

j. Corner Arc: Conform to IFAB.

k. Flag Posts: Conform to IFAB.

Law 2, **Ball Size**: Size four (4).

Law 3, **Number of Players**: A match is played by two teams, each consisting of not more than nine (9) players, one of whom is the goalkeeper.

a. Maximum Roster: The recommended minimum roster size is eleven (11) and the maximum recommended size is eighteen (18).

b. Substitutions: At any stoppage of play and unlimited for Division I and Division II. Division III will substitute on quarters except for injured or cautioned players.

c. Playing Time: Each player SHALL play a minimum of 50 percent of total playing time.

Law 4, **Player's Equipment**: Conform to IFAB. Non-uniform clothing is allowed in Division III based on weather conditions, but uniforms must still distinguish teams. SHINGUARDS ARE MANDATORY.

Law 5, **The Referee**: Certified referee.

Law 6, **Assistant Referee**: Certified referee. For Division III use club linesmen/lineswomen in the absence of registered referees except for State Cup Games, e.g., District Tournaments and State Recreation Tournament and President's Cup. Club linesman shall not call offside violations.

Law 7, Duration of Game: For Division III, the match shall be divided into four (4) equal, fifteen (15) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes. Division I and Division II will conform to IFAB with exception of the match being divided into two (2) equal halves of thirty (30) minutes each. There will be a halftime interval of five (5) minutes.

Law 8, **Start of Play**: Conform to IFAB with the exception of the opponents of the team taking the kick being eight (8) yards from the ball until it is in play.

Law 9, **Ball In & Out of Play**: Conform to IFAB.

Law 10, **Method of Scoring**: Conform to IFAB.

Law 11, **Offside**: Conform to IFAB.

Law 12, **Fouls & Misconduct**: Conform to IFAB.

Law 13, **Free Kicks**: Conform to IFAB with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

Law 14, **Penalty Kicks**: Conform to IFAB with the exception that the penalty mark is at eight (8) yards from the goal line.

Law 15, **Throw-In**: Conform to IFAB.

Law 16, **Goal Kick**: Conform to IFAB.

Law 17, **Corner Kick**: Conform to IFAB with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

5.6

ROSTER, FIELD & BALL SIZE CHART

AGE GROUP	***SUGGESTED ROSTER SIZE***	***NUMBER OF PLAYERS ON FIELD***	***FIELD DIMENSIONS***	***BALL SIZE***	***GOALIE USED***	***LENGTH OF GAMES***

Under-5 COED	**6-8**	**4**	**25 yds x 20 yds**	**3**	**No**	**4- 8 Minute Quarters**
Under-6 Girls	**6-8**	**4**	**25 yds x 20 yds**	**3**	**No**	**4- 8 Minute Quarters**
Under-6 Boys	**6-8**	**4**	**25 yds x 20 yds**	**3**	**No**	**4- 8 Minute Quarters**
Under-8 Girls	**6-8 *(9)**	**4 *(5)**	**35 yds x 25 yds**	**3**	**No *(yes)**	**4- 10 Minute Quarters**
Under-8 Boys	**6-8 *(9)**	**4 *(5)**	**35 yds x 25 yds**	**3**	**No *(yes)**	**4- 10 Minute Quarters**
Under-10 Boys	**9-14**	**7**	**60 yds x 40 yds**	**4**	**Yes**	**4- 12 Minute Quarters**
Under-10 Girls	**9-14**	**7**	**60 yds x 40 yds**	**4**	**Yes**	**4- 12 Minute Quarters**
Under-12 Boys	**11-18**	**9**	**70 yds x 50 yds**	**4**	**Yes**	**4- 15 Minute Quarters**
Under-12 Girls	**11-18**	**9**	**70 yds x 50 yds**	**4**	**Yes**	**4- 15 Minute Quarters**
Under-14	**14**	**11**	**110 yds x 60 yds**	**5**	**Yes**	**4- 17 Minute Quarters**

*(If 9 or more players are on the roster, you play 5 on the field using a goalie who may use their hands)

5.7 A.

MAP OF COLUMBUS SOCCER COMPLEX

SOCCERPLEX
COLUMBUS, LOWNDES COUNTY, MISSISSIPPI
Residential Area
Residential Area
Residential Area

Players selected to participate in D2 continue to play with their recreational teams. Players are fully obligated to practice and game requirements of their recreation team. Recreational team schedules take precedent over D2 team schedules.

Division II Registration?

Players selected to participate in D2 will secondary-register with MSA and pay an additional player registration fee (this fee may differ from year to year). D2 teams are subject to some of the same requirements as Division I (Select) teams. As such, D2 players will be issued a picture player pass, and are responsible for their own uniforms and expenses.

When does Division II play and practice?

Players selected for D2 play during the same season as the recreational teams. Thus, a D2 player is expected to participate in additional practices and games and/or tournaments. D2 practices will be scheduled to not require an unreasonable amount of a player's time. There are no league games in D2. There are no playing-time requirements in D2.

CRD Division II Program. The MSA Division II program is designed to initiate after recreation teams are formed in September. The CRD D2 program will begin over the next several weeks. CRD can provide expertise and direction. CRD is actively pursuing an effort to organize D2 programs in most of its age divisions in Under-10 and up after the Fall Recreation season.

Division II Developmental Player Pools:

When D2 was formed several years ago, a new "team" concept was introduced, the ***Developmental Player Pool***. Player pools were created to provide additional opportunities to train more players and to play more matches in the secondary-registered player environment. Pools offer two major advantages. First, the coaches can train an extended roster, e.g., one with a larger number of players than on a typical, single team. This gives a larger number of players the opportunity to participate in D2. Players who work hard will advance the most. Second, MSA provides a mechanism for an unlimited number of "event rosters," from the pool for practice games or tournaments. These are temporary rosters for games. This provides players, in the pool game opportunities, who on a given day, do not have recreation team responsibilities.

Selection of Permanent Rosters.

Permanent (final) team rosters must be submitted from the pools in April in order for the team to participate in President's Cup, the D2 state tournament. Bottom line... the ***Developmental Player Pool*** provides for an extended tryout program for D2 players over the developmental period, from roster submission in the fall until the deadline for permanent rosters in April, during which they receive upper-level training in a more competitive environment.

How are Division II Pools formed? The coaching staff for the D2 program is selected by the CRD typically from the current Recreation coaching Staff.

Uniforms? Each CRD D2 team will be required to purchase an additional uniform(s). Sponsorships are an excellent option for uniforms.

Costs?

In addition to player secondary-registration costs, participants will share all costs including, but not limited to: referee fees for friendly matches, fees for some tournaments, and a nominal fee for professional training. Some inter-state travel is possible for a DII player.

Registration Dates: Begins first of October and ends the 3rd Friday in March each year.

PART VI. FOOTBALL INFORMATION

Youth Football is governed by NFHS Football Rules. Exceptions to the NFHS Football Rules are covered under the CRD By-Laws.

6.1 COACHES' MEETINGS & DRAFT SCHEDULES

The following meetings will be held at the

Townsend Community Center

All coaches should attend at your scheduled times

Thursday, July 12th	**7-8, 9-10 and 11-12 Year Olds**	6:00 - 7:00pm

PLAYERS' DRAFT SCHEDULES		
All player drafts will be held at the **Townsend Community Center** All coaches should attend at your scheduled times. We will start promptly at each scheduled time. Anyone interested in coaching should contact Billy Craig at 327-4935		
Thursday, August 23th	7-8 Year Olds	6:00 - 7:00pm
	9-10 Year Olds	6:00 - 7:00pm
	11-12 Year Olds	6:00 - 7:00pm

6.2 PLAYERS' DRAFT RULES

COACHES <u>ARE NOT</u> REQUIRED TO HONOR SPECIAL REQUESTS FOR PLAYERS TO BE ON CERTAIN TEAMS, TO PLAY FOR CERTAIN SPONSORS, TO PLAY FOR CERTAIN COACHES OR TO BE WITH CERTAIN OTHER PLAYERS. SPECIAL REQUESTS ARE NOT GUARANTEED.

If a draft system is used each player registering for the CRD FOOTBALL Program will be drafted onto a team through an open draft system. The CRD has tried to create a fair and equitable draft system in order to establish fair and well-balanced teams. Therefore, do not try to persuade the CRD to make changes for personal gains or reasons. Remember that we are dealing with children and are providing for their recreation needs. The CRD will adhere to the following draft rules when using a draft system:

1. Parents and players **will not** be allowed to sit in during the player's draft – There are **NO EXCEPTIONS**. Parents, players or assistant coaches will be asked to leave the building during the draft times.

2. Each player will be drafted onto a team. The only exception is that the head coach And sponsor will automatically get their sibling(s). However, the head coach will lose first draft rounds for these children. The sponsor's sibling(s) will be defined as the owner of the sponsoring business's sibling(s) or the manager of the sponsoring business's sibling(s). However, only the owner's sibling(s) will be protected if both a manager and owner's sibling(s) are involved. Employee's children of sponsoring businesses will not be protected. Also, siblings will be placed on the same team unless requested to be separate. If a sibling is a new player or a younger player moving up to the next age group league, that sibling must be drafted immediately onto the team their sibling plays on (the draftee sibling cannot be passed over until a later draft round).

3. Players will be drafted according to their weight. Any player that cannot be weighed for Any reason will be automatically blind drafted and cannot be traded.

4. Players may be drafted onto teams in the areas of Lowndes County or the city where They live on the day of the draft.

5. The order in which a team will draft players will be determined on the draft night by a random draw supervised by the CRD staff. After the first round of drafts, the order of draft will be started over again from the number 1 position. Example (1, 2, 3, 3, 2, 1, 1, 2, 3,) in multiple age group leagues, once the oldest age group is drafted, the youngest age group will begin drafting from the next number position. Example (with 4 teams in a league, the 12 year olds last pick ends with number 2 position team, the 11 year olds will begin with number 3 position team, then number 4 position team, then back to number 1 position team). **Coaches are allowed no more than 2 minutes per draft selection.**

6. After the draft is completed, coaches may choose to trade players (the total number of trades cannot exceed 3 players) within their area or league only and at the discretion of the CRD, and adhering to the following rules #7 - #9.

7. Coaches may trade only one player for one player, the same age for the same age. If special requests by the parents are written on the player's registration form, the coaches *may* try to honor these requests *if possible*. However, these requests do not have to be considered, except under the discretion of the CRD. Once the coaches leave the draft sites, *no more trades will be allowed*. The only exception - if some very unusual or extreme hardship has been overlooked or some mistake on the part of the CRD staff has been made. If this is the case, then the CRD staff will review the situation.

8. Trades because of personal conflicts between players, parents or coaches will not be allowed

9. Once the coaches leave the draft sites, no more trades will be allowed; the only exception: if some very unusual or extreme hardship has been overlooked or some mistake by the CRD staff has been made. If this is the case, then the CRD will review the situation.

6.3 WEIGHT LIMITS

League Age	Maximum Weight	Maximum Ball Carrier/Receiver Weight
7 & 8 year olds	No Limit	90 Pounds
9 & 10 year olds	No Limit	110 Pounds
11 & 12 year olds	No Limit	130 Pounds

The last date for weighing a player will be the Friday prior to the opening date of the league. Once a player has been established as a non-eligible ball carrier/receiver, they will not be allowed to run or receive the ball even in the event of losing weight. Once a player has been officially weighed by the CRD staff, that weight will be the player's established weight. A coach may not request a player be re-weighed for any reason; however, at the discretion of the CRD staff, a player may be re-weighed.

6.4 SAFETY EQUIPMENT

The CRD will make every effort to insure the safety of your child. The following items are mandatory for a player to play:

1. Helmet: (provided by the parents) **Only** helmets bearing the **NOCSAE Seal of Certification** may be worn. All helmets must bear the current **NOCSAE** approved "**Warning Label"** in a visible position on the outside of the helmet.

The following items are provided by parents:

2. Chin strap with helmet
3. Hip and Tail pads with pants
4. Thigh pads
5. Knee Pads
6. Jersey and shoulder pads (provided by the CRD)
7. Mouth guard, keeper strap required (provided by the parents)
8. Protective cup for all male players (provided by the parents)
9. Shoes: sneakers or molded rubber cleats only – cleats may not exceed 1/2" (provided by the parents)
10. Athletic supporter for all male players (provided by the parents)
11. Eyeglasses: If worn, shall be of athletically-approved construction with non-shattering glass.
12. The wearing of headgear containing knots, including beads and/or decorative hair Ornaments is prohibited.

6.5 WARM WEATHER PRECAUTIONS

Teams must guard against serious heat problems, which in extreme high school, college and professional cases have occasionally resulted in death. Teams practicing under high heat conditions must:

1. Limit or eliminate wind sprints and laps entirely
2. Schedule practices for early mornings or late evenings.
3. Coaches are responsible for providing players with plenty of water during practices And games. A soda is not a substitute for water.
4. Coaches must keep an eye on players & coaches for signs of heat related illness.

A fifteen-minute break is mandatory in the middle of each practice.

6.6 SCORING

1. All ages- Touchdown – 6 points
2. All ages- Safety – 2 points
3. 7-8 & 9-10 ages- Point after TD by run or pass from 5-yard line – 2 points
4. 7-8 & 9-10 ages- Point after TD by run or pass from 3-yard line – 1 point
5. 11-12 ages- Point after TD by kicking – 1 point
6. 11-12 ages- Point after TD by run or pass from 3-yard line – 2 points
7. All ages- Forfeit (offended team wins by) – 1 point (1-0)

6.7 OVERTIME PROCEDURE

If a game is tied at the end of regulation play, the National Federation High School overtime procedure will be used to determine a winner.

6.8 POINTS AHEAD RULE

Any time a team goes up by 24 points or more, the following will occur:

A. The official clock will become a running clock and once started can only be Stopped for injury of a player or at the discretion of a referee.

B. Once the 28-point difference is obtained between the two opponents, the Winning team cannot pass the ball or run sweeps outside the tackle. If the winning team fails to abide by this rule, each violation will be a loss of down and a 5-yard penalty.

C. There will be no blitzing once the clock becomes a running clock and the Points Ahead Rule is in effect.

D. There will be no on sidekicks at kick off.

E. The winning defense cannot advance a fumble or pass interception. The ball is Blown dead immediately.

F. The winning team shall make every effort to replace starting players with reserves. Failure to do so will call for an immediate investigation and possible one game suspension if found guilty.

G. The teams are still required to complete the mandatory play rule.

H. When one team is 36 or more points ahead at the end of the first half or it takes this Lead during the second half, the game is ended at that point.

It is the coach's responsibility to act in good faith and comply with this rule.

6.9 TIME CLOCK & TIME OUTS

1. 7-8 & 9-10 year old leagues will play (4) eight-minute quarters.
2. 11-12 year old league will play (4) ten-minute quarters.
3. This is a running clock that will only stop on injuries and time outs. However, the last two minutes of the 2nd and 4th quarter will be a regulation clock. This means the clock will stop on out of bounds, incomplete pass, change of possession, etc…
4. There will be a (10) ten-minute intermission at halftime.
5. Teams are given (3) time outs per half.
6. The head coach or any player on the playing field may call a time out.

6.10 KICKING GAME

1. PUNTS: 30 yard rule – Officials simply marks off 30 yards from the line of scrimmage.
2. KICK OFF: 7-8 Year Olds: the ball will be placed on the 30 yard line. 9-10 & 11-12 Year Olds: The ball will be kicked from the 40 yard line and the receivers restraining line will be the 50 yard line. On side kicking rules will be in effect.

6.11 PROTESTS

Protests will not be considered if they are based solely on a decision involving the accuracy of judgment on the part of an official.

1. On a misinterpretation of a playing rule, the protest must be made before the next play or if on the last play of the game, before the officials leave the playing field.
2. The game will be stopped at the point of the protest and will not resume until the protest has been ruled on.
3. The protesting coach must ask the officials to send for a CRD Staff member to rule on the protest.

   DO NOT CONTINUE UNTIL YOU GET A CRD STAFF MEMBER.
4. The CRD staff member's protest ruling will be final.
5. No protest, except on player eligibility, will be honored after a game has been completed.
6. Player eligibility protests will be handled through the CRD Park Office.
7. Player eligibility protests must be put in writing and received by the CRD within forty-eight (48) hours from the completion of the game.

6.12 FUMBLES

Only an eligible ball carrier/receiver can advance a fumble.

6.13 INTERCEPTION

Only an eligible ball carrier/receiver can advance an interception.

6.14 SIDELINE PERSONNEL

The total number of team support personnel, including coaches, in a team box shall not exceed four (4). **NO PARENTS, SPECTATORS OR FANS ARE ALLOWED IN THE TEAM BOX**

This area is for coaches and players only.

6.15 COMMUNICATION DEVICES

No radios or communication devices shall be used during games to relay information to the Coaching staff on the sidelines.

6.16 BLITZING

7-8 year olds only- Linebackers and defensive backs must be five (5) yards from line of scrimmage and cannot blitz. They **cannot** advance toward the line of scrimmage until the ball has been snapped.

6.17 SEASON ENDING TOURNAMENTS

CRD may provide a single elimination season ending tournament for all age groups. For the tournament, the CRD has the option of randomly seeding the teams or seeding the teams according to their season records.

6.18 DEFENSIVE FORMATIONS

7-8 year olds only- Defensive players **may** line up in gaps- with the exception of the gaps between the center and the guards. They may not line up directly in front of the center, except within the 10 yard line. They **are not** required to line up directly across from their opponent. Defensive interior linemen must be in a 3 or 4 point stance. Defensive ends may stand or be in a 3 or 4 point stance.

9-10 and 11-12 year olds are not prohibited with any defensive formations.

6.19 FIELD DIMENSIONS & BALL SIZES

All games shall be played on a 100 yard football field X 53 yards wide.

Ball sizes: 1. 7-8 and 9-10 year olds: K-2 Football.

2. 11-12 year olds: TDJ Football.

6.20 ADULT FLAG FOOTBALL

6.20 A.
ADULT ROSTER PROCEDURE

Rosters will no longer be given to coaches to take and get signatures. All rosters will remain in the CRD possession. Rosters will be available at the ball fields and at the CRD Park Office. Rosters must be signed by a player before the first ball game they will play in. In order to sign a roster, you will be required to show a picture ID or Driver's License, once you have been identified, you will be allowed to sign the roster.

6.21 COACHES' MEETING & ENTRY FEE DEADLINE

The following meetings will be held at the

Townsend Community Center

All coaches should attend at your scheduled times

Coaches' Meeting:	Thursday, August 2nd , 6:00 - 7:00pm
Entry Fee:	$275.00 per team
Entry Fees Dues:	Friday, September 7th , 5:00pm
League Begins Play:	Saturday, September 22nd

6.22 ADULT FLAG FOOTBALL PLAYING RULES

1. **Start of the Game**

Game time is starting time; there will be no grace period.
The referee shall toss a coin after designating which captain shall call the toss.
The winner of the toss shall have first choice of the options for either the first or the second half.
The loser shall have the first choice of options for the half the winner of the toss did not select.
The options are: to choose whether a team will play offense (receive) or defense or to choose the goal a team will defend. Teams automatically switch ends at the half.

2. **Game Time and Time Outs**

Games will be two 20 minute halves of running time. Only the last two minutes of the second half will be stopped for all dead ball situations such as: time-outs, penalties, change of possessions, out of bound plays, incomplete passes, and all scores.
Half time will be 2-minutes.
The offensive team has 25 seconds from the time the ball and restraining line are set by the officials to put the ball back into play. If the team exceeds 25 seconds, officials will call a delay of game penalty.
A game or half cannot end on a defensive penalty unless the penalty is refused.

3. **Passing**

All players are eligible to receive a pass.
Only one forward pass per down (either over handed or underhanded).
No forward hand-offs between the quarterback and the centers are allowed.
At the time of a pass reception, the receiver must have one foot down and in bounds for a complete pass (Ball in complete control).
Any number of backwards or lateral passes are permitted.

4. **Fumbles**

All fumbled balls touching the ground are dead immediately at the spot. The ball is next put into play at that spot.
The team fumbling the ball retains possession of the ball (except on the 4th down).
The kick, which strikes the ground after being touched by a receiver, is dead at that point.
All incomplete laterals or passes behind the line of scrimmage will be spotted where the ball lands.
Any player catching a passed or fumbled ball that does not touch the ground can advance that ball.
A fumbled ball by an offensive team in their end zone constitutes a safety.
The offensive team may not fumble a ball forward in mid-air to advance the ball.

5. **Flag Belts and Legal "Tackles"**

Each player must wear a flag belt; each team will have a different color. Every player must have their shirt tucked in their pants. ONLY the CLRA issued flags/belts will be used during league games.
If a player loses his/her flag belt and has possession of the ball, the defense must touch them with one hand between the shoulders-and knees to make the legal "tackle."
A legal tackle is made when a defensive player detaches the flag belt from the ball carrier.
A shielding infraction will be called if a ball carrier uses his/her hands, arms, the ball or clothing to hide or prevent an opponent from pulling the flag belt.
Any ball carrier caught wearing the belt illegally will be ejected from the field of play.
The ball is dead if either knee of the ball carrier touches the ground at any time.

6. **Tie and Overtime Games**

In case of tie at the end of regulation play during the regular season and the playoffs, overtime will be played as per NFHS rules.

7. **Equipment**

Only sneakers and artificial turf shoes are permitted. (No metal spikes or bare feet allowed.)
No jewelry (rings, necklaces, or earrings) is to be worn when playing. **No hats may be worn.**

8. **Field Dimensions and Downs**

The size of the field will be 100-yards by 53-yards, with 10-yard end zones.
The field will be divided into 5 20-yard zones. A team has four downs to cross each consecutive line. If a team has a penalty which pushes the line of scrimmage behind a new 20-yard line the offense must still pass the original first down marker.
During a runback, if a penalty pushes the line of scrimmage behind a new 20-yard line, the first down line will be that 15 yard line.

9. **Number of Players**

There is a minimum of six players required to start a game and maximum of seven players to continue a game.
Free substitution is allowed after the ball is ready for play and before the snap, each player or entering substitute of an offensive team can be lined up anywhere behind the line of scrimmage.
There will be a one-yard restraining line for the defensive team while in any formation or situation; the officials will mark off the restraining line.
Only one player may be in motion parallel to the line at any one time before the ball is snapped.

10. **Blocking**

The only type of blocking allowed is screen blocking. All blocking must be made with the blocker in an upright position with both hands clasped in front of or behind their backs or directly at their sides.

No player may use his/her hand to go through, over, or around an opponent.

No body blocks roll blocks, or shoulder blocks are allowed at any time (Penalty will be expulsion from game and automatic suspension from league play). Offensive players may not keep their elbows out when blocking, they must be against the body.

11. **Inadvertent Whistle**

The ball will be ruled dead at the spot where it was when the whistle was blown.

12. **Safety and Touchbacks**

A fumbled ball by an offensive team in their end zone constitutes a safety.

If a team intercepts a pass in the end zone and does not advance the ball out of the end zone it is a touchback. The ball is put in play on the 10-yard line.

If a team receives a punt in their end zone and does not advance it out of the end zone, it is a touchback. The ball is put in play on the 10-yard line.

Following a safety, the ball shall be placed on the 10-yard line of the team credited with the safety.

13. **Scoring**

1. Touchdown.....6 Points
2. Safety.....2 Points
3. Point after touchdown:
   - A. From 5-yard line .....1 Point
   - B. From 10-yard line .....2 Points
   - c. From 20-yard line.....3 Points
   - D. During the try- if a pass or fumble is returned for A touchdown by the defense.....3 Points

14. **Penalties**

Section 1: Penalties with a loss of 5 yards

Delay of game or illegal substitution (*Whistle blown to end play).
Free kick infractions
Interference with opponent or ball before snap
False start or any illegal act by the snapper
Encroachment
Less than 4 players on A's line at snap
Illegal position at snap
Player illegally in motion
Illegal shift
Illegal handling ball forward
Illegal forward pass by A or B
Illegal procedure
Off sides

Section 2: Penalties with loss of 10 yards

Delaying start of either half
Offensive forward pass interference (A's down counts)
Holding, illegal block, or blocking below the waist
Striking, kicking, kneeing (also result in disqualification)
Clipping, hurdling, tripping
Illegal participation
Unsportsmanlike conduct by player, coach, or attendant
Pushing runner or interlocked interference
Illegal use of hand or arms
Roughing the kicker (automatic first down)
Roughing the passer

Defensive pass interference (ball spotted at infraction; automatic first down)
Holding ball carrier to remove flag o Guarding the flag or stiff arming

Section 3

Measurement of half the distance to the goal line is done inside the 10-yard line for 5-yard penalties and inside the 20-yard line on 10-yard lines.

PART VII. BASKETBALL INFORMATION

7.1 COACHES' MEETINGS & DRAFT SCHEDULES

The following meetings will be held at the **Townsend Community Center** All coaches should attend at your scheduled times		
Thursday, November 16th	**5-6, 7-8, 9-10 and 11-12 Year Olds**	6:00 - 7:00pm
YOUTH PLAYERS' DRAFT SCHEDULES		
All player drafts will be held at the **Townsend Community Center** All coaches should attend at your scheduled times. We will start promptly at each scheduled time. Anyone interested in coaching should contact Billy Craig at 327-4935		
Tuesday, January 2nd	5-6 Year Olds	6:00- 6:30pm
	7-8 Year Olds	6:00 - 6:30pm
	9-10 Year Olds	6:00 - 6:30pm
	11-12 Year Olds	6:30 - 7:00pm

7.2 YOUTH PLAYER DRAFT RULES

Each player registering for the CRD Basketball Program will be drafted onto a team through an open draft system. The CRD has tried to create a fair and equitable draft system in order to establish fair and well-balanced teams. Therefore, do not try to persuade the CRD to make changes for personal gains or reasons. Remember that we are dealing with children and are providing for their recreation needs. The CRD will adhere to the following draft rules:

1. The person listed as Head Coach at the time of the draft will be required to coach the Team. Only the head coach or one team representative will be allowed at the player's draft. Parents and players will not be allowed to sit in during the player's draft - NO EXCEPTIONS. Parents, players or assistant coaches will be asked to leave the building during the draft times.
2. Each player will be drafted onto a team. The only exception is the head coach will automatically get their Child. This is the only protected player. The head coach must

immediately draft a protected player in the first round of drafts of their particular age group. Also, siblings will be drafted onto the same team unless requested to be separate. Siblings must be drafted immediately onto the team their sibling is drafted onto (the draftee sibling cannot be passed over until a later draft round). The sponsor's sibling(s) will be defined as the owner of the sponsoring business's sibling(s) or the manager of the sponsoring business's sibling(s). However, only the owner's sibling(s) will be protected if both a manager and owner's sibling(s) are involved. Employee's children of sponsoring businesses will not be protected.

3. Players will be drafted according to their league age.

4. The order in which players are drafted will be the oldest league age players first and the Youngest league age players last.

5. Players will be drafted onto teams in the areas of Lowndes County or the city where One lives on the day of the draft; however, all players, regardless of location, will be drafted together.

6. The order in which a team will draft players will be determined on the draft night by a Random draw supervised by the CRD staff. After the first round of drafts, the order of draft will be started over again from the number 1 position. Example (1, 2, 3, 3, 2, 1……). In multiple age group leagues, once the oldest age group is drafted, the youngest age group will begin drafting from the next number position. Example (with 4 teams in a league, the 12 year olds last pick ends with number 2 position team, the 11 year olds will begin with number 3 position team, then number 4 position team, then back to number 1 position team). **Coaches are allowed no more than 2 minutes per draft selection.**

7. After the draft is completed, coaches may choose to trade players within their League at the discretion of the CRD, and adhering to the following rules #8- #10.

8. Coaches may trade only one player for one player, the same age for the same age. If special requests by the parents are written on the player's registration form, the coaches *may* try to honor these requests *if possible*. However, these requests do not have to be considered, except under the discretion of the CRD. Once the coaches leave the draft sites, *no more trades will be allowed*. The only exception - if some very unusual or extreme hardship has been overlooked or some mistake on the part of the CRD staff has been made. If this is the case, then the CRD staff will review the situation.

9. Trades because of personal conflicts between players, parents or coaches will not be Allowed.

10. Once the coaches leave the draft sites, **no more trades will be allowed**; the only Exception: if some very unusual or extreme hardship has been overlooked or some mistake by the CRD staff has been made. If this is the case, then the CRD will review the situation.

7.3 YOUTH BASKETBALL PLAYING RULES

7.3 A. 5-6 YEAR OLD LEAGUES

This program is designed to provide youth with the opportunity to participate in an organized sports program that will emphasize basic skills, sportsmanship, enjoyment, and cooperative participation with peers.

1. Games will start with coin toss for first possession- then alternate possession with arrow.
2. 2-10 minute halves with a running clock- last 2 minutes per half are regulation clock.
3. 3 players on court during play- coaches may be on the floor with players but can't Obstruct the players.
4. Players must attempt to dribble the ball while moving in any direction. Players will not be Allowed to take more than 3 steps without the ball being bounced.
5. No three second lane or ten second back court violation. Defensive players may begin to Defend at half court line.
6. The only time two or more can cover a player with the ball is when they are in the lane.
7. Shoot free throws in the last 2 minutes of each half.
8. No full court press and No half-court trap.
9. 1 point for floor fouls & retain ball & 2 points for shooting foul & other team gets ball.
10. At half time, each player will shoot one free throw. Each team will shoot the same Number of shots. If one team has 5 players and the other team has 3 players, then the team with 3 players will get 2 more shots to make up the difference. Any player may shoot the makeup shots.
11. No individual foul out.
12. 4 time outs per game (45 second time outs) and 1 time out for overtime.
13. 1 minute overtime and if it's is still tied then we will play until first basket made.
14. Half time (2 minutes)
15. All players must play in every game.
16. Will play by regular rules of basketball other than the above rules.

7.3 B. 7-8 YEAR OLD LEAGUES

This program is designed to provide youth with the opportunity to participate in an organized sports program that will emphasize basic skills, sportsmanship, enjoyment, and cooperative participation with peers.

1. Game will start with coin toss for first possession- then alternate possession with arrow.
2. 2- 10 minute halves with a running clock- last 2 minutes per half are regulation clock.
3. 5 players on court during play.
4. The only time two or more can cover a player with the ball is when they are in the lane.
5. Shoot free throws in the last 2 minutes of each half.
6. No full court press and No half-court trap.
7. 1 point for floor fouls and retain ball.
8. 2 points for shooting foul and other team gets ball.
9. No individual fouls out.
10. 4 time outs per game (45 second time outs) and 1 time out for overtime.
11. 1 minute overtime and if it's is still tied then we will play until first basket made.
12. Half time (2 minutes).
13. All players must play in every game.
14. Will play by regular rules of basketball other than the above rules.

7.3 C. 9-10 and 11-12 YEAR OLD LEAGUES

This program is designed to provide youth with the opportunity to participate in an organized sports program that will emphasize basic skills, sportsmanship, enjoyment, and cooperative participation with peers

1. Game will start jump ball for first possession- then alternate possession with arrow.
2. 2- 15 minute halves with a running clock- last 2 minutes per half are regulation clock.
3. 5 players on court during play.
4. No full court press until the last two minutes of a half.
5. No half-court trap until the last two minutes of a half.
6. Will shoot fouls and bonus shots.
7. Individuals can foul out on the 5th foul.
8. 4 time outs per game (45 second time outs) and 1 time out for overtime.
9. 1 minute overtime and if it is still tied then we will play until first basket made.
10. Half time (2 minutes).
11. All players must play in every game.
12. Will play by regular rules of basketball other than the above rules.

7.3 D. 13-15 YEAR OLD LEAGUES

This program is designed to provide youth with the opportunity to participate in an organized sports program that will emphasize basic skills, sportsmanship, enjoyment, and cooperative participation with peers.

1. Game will start jump ball for first possession- then alternate possession with arrow.
2. 2- 20 minute halves with a running clock- last 2 minutes per half are regulation clock.
3. 5 players on court during play.
4. Will play by regular rules of basketball other than the above rules.

COACHES <u>ARE NOT</u> REQUIRED TO HONOR SPECIAL REQUESTS FOR PLAYERS TO BE ON CERTAIN TEAMS, TO PLAY FOR CERTAIN SPONSORS, TO PLAY FOR CERTAIN COACHES OR TO BE WITH CERTAIN OTHER PLAYERS.
SPECIAL REQUESTS ARE NOT GUARANTEED

7.4 ADULT BASKETBALL LEAGUES

This program is designed to provide adults with the opportunity to participate in an organized sports program that will emphasize basic skills, sportsmanship, enjoyment, and cooperative participation with peers.

Participants of this program are not placed on teams by the CRD, but become a part of a CRD league team by meeting the standards and guidelines of that particular league team and whatever method that team may use to select its own players.

However, the CRD reserves the right to refuse anyone to participate in the CRD league that they choose; this may be based on criminal activities, such as drug use, gang involvement, sexual offenses, or past history of problems with a player in any CRD program. This could also include someone deemed to be ineligible to play because of breaking the rules and by-laws of the CRD Adult Basketball League.

Equipment to play the games (basketballs, timing equipment, and scorebooks) will be provided by the CRD. Uniforms will not be provided by the CPRA, but must be provided by the individual teams or the participants.

7.4 A.
ADULT ROSTER PROCEDURE

Rosters will no longer be given to coaches to take and get signatures. All rosters will remain in the CRD possession. Rosters will be available at the Gyms and at the CRD Park Office. Rosters must be signed by a player before the first ball game they will play in. In order to sign a roster, you will be required to show a picture ID or Driver's License, once you have been identified, you will be allowed to sign the roster.

7.5 ADULT BASKETBALL ENTRY FEE DEADLINES

Entry Fees: $275.00 for a 10 game schedule plus a Single Elimination Season Ending Tournament.
Entry Fee Deadline: Friday, June 1st, 2018, by 5:00pm at the Propst Park Office.
Trophies: *LEAGUE AWARDS*: League Champion: 1- Team Championship Trophy League Runner-Up: 1- Team Runner-Up Trophy *SEASON ENDING TOURNAMENT AWARDS*: Tournament Champion: 1- Team Tournament Championship Trophy Tournament Runner-Up: 2- Team Tournament Runner-Up Trophy

7.6 ADULT BASKETBALL LEAGUE RULES

Adult Basketball is governed by NFHS Basketball Rules. Exceptions to the NFHS Basketball Rules are covered under the CRD By-Laws.

1. Rosters are considered complete at any time during the season when you have 10 signed players on the roster (11 with your team manager). You **may not** add any players during post season tournament play. (Example - with one game left in the regular season, Team A has 3 vacant slots on the roster. Team A may pick up and sign 3 players to his roster. The roster would now be considered complete).

2. Once your roster has been completed, players on the roster **can** be scratched and replaced by another player.
3. Once the league has started, and a player has signed a roster, their name may not be scratched from the roster and placed on another roster.
4. All players must sign the roster and Managers must sign the manager's statement.
5. Game time is forfeit time, except for the first game which will have a 10 minute grace period. Once game time has been set, there will be a ten (10) minute grace period for the late team and the team that is on time will be awarded 10 points. When the ten (10) minute period is up, the game will be forfeited. If both teams are late but within the ten (10) minute grace period, the game shall be played as scheduled with the remaining time on the clock. Forfeited games will be scored 2-0.
6. Timing - Regulation play will be two twenty-minute halves, running time. The last two minutes of each half will be regulation time.
7. Games will start with a jump ball for first possession then alternate possession arrow is used.
8. Regular season games ending in a tie will be decided by one three-minute (3) regulation overtime period. If overtime is still needed, additional overtime periods will be played until a winner is determined.
9. Technical fouls- the first technical foul on a player or coach or any team member is immediate removal from the game and suspension from his team's next game. The second technical foul during the season or the league tournament will be immediate removal from the game and removal from the league.
10. An illegal player is:

    (a) A player who has signed two different league team rosters.

    (b) A player playing with a league team and their signature is not on the team roster.

    (c) A player who has been removed from the league by the CRD staff.

    (d) A player who is under the age of 16 years old.

    (e) A player who has been banned from participation in CRD programs.

    (f) A player who is found switching teams.
11. Protest of player eligibility can be made or appealed at any time by any league coaches or the CRD staff.

12. If an illegal player is found in the CRD League, any games they played in will be forfeited by the team they illegally played for & the player removed from the league.

13. Once an illegal player has been removed from a team, the team will be given a warning. If after the warning, other players are found to be illegal on the team, the team will be removed from the league. The warning should allow a team to clean up its roster of any illegal players.

14. Once the season begins, a player may not switch teams. Any player found switching teams will be removed from the league and any games of any and all teams they played with will be forfeited. Likewise, anyone whose name is found on two different team rosters will not be allowed to play in the league.

15. Adult playing age begins at age 18. A player must turn 18 years old before the CRD Adult League regular and post seasons are completed. .

16. Participants are not allowed to wear jewelry (with the exception of medical bracelets, wedding rings, and stud earrings that must be fully covered), casts or any other items deemed as dangerous by the official(s). Any medical protective devices (i.e., knee braces) made of plastic or including metal parts (hinges, etc.) must be completely covered by at least ½ inch neoprene sleeves.

17. Any player with a bleeding wound and/or blood stained clothing must leave the game until all bleeding is stopped, all wounds are properly covered, and all blood and blood stained clothing is removed. Failure to comply with this policy may result in ejection from the game.

18. If a coach or player is ejected from a ball game, one will be suspended for **ONE (1) game.** On the 2nd ejection, one will be removed for the season. The suspension will be served during the next team games of the ejected coach or player. One will have the right to a hearing before the CRD Executive Director, and Athletic Coordinator to determine if the ejection was properly justified.

19. Fighting is prohibited. Physical altercations will not be tolerated and warrant immediate ejection. If you are caught fighting in the league or if you are ejected from a game for fighting, you will be removed from the league immediately without a hearing. The CRD staff will determine the length of time one will be suspended from the CRD Programs.

20. Control of language. Each individual is responsible for their language. It should be respectful to authority and other participants. It should be representative of the wholesome atmosphere desired by the CRD. Participants should be considerate of children who are present as spectators at the games. Officials

and the CRD staff have the authority to determine what language is offensive. **Swearing directly or indirectly** at officials, staff, fans, opposing players or fellow participants will not be tolerated and will result in an immediate ejection.

21. Respect for authority. Officials, scorekeepers and staff are agents of the CRD and the final authority when it comes to the rules of the game. These people should be treated with respect at all times. Objections and protests can be lodged respectfully. "Respectfully" should include a lack of threat, contempt, character assassination and physical contact both in word and in deeds or actions.

22. Uniforms and Numbers - Team jerseys must be alike - NO EXCEPTIONS. An Arabic whole number of 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23 24, 25, 30, 31, 32, 33 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55 are legal numbers. Numbers must be at least six (6) inches high and worn on the back of all uniform shirts. No players on the same team may wear identical numbers. (Numbers 0 and 00 **are** identical numbers). Players without numbers will not be permitted to play.

7.7 PROPST PARK

Code of Conduct

Youth Sports Players

· Follow and play by the rules.

· never argue with a sports official. If you disagree, have your captain, coach or manager positively approach the official.

· Control your temper at all times. Verbal abuse of officials and verbalizing other players, deliberately distracting or provoking an opponent are not acceptable behaviors in any sport.

· Work hard for yourself and your team.

· be a good sport. Applaud all skillful plays whether they are made by your team or the competitors.

· Treat all participants in your sport as you like to be treated.

· Cooperate with your coach, team-mates and opponents.

· Participate for your own enjoyment and benefit, not just to please parents, coaches and teachers.

· Respect the rights of all participants regardless of their gender, ability, cultural background or religion.

Parents

· always remember that kids participate in sport for their enjoyment, not yours.

· Encourage kids to participate, do not force them.

· be positive on the child's efforts and performance rather than winning or losing.

· always encourage kids to play according to the rules following the code of conduct.

· never make negative comments to a child for making a mistake or losing a competition.

· Remember that kids learn best by watching great role models.

· Reinforce the stance on removing verbal and physical abuse from kids sports games.

· always respect the official’s decisions and teach kids to do likewise.

· always show appreciation for volunteer sports coaches, officials and club administrators.

· Respect the rights of all participants regardless of their gender, ability, cultural background or religion.

Coaches

· Always remember that kids participate for pleasure, enjoyment and winning is only part of the fun.

· never use negative ridicule or yell at children for making a mistake or not winning.

· be considerate and reasonable in your demands on kid's time, energy and enthusiasm. Kid's sports is only one part of their busy lives.

· always operate within the code of conduct, rules and fair spirit of your sport and instruct the kids to do the same.

· always ensure that the time kids spend with you as coach is a positive experience. All kids are deserving of equal attention and opportunities.

· Try to avoid overplaying the talented more skillful kids.

· Ensure that sporting equipment and facilities meet safety standards and are appropriate to the age and ability of all players.

· Display control, respect and professionalism to all involved within the sport. This includes opponents, coaches, officials, administrators, the media, parents and other spectators. Encourage players to do the same, be a great role model.

· always show concern toward sick and injured players. Follow the advice of a trained medical trainer when determining whether an injured child is ready to recommence training and competition.

· where appropriate obtain qualifications and keep up to date with the latest coaching practices and the latest principles of growth and development of children.

·any physical contact with a child should be appropriate to the situation and necessary for the player's skill development or medical care.

· Respect the rights of all participants regardless of their gender, ability, cultural background or religion.

It is essential that the three parties (players, parents and sports coaches/officials) read, understand and most importantly adhere to the Code of Conduct for Kids Sports at the commencement of any season.

Coaches should take the time to discuss the codes contents with the children.

Coaches and managers should also ensure parents are made aware of their responsibilities.

MY IMPORTANT TELEPHONE NUMBERS

CLRA Park Office	327-4935

CLRA Rainout Info	**www.FaceBook.com** **Weather & Game Cancellations**
CLRA Rainout Info	327-4935
Police Department	244-3500
Sheriff Department	328-6788
Fire Department	911
Ambulance or Emergency	911
Coach	
Assistant Coach	
Team Mates	
Team Mates	
Team Mates	
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SPECIAL REQUESTS ARE NOT GUARANTEED.