

Killeen Parks & Recreation

Youth Softball

By-Laws



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Article I. The Killeen Parks & Recreation Philosophy

Section 1.01 KPR Mission Statement

The Killeen Parks & Recreation (KPR) Softball League under the auspices of the Killeen Parks & Recreation Department (KPRD) constitutes a youth softball league designed to build, develop, nurture young softball players abilities and love of the game.

KPR Mission Statement

The KPR structure and regulations are based on three (3) primary objectives.

(a) To provide as many Killeen youth the opportunity to participate and enjoy the youth softball experience.

(b) To provide those youth who want to improve their softball skills the opportunity to do so through solid coaching and competitive opportunities.

Competition is a big part of improving ourselves. Sometimes being competitive is required to attain success. We want our youth to understand that learning to compete effectively is even more important than wins or loses.

(c) To use the lessons taught in softball along with the role modeling of the league, its coaches, and personnel, to provide Killeen youth with a strong foundation from which to grow.

KPR is aware of the pressures, turmoil, and choices faced by today's youth. We realize the most important facet of any youth sport program, especially softball, is the positive role it can play on the development of each individual participant. Coaches, have a direct impact in helping players believe in themselves, learn how to deal with competition, how to prepare to succeed and how to handle a win or a defeat. We, as the league and as coaches, must always remember that our goal is the development of our participants as individuals...we've just selected softball as a fun way to teach those lessons.

Section 1.02 Sportsmanship

KPR regards bad sportsmanship as unnecessary and completely intolerable.

What Is Good Sportsmanship?

Good sportsmanship is when people who are playing or watching a sport treat each other with respect. This includes players, parents, coaches, and officials.

- Have a positive attitude
- Give their best effort
- Shake hands with the other team before and after the game
- Support teammates by saying "good shot" or "good try". Never criticize a teammate for trying
- Accept calls and do not argue with officials
- Treat the other team with respect and never taunt or bully
- Follow the rules of the game
- Help another player up who has fallen
- Take pride in winning but do not rub it in
- Accept a loss without whining or making excuses

What's a Parent's Role in Good Sportsmanship?

Kids learn how to be a good sport from the adults in their lives, especially their parents and their coaches. As soon as your child starts competing in sports, it is important to be

a good role model. Any teams your child plays on should have coaches that encourage good sportsmanship.

Show your good sportsmanship:

- Keep sideline comments positive and encouraging
- Do not talk back to coaches, players, or officials
- After a competition, do not focus on who won or lost. Instead, try asking, "What did you do well during the game?" "Was there something you wish you could have done better?" If your child feels there was something that could have gone better, offer to work on it together before the next game
- Applaud good plays, no matter who makes them
- Congratulate the winners, even if they are on the other team

(a) Coaches

(i) All KPR coaches are required to demonstrate positive sportsmanship in respect to their players, team parents, opposing team players, parents, coaches, and game officials. Coaches who are unable to demonstrate the proper sportsmanship will be suspended from further coaching in the KPR. Any coach who is ejected from a game for unsportsmanlike conduct will be required to leave the field of play/facility and will be unable to coach in the next scheduled game. This includes post-season play. The continued demonstration of improper sportsmanship may constitute suspension from any number of games KPR deems necessary. Coaches are also responsible in assisting referees with the sportsmanship of all playing and non-playing team members, as well as spectators and assistant coaches.

(b) Participants

(i) Sportsmanship is a priority in the development of KPR athletes. All participants must always demonstrate positive sportsmanship. Those who cannot, may be dismissed from the game, by the game official. The continued demonstration of improper sportsmanship will constitute suspension from any number of games that KPR deems necessary.

(c) Spectators

(i) All spectators must remain seated throughout all KPR games and are expected to demonstrate positive sportsmanship. Spectators, who fail to do so, will be required to leave the game site and will not be allowed to attend the next game. The

continued demonstration of improper sportsmanship will constitute suspension from any number of games that KPR deems necessary.

Article II. KPR Softball Program

Section 2.01 Definitions

- (a) KPR. Killeen Parks & Recreation Department.
- (b) Coordinator. Designated Recreation Coordinator for KPR will serve as the KPR Coordinator.
- (c) Athletic Superintendent. Athletic Superintendent or his designee will serve as the KPR Coordinator.
- (d) Pronouns. The personal pronoun of either gender (him, her, he, she, etc.) shall apply equally to males and females.

Section 2.02 Rule Administration

KPR Staff acts on the behalf of players, coaches, and parents as representatives. Any approved modification or changes from KPR will be distributed in writing to the effected teams as soon as possible.

Section 2.03 League Structure

The Athletic Superintendent is responsible for overseeing the administration of the softball program. The Coordinator manages the day-to-day operations of each team(s) in each division(s). Divisions are separated into 5 separate divisions based on age 6u: T-Ball (ages 5-6), 8u: Coach Pitch (ages 7-8), 10u: Player Pitch (ages 9-10), 12u: Player Pitch (ages 11-12), 15u: Player Pitch (ages 13-15).

Section 2.04 Player Eligibility

All players, ages 7 through 15, are eligible to participate in the KPR Softball program. Ages are based on the age of the player from 26 April 2025.

- a. If a player's birthdate is 26 April 2017, they will be 8yrs old at the start of the season and will participate in the 8 and under Division.
- b. If a player's birthdate is 26 April 2019, they will be 6yrs old at the start of the season and will participate in the 6 and under T-Ball Division.

Note: The KPR believes players should participate at their own age level. We discourage the practice of playing up with older participants.

Section 2.05 Coaches Eligibility

Adult volunteers (18yrs and older) will act as softball coaches. They will be selected by and allowed to coach under the authority and approval of KPR. As a result, coaches may be removed for cause, at any time by KPR.

(a) In addition, all KPR coaches must complete and follow:

- (i) Criminal background checks will be conducted.
- (ii) The recognized Head or assigned Assistant Coach are required to be present at all practices, games, and mandatory meetings.
- (iii) All rules and regulations apply equally to the Head and Assistant Coaches unless otherwise specified.

Section 2.06 Coach Selection

Head Coach selection shall be based upon sportsmanship, experience, leadership, dependability, and ability to assume overall responsibilities of the team.

The three (3) Assistant Coaches will be selected by the team's Head Coach. The Head Coach must ensure all Assistant Coaches have an approved background check prior to the first practice as written in section 2.05. Assistant Coaches must be in the capacity to coach the team for the entirety of the season. Coaches should not be picked based on their child's skill level or position. Only Head Coach and Assistant Coaches will be allowed on the field during games.

Article III. KPR Operations

Section 3.01 Player Registration

- a. For a player to be officially registered, his/her: fees must be paid in full.
- b. Registration will be held at the Parks and Recreation Office, 1700 E Stan Schlueter Loop, Killeen, TX 76542, Monday thru Friday, 8am to 5pm or online at <https://apm.activecommunities.com/killeen>.

Section 3.02 Contact Information

KPR Office Number: (254) 501-6390 KPR Office Location: 1700 E Stan Schlueter Loop, Killeen, TX 76542 and Rosa Hereford Killeen Community Center, 2201 E Veterans Memorial Blvd, Killeen, TX 76543

In addition, KPR communicates with coaches regularly via e-mail. This helps keep everyone informed and updated about the program. KPR staff can also be reached via email:

Antonio Murphy, Executive Director of Recreation Services	Amurphy@killeentexas.gov
Kaitlyn Roberts, Recreation Manager	KRoberts@killeentexas.gov
Anthony Vaughters, Athletic & Aquatic Manager	Avughters@killeentexas.gov
Paige Stephens, Athletic Coordinator	PStephens@killeentexas.gov
Leon'ta Brown-Lewis, Athletic Coordinator	LBrown-Lewis@killeentexas.gov
Ozias Wright, Athletic Coordinator	OWright@killeentexas.gov

Inclement Weather Number: Please call the KPR Office during normal business hours Monday–Friday from 8:00am to 5:00pm or visit the Athletics website at www.teamsideline.com/killeen . Coaches should call the Hot line or check website on any day that may have a chance of cancellation due to dangerous weather or unplayable field conditions for games and practices.

(ii) Inclement weather decisions are normally made after 3:00 PM on weekdays and by 7:30 AM on Saturdays.

Section 3.03 Liability

KPR is not liable for any injury to players, officials, cheerleaders, coaches, spectators, media, sideline personnel, or any other persons attending a KPR event.

Article IV. Softball League Operations

Section 4.01 Scheduling of Games

KPR will schedule all games for the KPR Softball league in each Division KPR has a team represented. KPR will make all efforts to alleviate conflict dates/times in the scheduling of games. There are no guarantees.

Once the season schedule is posted, KPR will inform all Head Coaches. Rescheduling will be limited to rainouts and administrative issues, at the discretion of KPR.

Section 4.02 Players per Team

It is our intent for each team to have 12-14 players. These numbers may be adjusted based on the number of players and teams available in a division.

Section 4.03 Loss of Players

If at any time, a team loses a player, (whatever the reason) the Head Coach must contact the league office via email within forty-eight (48) hours after realizing this loss and inform KPR of the loss.

It is our intention to contact all players who withdraw from the league to:

- (a) Determine why they left.
- (b) Determine what the KPR can do to improve its ability to retain its players.

If the loss occurs early enough in the season, the open slot on the team MAY be filled by the assignment of a player from a “waiting list.”

Section 4.04 Roster Formation

Family, according KPR, is defined as, biological siblings, stepsiblings who reside at the same address, or other family members that are residing at the same address.

Report cards will be used as address verification.

KPR may add, at its discretion, to the maximum number of players to the roster for each league/sport.

KPR is responsible for all teams. All adds and drops must be approved and organized by/through KPR.

KPR's main goal during roster formation is to ensure parity of teams.

For the 8U, 10U, 12U, and 15U divisions, teams will be drafted by volunteer coaches based on the following criteria (6U teams will be assigned, rather than drafted):

- protected players
- player ability assessment score
- age/gender/grade

Section 4.06 Player Ability Assessment

Each registrant (8U-15U) is encouraged to participate in the Player Ability Assessment (PAA.) This program is designed to assess the fundamental skills of each player in a specific sport.

The effectiveness of the PAA depends highly on player attendance and coach participation. All players and coaches are highly encouraged to attend and participate.

Parents/guardians will be notified when and where the PAA will be conducted during the registration process.

The atmosphere of the PAA is very relaxed, so players should not have undue pressure from parents/guardians.

Please note: THIS IS NOT A PASS/FAIL/TRYOUT type of an event.

PAA participants will be graded on a scale of 2-5 (5=best value, 4=good value, 3=average value, 2=needs improvement). These values will be determined by the following graders:

volunteer coaches and KPR staff

If a participant does not attend the PAA, they will receive a "U" grade (ungraded). Ungraded participants will be assigned to teams by KPR staff and are not eligible to be drafted by coaches.

Section 4.07 Player Draft

Each sport will have a coaches' meeting prior to the PAA. At the meeting, KPR staff will discuss applicable rules and rule changes.

The player draft will take place after the PAA.

When all participants have a value (2-5) attached to them, and all protected players have been selected, the player selection process will begin.

Volunteer Coaches who have returning players will see them already attached to their team at the beginning of the draft. Teams will not get a pick in the player draft until all teams have equal number of participants.

The draft order will be determined by a random draw among the coaches before the draft begins.

The volunteer coaches will select players in a "snake" style draft (i.e. selecting 5's/4's/3's/2's) until all participants that are eligible to be drafted are selected.

Section 4.08 Uniforms

Player game uniforms are provided as part of the registration fee. Teams may not modify the jersey in any way other than what is instructed by KPR. Any player with an illegal uniform will not be allowed to play. (Adding a player's first or last name to the jersey is allowed, but names must match registration information).

You may have first or last name embroidered on the back of the jersey. NO NICKNAMES.

Section 4.09 Equipment

All KPR Softball players will be required to have the following equipment to participate:

a) All players shall tuck their shirts inside their pants while playing.

- b) No Jewelry, Metal Cleats, or headgear containing hard, unyielding material
- c) Players can wear sunglasses during games.
- d) All players are required to wear softball cleats; soft spikes only (NO hard/metal spikes)
- e) Pitchers, First, Second, and Third basemen are required to wear a safety fielding mask.
- f) Players that do not meet these requirements on any given game day will not participate in that game.

Section 4.10 Practices

- (a) Practices scheduled by KPR will be held at Lions Club Park Softball fields or other designated KPR fields. The field may be separated into two halves, and two teams will practice per allotted session if necessary. Practice sessions will be an hour.
- (b) Only registered players may participate in a practice, and only certified volunteer coaches can run/participate in practice.
- (c) Practices will be scheduled by KPR before the first game.
- (d) Once scheduled game play begins no more than two (1.5) hours per individual practice.

Article V. KPR Game Mechanics

The following regulations apply to the KPR program's Game Mechanics.

Section 5.01 Game Play

KPR will follow all rules as outlined in the KPR Softball By-Laws. KPR will provide one copy of the KPR Softball By-Laws to the Head Coach of each team and publish them to www.teamsideline.com/killeen.

Section 5.02 Participation

All Divisions: All players who are present for a game must have at least 1 at bat and play 1 inning in the field. One full inning is defined as 3 consecutive outs.

Section 5.03 Field Measurements

8U Field:

- a) Base distance: 60ft
- b) Pitching distance: 30ft (Adult pitcher must start with one foot on the rubber)
- c) Softball size: 11" Regulation

10U Field:

- a) Base distance: 60ft
- b) Pitching distance: 35ft
- c) Softball size: 11" Regulation

12U Field:

- a) Base distance: 60ft
- b) Pitching distance: 40ft
- c) Softball size: 12" Regulation

15U Field:

- a) Base distance: 60ft
- b) Pitching distance: 43ft
- c) Softball size: 12" Regulation

Middle School Girls Field:

- a) Base distance: 60ft
- b) Pitching distance: 41.5ft
- c) Softball size: 12" Regulation

Section 5.04 Game Length

8U Division: 55 minutes or 5 innings (whichever comes first)

10U Division: 70 minutes or 6 innings (whichever comes first)

12U Division: 80 minutes or 6 innings (whichever comes first)

15U Division: 85 minutes or 7 innings (whichever comes first)

Middle School Girls Division: 80 minutes or 6 innings (whichever comes first)

No extra innings will be played in the regular season. Games will end in a tie

Section 5.05 Pregame Coaches Meeting and Equipment Inspection

- a) Coaches' meeting will take place 10 mins. prior to game time.
- b) Officials will check every player's equipment (Glove, bat, and cleats) before each game.

Bats must have a "USA" or "USSSA" stamp with a BPF of 1.20 or less

- c) A minimum of 8 players must be present at game time or it is a forfeit. (There will be a 10-minute grace period during the first week of games)

Section 5.06 Coaches and Authorized Conferences

- a) 8u teams are allowed 4 coaches in the dugout area (pitch coach, first base, third base, and dugout). 8u coach pitchers cannot coach while pitching. 10u, 12u, and 15u allow 3 coaches (first base, third base, dugout). ALL coaches must submit/pass a criminal background check prior to ANY/ALL involvement with team in the role of coach.
- b) Coaches may provide visual aids for their players.

8U Division

- a) Offensive coach Pitcher/Mound
- b) Offensive Coaches- (1) First Base (1) Third Base.
- c) Coaches may provide visual aids for their players.

10U, 12U, 15U Division

- a) Offensive Coaches- (1) First Base (1) Third Base.
- b) Coaches may provide visual aids for their players.

Pitching Rubber Visits/Substitutions (10u,12u,15u)

- a) A coach may visit the pitcher twice in one inning, the third visit requires the pitcher to be removed.
- b) The coach may not make a third visit while the same batter is at bat.
- c) A coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
- d) Once a pitcher is removed, a visit will not be charged to the new pitcher.
- e) Evaluating a player's playing condition and/or potential injury will not be ruled as a pitcher's visit. The coach must relay that to the umpire, and the umpire will monitor the visit.

f) Each player may enter and be substituted defensively, but the batting order must remain the same. If a player is substituted twice, they may no longer play in the current game.

Pitchers may not return to the Pitching Rubber once removed.

Teams will bat their full lineup consecutively based on the players present at each game. Each player must have 1 at bat and must field 1 inning (3 consecutive outs)

Section 5.07 Time-Outs

- a) Each team is entitled to 2 charged time-outs. A timeout can only be requested by a player or coach, and only when the ball is dead or in control of the team making the request.
- b) The umpire may call additional time-outs at their discretion.

Section 5.08 Game Play Rules

Offense

8u Division

- a) No stealing
- b) No advancing on passed balls
- c) No Drop 3rd Strike
- d) No Infield Fly Rule
- e) Overthrows in an attempt to make a play at base are dead balls, offense will receive 1 base only (Umpire's discretion)
- f) Run Limits: The batting team may score a maximum of (5) runs per inning
- g) # of players on defense: 10 maximum (including Adult pitcher), 8 minimum (not including Adult Pitcher)

10u Division

- a) No stealing home (Stealing OK after ball crosses home plate)
- b) Overthrows and Passed balls are live
- c) No bunting
- d) No Drop 3rd Strike
- e) No Infield Fly Rule
- f) Run Limits: The batting team may score a maximum of (6) runs per inning
- g) # of players on defense: 9 maximum, 8 minimum

12u Division

- a) No stealing home – Players can take home on overthrows and passed balls, provided the umpire has not called time or stoppage of play.
- b) No Bunting
- c) Infield Fly Rule is in effect
- d) Run Limits: The batting team may score a maximum of (7) runs per inning
- e) # of players on defense: 9 maximum, 8 minimum

15u Division

- a) No stealing home – Players can take home on overthrows and passed balls, provided the umpire has not called time or stoppage of play.
- b) Runners can steal 2nd & 3rd base upon the release of the ball from the pitcher's hand.
- c) Infield Fly Rule is in effect
- d) 3rd Drop Strike is in effect
- e) Run Limits: The batting team may score a maximum of (7) runs per inning

Middle School Girls Division

- a) No stealing home – Players can take home on overthrows and passed balls, provided the umpire has not called time or stoppage of play.
- b) Runners can steal 2nd & 3rd base upon the release of the ball from the pitcher's hand.
- c) No Bunting
- d) Infield Fly Rule is in effect
- e) 3rd Drop Strike is in effect
- f) Run Limits: The batting team may score a maximum of (7) runs per inning.
- g) 8 minimum players on defense, 9 maximum.

Special Rules

Lineups & Substitutions

- Teams will their full line up based on each game's attendance. Each player is guaranteed 1 at bat and 1 inning (3 consecutive outs).

8U Division:

- a) Stealing is not allowed. A base runner is out for leaving the base before the ball reaches the plate.
- b) There are no walks or "base on balls", intentional or otherwise.
- c) No bunting is allowed. A full swing must be taken. Penalty: if a batter attempts to bunt, the ball is dead, batter is out, no runner/s may advance.
- d) Umpire will call "time" after every play (once the lead runner has been stopped) and declare a ball dead.

- e) Infield Fly Rule does not apply.
- f) The defensive player listed as a pitcher must be no more than (4) feet beside or behind the pitching rubber.
- g) Each batter will receive 5 pitches / 3 Coach pitch, 2 machine pitch
- h) The 5th pitch is their final pitch unless hit foul
- i) The pitching coach cannot coach while his/her team is on offense.
- j) If the batted ball hits the pitching coach, the umpire will judge if the pitching coach made a legitimate attempt to get out of the way, the ball becomes dead. All runners advance one base. If the umpire rules that the pitching coach did not make an attempt to get out of the way, then the batter is declared out. No runners shall advance.
- k) In the event that a batted ball hits the pitching machine, it will be called a foul ball.
- l) If a thrown ball hits the pitching machine in an attempt to make a play, the ball is dead, and runners will advance 1 base only.
- m) The pitching coach must keep one foot on or straddle the pitching rubber.
- n) The catcher must be in the squat position before every pitch.
- o) No drop third strike.

10u Division:

- a) Runners are entitled to steal one base per pitch with liability to be put out.
- b) If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purpose of throwing the advancing runner out.
- c) Batter who receives a base on balls cannot advance past first base.
- d) A runner may not steal home.
- e) Both teams' pitchers can pitch from the edge of the pitching circle only if both coaches agree prior to the start of the game.

12u Division:

- a) Drop 3rd strike is in effect.
- b) Infield fly rule is in effect.
- c) Leaping and crow -hopping are illegal regarding pitching delivery.
- a) No stealing home – Players can take home on overthrows and passed balls, provided the umpire has not called time or stoppage of play.

15u Division:

- b) Drop 3rd strike is in effect.
- c) Infield fly rule is in effect.
- d) Leaping and crow-hopping are illegal regarding pitching delivery.
- e) Runners can steal 2nd, and 3rd, base upon the release of the ball from the pitcher's hand.
- f) Runners can lead off as the ball leaves the pitcher's hand.
- g) No stealing home - Players can take home on overthrows and passed balls, provided the umpire has not called time or stoppage of play.

Run (Mercy) Rule:

6 innings:

- a) 15 after 3
- b) 8 after 4

7 innings:

- a) 15 after 3
- b) 8 after 4

Overthrown Ball Rule

8u: If a ball is overthrown in attempt to make a play at a base, the play will be called a “dead ball” and every runner will be awarded one additional base only. Dead balls will be called at the umpire’s discretion.

- a. Ex) If the play is made at first base, the runner will be awarded second base.
- b. An “overthrow” is defined as a ball thrown out of reach of the intended target.

10u/12u/15u: Overthrown balls will be played as live (pitcher included), and the runners can advance

All live plays will be determined at the discretion of the umpires.

Playoff Bracket Tiebreaker

“California Rule”

In the event of a tie during a playoff game, the game will continue into extra innings following the California Rule. The last batter of the last inning of the team at bat will be placed on 2nd base, the next batter in the lineup will be at bat with a full count (3 balls and 2 strikes) with 2 outs.

This sequence will continue until the tie has been broken.

Player Conduct

- a) Trash talking is illegal (from players, parents, and coaches). The referees will give one warning but if it continues, the referee is entitled to eject players from the game.

Section 5.09 Injuries

All injuries will need to be assessed by officials, coaches, and staff. When a child “goes down” on the field of play, coaches need to wait until officials have beckoned them to the field. Coaches that enter the field of play without permission, due to injury, may lose a team timeout. This will be up to the discretion of the Head Referee.

Injuries that require medical attention will be handled by the medical trainer on site, KPR staff and/or Parent/Guardian.

Section 5.10 Hazardous Weather

The protection of Killeen Parks & Recreation participants is of paramount importance. Every participant should recognize the danger presented by lightning, tornados, and other hazardous weather. The following items represent generally accepted principles regarding the dangers involved with lightning and tornados.

- ***In a game of 6 innings and there is inclement weather. If we make it to 4 innings or half the time, the game is over and will not be rescheduled. Scores will be kept.***
- ***In a game of 7 innings and there is inclement weather. If we make it to 4 innings or half the time, the game is over and will not be rescheduled. Scores will be kept.***

Over the past century, lightning has consistently been 1 of the top 3 causes of weather-related deaths in this country. It kills approximately 100 people and injures hundreds more each year. Lightning is an enormous and widespread danger to the physically active population. Practice and training increase recreation performance. Similarly, preparedness can reduce the risk of the lightning hazard. Lightning is the most frequent weather hazard impacting athletics events. Baseball, football, lacrosse, skiing, swimming, soccer, tennis, track, and field events...all these and other outdoor sports have been visited by lightning. Education is the single most important means to achieve lightning safety. The following is the lightning safety plan for Killeen Parks & Recreation as suggested by the National Lightning Safety Institute:

1. If the athletic area should need to be cleared the following is a list of SAFE lightning evacuation sites. SAFE evacuation sites include:
 - a. Fully enclosed metal vehicles with windows up.
 - b. Structurally sound buildings.
 - c. The low ground. Seek cover in clumps of bushes.
2. UNSAFE LIGHTNING SHELTER AREAS include all outdoor metal objects like flag poles, fences and gates, high mast light poles, metal bleachers, golf carts, cars, machinery, etc. AVOID trees. AVOID water. AVOID open fields. AVOID the high ground.

3. Lightning's distance from you is easy to calculate: if you hear thunder, it and the associated lightning are within auditory range...about 6-8 miles away. The distance from Strike A to Strike B also can be 6-8 miles. Ask yourself why you should NOT go to shelter immediately. Of course, different distances to shelter will determine different times to suspend activities. A good lightning safety motto is: "If you can see it (lightning) flee it; if you can hear it (thunder), clear it."

4. If you feel your hair standing on end, and/or hear "crackling noises" - you are in lightning's electric field. If caught outside during close-in lightning, immediately remove metal objects (including baseball cap), place your feet together, duck your head, and crouch down low in baseball catcher's stance with hands on knees.

5. Wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.

6. People who have been struck by lightning do not carry an electrical charge and are safe to handle. Apply first aid immediately if you are qualified to do so. Get emergency help promptly.



LIGHTNING:

- i. All thunderstorms produce lightning and are dangerous.
- ii. Lightning often strikes as far as 10 miles away from any rainfall. You are in danger from lightning if you can hear thunder. You are in danger if you can see lightning.
- iii. Lightning injuries can lead to permanent disabilities or death. Look for dark cloud bases and increasing wind.
- iv. Lightning can travel sideways for up to 10 miles and strike when skies are blue.
- v. Soccer fields are a dangerous place to be during a lightning storm. When lightning is seen or thunder is heard, or when dark threatening clouds are observed, quickly suspend the game and/or practice and move to a safe location.
- vi. Avoid standing in an open area, near soccer goals, under a tent, near trees or in water. The safest place during a thunderstorm with or without visible lightning is in a car, but not a convertible.

TORNADOS:

- i. Watch for rapidly darkening skies.
- ii. The sound of an approaching tornado is often described as that of an approaching train.
- iii. The funnel of a tornado does not have to touch down to cause extensive damage and injuries.
- iv. Tornadoes can produce winds of 300 miles per hour or more.

- v. Most people who are hurt during a tornado are hurt when they are struck by flying debris.
- vi. Seek safety in a solid structure, preferably in a basement or in an interior room. If no building is available, lay down in a ditch.

LIGHTNING DETECTORS:

KPR staff will carry a “Personal Lightning Detector” during any outdoor event, open swim, or field competition. The “Strike Alert HD” has 360-degree lightning strike detection and detects lightning up to 40 miles away. This device serves as further security against lightning storms.

GAME SUSPENSION REQUIREMENTS:

In any of the circumstances outlined below occurs, KPR staff or referee(s) should immediately suspend the game:

1. If thunder is heard, the game should be suspended, and the fields cleared. Everyone should immediately go to a safe shelter.
2. If lightning is seen, the game should be suspended, and the fields cleared. Everyone should immediately go to a safe shelter.
3. If a thunderstorm is heard or seen coming or your hair stands on end, the game should be suspended, and the fields cleared. Everyone should immediately go to a safe shelter. Do not wait until it rains.
4. Wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
5. The game will be cancelled by the decision of KPR staff if lightning continues for an extended amount of time, or if the forecasted weather is unsafe for participants and spectators.

Heat Advisory:

Heat Index of 106-108

1. Decrease repetitions and practice for overweight individuals
2. Asthmatic athletes may remove themselves from workout without penalties or repercussions

Heat Index of 109-111

1. Decrease repetitions and practice for overweight individuals
2. Asthmatic athletes may remove themselves from workout without penalties or repercussions
3. Unrestricted access to water always

Heat Index of 112

1. No Outside Practice
2. Games are subject to cancelation/rescheduling and will be determined by Athletic Supervisor, with consultation of the Athletic Coordinators.

Anything not covered within these by-laws falls under our youth sports policies and procedures manual



Coaches Discipline Guide

Offense	Directed Toward	Minimum Action	Maximum Action
Tobacco use (chewing, smoking)	during games, practices or league functions	Verbal	Ejection(s)
Alcohol, illegal substances	during games, practices or league functions	Ejection for remainder of game	Suspension, suspension up to 1 calendar year
Allowing a player to play or participate while knowing of an injury or concussion	During game or practices	Game ejection	Season suspension
Foul or abusive language directed at	Player, Coach, official, spectator or staff	Verbal warning and/or ejection for remainder of game	Game suspension
Continued foul or abusive language. Blatant disregard for staff and officials	Player, Coach, official, spectator or staff	Current game suspension	Multiple game suspension
Encouraging foul language, threatening language, unsportsmanlike behavior, encouraging or telling players to have that kind of behavior	Player, Coach, official, spectator or staff	Current game suspension	Season suspension
Threat of physical abuse, assault, threat of bodily injury of any kind	Player, Coach, official, spectator or staff	Ejection for remainder of game and next game suspension	Season suspension to lifetime suspension. Level of threat will determine length of suspension
Fighting or physical assault of any kind	Player, Coach, official, spectator or staff	Ejection for remainder of game and next game suspension	Season suspension to lifetime suspension. Level of threat will determine length of suspension
Playing an illegal player (see definition #5)		Ejection of next game and forfeiture of current game	Multiple game suspension to league removal
Pulling children off a field for any reason other than weather.		Suspension for next three games	League removal

Spectators Discipline Guide

Offense	Directed Toward	Minimum Action	Maximum Action
Alcohol, illegal substances	during games, practices or league functions	Ejection for remainder of game	suspension, suspension up to 1 calendar year
Foul or abusive language directed at	Player, Coach, official, spectator or staff	Verbal warning and/or ejection for remainder of game	Game suspension
Continued foul or abusive language. Blatant disregard for staff and officials	Player, Coach, official, spectator or staff	current game suspension	multiple game suspension
Encouraging foul language, threatening language, unsportsmanlike behavior, encouraging or telling players to have that kind of behavior	Player, Coach, official, spectator or staff	current game suspension	Season suspension
Threat of physical abuse, assault, threat of bodily injury of any kind	Player, Coach, official, spectator or staff	Ejection for remainder of game and next game suspension	Season suspension to lifetime suspension. Level of threat will determine length of suspension

Appendix A: COACH'S CODE OF ETHICS

The function of a coach, at any level, is to develop, nurture the love of the game, and educate children and athletes through participation in recreation competition. Each athlete should be treated with the utmost respect, and his or her welfare should always be considered in decisions by the coach. Accordingly, the following guidelines for coaches have been adopted by Killeen Parks & Recreation.

- The coach shall be aware that he or she has a tremendous influence, for either good or ill, and thus, shall never place the value of winning above the value of instilling the highest ideals of character.
- The coach shall uphold the honor and dignity of the profession. In all personal contact with students, parents, officials, and athletic administrators, the coach shall strive to set an example of the highest ethical and moral conduct.
- The coach shall avoid the use of alcohol and tobacco products when in contact with players.
- The coach shall master the contest rules and shall teach them to his or her team members and spectators. The coach shall not seek an advantage by circumvention of the spirit or letter of the rules.
- The coach shall exert his or her influence to enhance sportsmanship by spectators.
- The coach shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against the officials. Public criticism of officials, players, or Recreation staff is unethical.
- The coach should meet and exchange cordial greetings with the opposing coach to set the correct tone for the event before and after the contest.
- The coach shall not exert pressure on athletic administrators to give an athlete special consideration.
- The coach shall not scout opponents by any means other than those adopted by the league.

Printed Name

Signature