

Dodgers Dreamteam 2024

Official Rulebook



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**CITY OF LONG BEACH
PARKS, RECREATION, AND MARINE
YOUTH SPORTS – DODGERS DREAMTEAM PROGRAM**

Youth Sports Mission

The Department of Parks, Recreation, and Marine Youth Sports Unit exists to provide the youth in our community a variety of citywide recreational sports leagues that emphasize Sportsmanship, Fundamentals, Perseverance, Teamwork, and Health & Wellness.

The Youth Sports Rules Committee comprised of the Superintendent for Youth Sports, Supervisor for Youth Sports, Dodger Dreamteam Coordinators, and Youth Sports Coordinators have jurisdiction over all rules and regulations governing play, and not completely covered in this handout.

Los Angeles Dodgers Foundation and Dreamteam Mission

Dodgers Dreamteam is a comprehensive sports-based youth development program that uses the power of sports to provide critical resources and services to communities who are experiencing social injustices. LADF works in partnership with **13 Affiliate Partners** to deliver sports-based programming and wraparound services for **12,000 youth** and supports communities and families across the city.

LADF Goals:

- Provide an inclusive, barrier-free sports-based youth development program that is typically reserved for the elite behind a steep paywall.
- Deliver programs, services, and resources that address basic needs, education and health care.
- Train parents and coaches to create a youth sports environment that fosters social and emotional learning opportunities.
- Increase participation of underrepresented groups, specifically Black youth, girls, and teenagers.

Together Long Beach and LADF can create a program that lowers the cost barrier of baseball and softball and provide a program that teaches players the fundamentals, as well as sportsmanship, teamwork, and promotes a healthy and active lifestyle both on and off the field.

Jackie Robinson Core Values – Jackie's Nine

1. Courage
2. Determination
3. Commitment
4. Persistence
5. Integrity
6. Justice
7. Teamwork
8. Citizenship
9. Excellence

Participant Requirements

Registration

All players *must* be registered on LeagueApps (see LeagueApps section) to be eligible to be placed on a parks roster. Players register for free on the LeagueApps website, and once their spot is saved, they will be emailed confirmation of registration. There is no fee for Dodgers Dreamteam.

A player must have ALL waivers on LeagueApps signed to be considered an active player on the roster. Playing an ineligible player or unregistered player on your roster will lead to forfeits and disciplinary actions.

Proof of Birthdate

Proof of birthdate is required upon registration and is due with team rosters. A participant may not play without proof of birthdate. **There is no master list for this program, all players must upload a birth certificate upon LeagueApps registration each year they register.**

If a digital upload is not possible for a participant, they may drop off a copy (**NO ORIGINALS**) at the Youth Sports Office **directly to the Dodgers Dreamteam Coordinators** who will upload the document and shred the copy to ensure the privacy of our players is upheld to the highest degree.

Rosters

Rosters must be filled out and signed by a certified coach and their site's Supervisor. All rosters are due **PRIOR TO THE FIRST DAY OF PRACTICE (Monday, June 17th, 2024)**. In order for a roster to be accepted, it must have the minimum number of participants (9) with all necessary paperwork attached. Rosters will be cross-referenced with the digital roster on LeagueApps to ensure all players are eligible and active. After the conclusion of the first game of the season, rosters are considered frozen and roster changes cannot be made without the permission of the Dodgers Dreamteam Coordinators and Youth Sports Supervisor.

Before each game, scorekeepers or site leads will check submitted scorecards with submitted rosters to ensure that all players on the field are eligible to play. If a coach knowingly plays an illegal player for any amount of time, the coach will be subject to a disciplinary hearing involving his/her coordinator, supervisor, Youth Sports Supervisor, Youth Sports Superintendent, and coaches respective Superintendent.

Adding/Dropping Players to Roster

After the registration period has closed, there will be no adding of players to teams. Late registrations can only take place for the following reasons:

- A team does not meet the mandatory minimum number of players in the allotted 30-day sign-up period.
- A player from a team has dropped from the program, leaving a team with enrollment that does not meet the mandatory minimum number of players.

- Administrative error on the side of the Dodgers Dreamteam Coordinators or Youth Sports Coordinators/Supervisor.
- Player is pulled from the waitlist by the Dodgers Dreamteam Coordinators or Youth Sports Coordinators/Supervisor.

If a player needs to be dropped from a team, a park must notify the Sports Office and Dodgers Dreamteam Coordinators *with written reasoning* as to why the player is being dropped, and parents contact information.

Parents will be contacted once a player has been submitted to be dropped and consent from the parent will be gathered by the Sports Office.

Transferring from One Park to Another

If a player wishes to transfer parks during the season, you must notify the Dodgers Dreamteam Coordinators or Youth Sports Coordinators/Supervisor of which park they are transferring to as well as *written reasoning* from the parents/guardians as to why a transfer is necessary. The Sports Office will take this transfer application and assess the options available.

Girls Playing on Boys Teams/ Boys Playing on Girls Teams

There may be an exception to girls playing on the boys' baseball teams, however the boys are not allowed to play on the girls' softball teams. We should encourage the girls who sign up for our programs to participate in softball, but they are allowed to participate in baseball. They may NOT play on both teams at the same time. One player per team, per park rule is still in effect.

Teams Dropping Out of Leagues

If a park has two teams in the same division and one team drops out of the league, those players have the right to join the other team from that park. Players cannot be added to another team on the same day that the team was officially removed from the league; they must wait to be added until the next scheduled league game. Unless there are extenuating circumstances which will be evaluated by the Youth Sports Committee.

Teams can be taken out of the league by the Dodgers Dreamteam Coordinators or Youth Sports Supervisor at any time if the team, coach, or players are not able to fulfill their required duties. These duties include: host weekly practices, participate in weekly games, loss of mandatory minimum players on a roster, or other outside circumstances making removal of the team the only option to continue the season.

Non-Player Forfeits Can Result From:

- Incomplete or incorrectly filled out rosters
- Lack of paperwork (e.g. proof of birthdate, rosters, etc.)
- Lack of full name on scoresheet
- Coach ejection

Game Will be Declared a Forfeit If:

- Less than the appropriate number of players is ready to play.
 - A team failing to provide at least 8 uniformed players to start the game, and at least 7 uniformed players to end the game.
- A player participated who is not on the team roster.
- A player participant who has falsified his/her age.
- A player plays under an assumed name.
- Teams are not ready to play 10 minutes after scheduled game time.
- If a team forfeits twice due to lack of players, it will be assessed for removal from the league.

Eligibility

If a coach knowingly plays an illegal player for any amount of time, the coach will be subject to a disciplinary hearing involving his/her coordinator, supervisor, Youth Sports Supervisor, and respective Superintendent.

If an official or a coordinator ejects a participant from a game for any reason, the participant from a game for any reason, the participant will be suspended for the following game and will not be allowed to attend the game. Player's actions, before or after a game, (taunting, fighting, etc.) may cause suspension from upcoming games or from the remainder of the season or program entirely.

Unsportsmanlike Conduct by a Player/ Spectator/ Employee

Unsportsmanlike conduct will **NOT** be tolerated. Any fighting, display of physical force, taunting, or gestures directed towards participants, officials, coaches, or youth sports staff is cause for immediate ejection from the game. If unsportsmanlike conduct occurs by a coach, player, parent, or spectator prior to or after a game, the offending party will be subject to a hearing with the Youth Sports Committee. **Any** display of physical force will result in immediate suspension for the player, parent, or coach who committed it, with a one-week suspension **minimum** punishment, this includes all practices, games, or team events.

Process for Employee Misconduct

Unsportsmanlike conduct by any employee will be strictly monitored. Any abusive language directed toward other employees, participants, or spectators will be handled on a case-by-case basis and may result in an employee misconduct hearing with the employee's Supervisor and Superintendent. Umpires, who are independent contractors, can and will eject a coach for profanity, aggressive language, and any other unsportsmanlike conduct. This conduct will be reported by the umpire and scorekeeper to the Dreamteam Coordinator and Youth Sports Supervisor.

Participant Safety

A player who is bleeding, has an open wound, or has an excessive amount of blood on his or her uniform must leave the game. A player who has been determined to be unconscious shall not return to the game without written authorization from a physician. Coaches are required to carry copies of the signed participant waivers and should be submitted along with a patron/volunteer incident report when an injury occurs.

Participant Uniforms

Full baseball and softball uniforms are provided by the Los Angeles Dodgers Foundation and are required for participation in all sanctioned league games. The mandatory uniform includes:

- Blue or Grey Dodgers Dreamteam 2024 shirt
- White or Grey pants
- Blue socks
- Blue hat or visor

Participants in the T-Ball, Coach Pitch and Minor Baseball/Softball division are *encouraged* to wear rubber spiked cleats for additional safety (no metal spikes), but it is not required for these divisions.

Participants in Major Baseball/Softball and Junior Softball are *required* to wear rubber spiked cleats to ensure safety of play. For resources and information on where to purchase cleats for players' parents, please contact the Dodgers Dreamteam Coordinators.

Participants in Junior Baseball and Senior Softball are *required* to wear cleats while participating in league sanctioned games. Players are allowed to wear both rubber spiked cleats and metal spiked cleats. For resources and information on where to purchase cleats for players' parents, please contact the Dodgers Dreamteam Coordinators.

If a player is not in the required uniform, that player begins each at bat with a 0-1 count (no balls, and 1 strike) each time they come up to bat.

Lack of Player Forfeits

When a team lacks enough players to field a team, a minimum of 8 to start a game and 7 to finish a game, the game will result in a forfeit and an abbreviated version of the game will be played with the following rules:

T-Ball & Coach Pitch

- The team with enough players will lend as many players as possible to the other team to balance out the difference in players.
- Game will continue as normal, 2 innings with every player batting each inning and every player playing the field.

Minor-Senior Baseball & Softball

- 60-minute game time regardless of age division.
- The team with more players will lend **DEFENSIVE** players to the opposing team to ensure they have enough players on the field. **These players will not bat for the opposing team.**
- Umpires are still required for these games.

Governing Rulebook

The City of Long Beach Dodger Dreamteam program uses Little League, Babe Ruth, USA Softball and CIF Highschool official rulebooks as our governing rulebooks for this league. Any information not contained in this supplemental rulebook will be reviewed using the rulebooks listed above. (Rulebook PDF is available for download on Teamsideline.com/longbeach).

T-Ball Supplemental Rules

Field Dimensions

- 50ft distance between each base.
- 38ft from Homeplate to the pitcher's mound.

Game Length

- 60 minutes – or 2 innings whichever comes first.

Equipment Details

- SoftSafe soft core baseballs are used for all practices and games.
- All bats are allowed in T-Ball.
 - A 25-27in. bat is standard for this age group. Bats with a USA certification stamp are encouraged.
- All players MUST wear a batting helmet while batting.

Supplemental Rules

- All players must bat each inning in a continuous batting order.
- Each batter will hit off a batting tee and advance one base at a time.
 - The last batter in the lineup will hit a “homerun” clearing the bases of any runners before the teams change sides.
- All defensive players will be on the field at the same time. Coaches will also be on the field to assist with fielding and running the game.
- Both teams will bring a batting tee for each game; the Away team will provide the batting tee for the game.
- The Home team will provide game softcore baseballs.

Coach Pitch Supplemental Rules

Field Dimensions

- 50ft distance between each base.
- 38ft from Homeplate to the pitcher's mound.

Game Length

- 60 minutes – or 2 innings whichever comes first.

Equipment Details

- SoftSafe soft core baseballs are used for all practices and games.
- All bats are allowed in Coach Pitch.
 - A 26-27in. bat is standard for these age groups and bats with a USA certification stamp are encouraged.
- All players must wear a batting helmet while batting.

Supplemental Rules

- All players must each inning in a continuous batting order.
- Each batter will be given three pitches from the coach. If they do not hit the ball fare on any of the three pitches, a batting tee will be brought out and the player will hit off the tee.
 - The last batter in the lineup will hit a “homerun” clearing the bases of any runners before the teams change sides.
- All defensive players will be on the field at the same time. Coaches will also be on the field to assist with fielding and running the game.
- Both teams will bring a batting tee for each game; the Away team will provide the batting tee for the game.
- The Home team will provide game softcore baseballs.

Minor Baseball Supplemental Rules

Field Dimensions

- 60ft basepath
- 46ft pitching distance.

Game Length

- 60 minutes or 6 innings whichever comes first.

Equipment Details

- SoftSafe soft core baseballs are used for all practices and games.
- All sized bats for the Minor baseball division must be stamped with the USA approval stamp.
- All players must wear a batting helmet while batting.

Supplemental Rules

- Players are encouraged to wear plastic cleats – **metal cleats are not permitted in this age division.** Closed toe shoes are allowed.
- 4 balls thrown by a pitcher result in the batter’s coach coming out to pitch to their player.
 - The batter’s coach gets 3 pitches to their player regardless of the amount of strikes the batter had previously.

- The coach is encouraged to throw overhand to stimulate game-like play but has the option to throw either over or underhand.
- Stealing bases is not allowed in this division.
- Mercy Rule
 - 5 runs per inning, once that limit is reached, teams switch offense and defense.
- All players must be batting in the lineup, but only 9 players can be on the field at a time.
 - **No player can sit out two innings in a row.**
- The Home team is responsible for providing game balls to the umpire before the game.

Minor Softball Supplemental Rules

Field Dimensions

- 60ft basepath
- 35ft pitching distance

Game Length

- 60 minutes or 6 innings whichever comes first.

Equipment Details

- SoftSafe soft core 11in. softballs are used for all practices and games.
- **ALL** sized bats for the Minor division must be stamped with the USSSA approval stamp.
- All players must wear a batting helmet while batting. All softball helmets should have a face mask attached to the front.
- Pitchers are *encouraged* to wear facemasks (these are not provided by the LADF).

Supplemental Rules

- Players are encouraged to wear plastic cleats – **metal cleats are not permitted in this age division.** Closed toe shoes are allowed.
- 4 balls thrown by a pitcher result in the batter’s coach coming out to pitch to their player.
 - The coach gets 3 pitches to their player regardless of the amount of strikes the batter had previously.
- Stealing bases is not allowed in this division.
- Mercy Rule
 - 5 runs per inning, once that limit is reached, teams switch offense and defense.
- All players must be batting in the lineup, but only 9 players can be on the field at a time.
 - **No player can sit out two innings in a row.**
- The Home team is responsible for providing game balls to the umpire before the game.

Major Baseball Supplemental Rules

Field Dimensions

- 70ft basepath
- 50ft pitching distance.

Game Length

- 75 minutes or 6 innings whichever comes first.

Equipment Details

- Players at this level are highly encouraged to wear PLASTIC cleats to increase safety in the program. **Metal cleats are not allowed in this age division.**
- Wilson hard core baseballs are used in this division.
- All size bats for the Major baseball division must be stamped with the USA approval stamp.
- All players must wear a batting helmet when batting.

Supplemental Rules

- 4 balls in this division result in a walk to first base.
- Stealing bases and leading off are allowed in this division with the following restrictions:
 - The catcher must have either dropped the ball, or the ball gets past the catcher in ANY way.
 - Players can only steal second and third base. Home plate is CLOSED and cannot be stolen in any situation.
- There is no drop 3rd strike rule in the major division.
- Mercy Rule
 - 5 runs per inning, once that limit is reached teams switch offense and defense.
- All players must be batting in the lineup, but only 9 players can be on the field at a time.
 - No player can sit out two innings in a row.
- The Home team is responsible for providing game balls to umpires before the game.

Major & Junior Softball Supplemental Rules

Field Dimensions

- 60ft basepath
- 40ft pitching distance

Game Length

- 75 minutes or 6 innings whichever comes first.

Equipment Details

- Wilson 11in. softballs are used for all practices and games.
- **ALL** sized bats for the Minor division must be stamped with the USSSA approval stamp.
- All players must wear a batting helmet while batting. All softball helmets should have a facemask attached to the front.
- Pitchers are *encouraged* to wear facemasks (these are not provided by the LADF).

- Players are encouraged to wear plastic cleats – **metal cleats are not permitted in this age division.** Closed toe shoes are allowed.

Supplemental Rules

- 4 balls in this division result in a walk to first base.
- Stealing bases and leading off are allowed in this division with the following restrictions:
 - As per high school rules, a player must wait to steal a base until the ball is released from the pitchers hand.
 - The catcher must have either dropped the ball, or the ball gets past the catcher in ANY way.
 - Players can only steal second and third base. Home plate is CLOSED and cannot be stolen in any situation.
- There is no drop 3rd strike rule in the major division.
- Mercy Rule
 - 5 runs per inning, once that limit is reached teams switch offense and defense.
- All players must be batting in the lineup, but only 9 players can be on the field at a time.
 - No player can sit out two innings in a row.
- The Home team is responsible for providing game balls to umpires before the game.

Junior Baseball Supplemental Rules

Field Dimensions

- 90ft basepath
- 60ft pitching distance.

Game Length

- 90 minutes or 7 innings whichever comes first.

Equipment Details

- Metal and plastic cleats are allowed in this age division and are encouraged to be worn.
- Wilson hard core baseballs are used in this division.
- All size bats for the Junior baseball division must have the BBCO certification stamp.
 - Bat sizes will range from 31in. to 34in and have a difference of -3 between the weight and length of the bat marked with a “-3” somewhere on the bat itself.
- All players must wear a batting helmet when batting.

Supplemental Rules

- 4 balls in this division result in a walk to first base.
- Stealing bases and leading off are allowed in this division with the following restrictions:
 - Homeplate is CLOSED; even in the event of a passed ball by the catcher, a runner cannot advance from 3rd to home.
- Mercy Rule

- If a team is up by 10 or more runs by the 5th inning the game is over.
- There is no run rule by inning in this division.
- All players must be batting in the lineup, but only 9 players can be on the field at a time.
 - No player can sit out two innings in a row.
- The Home team is responsible for providing game balls to umpires before the game.

Senior Softball Supplemental Rules

Field Dimensions

- 60ft basepath
- 45ft pitching distance.

Game Length

- 90 minutes or 7 innings whichever comes first.

Equipment Details

- Metal and plastic cleats are allowed in this age division and are encouraged to be worn.
- Wilson 12in. softballs are used for all practices and games.
- **ALL** sized bats for the Minor division must be stamped with the USSSA approval stamp.
- All players must wear a batting helmet while batting. All softball helmets should have a facemask attached to the front.
- Pitchers are *encouraged* to wear facemasks (these are not provided by the LADF).
- Players are encouraged to wear plastic cleats – **metal cleats are not permitted in this age division**. Closed toe shoes are allowed.

Supplemental Rules

- 4 balls in this division result in a walk to first base.
- Stealing bases and leading off are allowed in this division with the following restrictions:
 - As per high school rules, a player must wait to steal a base until the ball is released from the pitchers hand.
 - Homeplate is CLOSED; even in the event of a passed ball by the catcher, a runner cannot advance from 3rd to home.
- Mercy Rule
 - If a team is up by 10 or more runs by the 5th inning the game is over.
 - There is no run rule by inning in this division.
- All players must be batting in the lineup, but only 9 players can be on the field at a time.
 - No player can sit out two innings in a row.
- The Home team is responsible for providing game balls to umpires before the game.