



YOUTH REC SOFTBALL LEAGUE INFORMATION & RULE BOOK

**City of Liberty, Missouri
Parks and Recreation Department**

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LIBERTY PARKS AND RECREATION MISSION STATEMENT

Liberty Parks and Recreation is powered by a team of dedicated professionals who are committed to community impact, improvement, and innovation. We believe that creating community connections by providing the highest quality parks, programs, services, and facilities is essential to a prosperous and healthy community.

Objective and Goals:

The Liberty Parks and Recreation youth baseball and softball program is designed to give all boys and girls, through participation in practices and competitive games, the opportunity to learn and improve the fundamentals of the game of baseball and/or softball.

Coaches:

- Shall, above all, have the welfare of each child as his or her main objective.
- Must have reasonable knowledge of the game.
- Shall act as an example of good conduct and sportsmanship to his or her team in all league matters.
- Shall place emphasis of coaching on learning rules and fundamentals, participation, and personal enjoyment.

Sportsmanship:

Team members, coaches and spectators shall exhibit appropriate behavior toward other players, coaches, spectators, and officials. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:

- Player, coach or spectator ejection from the game
- Player, coach or spectator ejection from the league
- Player, coach or spectator suspension
- Forfeit of game

During the game, the officials have the authority to eject players, coaches and spectators. The Parks and Recreation Department has the final authority on determining the duration of suspension or other penalty. Any player (if he/she has a way home) and/or coach ejected from the game must leave the playing area. Failure to do so may result in forfeit of game. Anyone ejected from a game will be suspended for the next game.

Administration:

The Liberty Parks and Recreation Department facilitates the youth baseball and softball program. Decisions that are rendered by the Parks and Recreation Department are final. The USSSA Baseball and Softball Rule Books are the governing body of rules for our leagues unless superseded by specific youth baseball and softball program rules as set forth by the Liberty Parks and Recreation Department.

Protests:

Officials' decisions in all matters are final. There shall be no protests except in cases of violation of the minimum playing requirements. Intent to protest must be so noted in the scorebook by an umpire at the request of the coach within five minutes of the conclusion of the game. The protest must then be reported to the Parks and Recreation Department by the protesting coach the next working day. Report may be made in person or by phone.

Uniforms & Equipment:

- Required uniform consists of a baseball cap and shirt with number. Player names may appear on the uniform. Uniforms shall be the same color.
- Batters and base runners are required to wear approved head protection. Helmets with ear covering at all times during practice and games will be required. Umpires are instructed to rigidly enforce this rule.
- Tennis shoes or rubber cleats only are to be worn.
- Game Balls will be provided by Liberty Parks and Recreation.
- LPR will provide each team with a duffel bag containing catching gear and practice balls. It is the responsibility of the head coach to see that the bag is then returned at the end of the season.
- Each player must provide their own glove, individual bats and cleats.

Game Time:

Games will start promptly as scheduled. A team must have seven (7) uniformed players to start or continue a game. A 5-minute grace period is allowed from the scheduled starting time. The umpire's watch is official.

Weather Policy:

The umpire/supervisor has final say on whether a game will be temporarily suspended or postponed due to weather conditions or poor field conditions. If lightening is in the immediate area, the game shall be suspended immediately.

Weather Hotline:

816-735-4700 or www.rainoutline.com

Schedule:

All schedules will be posted online at www.teamsideline.com/liberty

7U & 8U Coach Pitch League Rules

General League Rules and Field Dimensions:

- There will be a limit of 1 hour 20 minutes or 6 innings, whichever comes first.
- Field dimensions will consist of 60 ft. bases and 35 ft. pitching rubber.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The official scorekeeper is to be notified of all substitutions in the field.

Batting Rules:

- All players will be placed in the batting order. However, only 10 players will play the field each inning.
- **A team's "at bat" shall end after 3 outs or they have scored 6 runs in an inning, whichever comes first. Once the play has ended after the 6th run has scored the umpire will call time out and the inning is over.**
- Every player present at the games will bat regardless whether they are playing defense.
- Batters throwing their bat will be called out. No bunting will be allowed. If batter attempts to bunt they will be called out.
- 7U Coach Pitch League: Each batter will receive a maximum of 5 pitches. If the batter has not put the ball into play, they will receive one attempt off of the tee. If the player does not hit the ball into play off the tee, the batter is out.
- 8U Coach Pitch League: Each batter will receive a maximum 6 pitches, unless a normal 3 swing strike out has occurred first. If the batter fouls off the 6th pitch, they are out. No walks allowed. If a batted ball hits the coach or umpire, the ball is declared dead and the batter receives credit for a hit and all runners move up 1 base.
- Combined 7U and 8U Coach Pitch League: Each batter will receive a maximum of 6 pitches. If the batter has not put the ball into play, they will receive one attempt off of the tee. This will only be done for the first four games of the season. **During the last four games, if the batter has not put the ball into play after 6 pitches, they are out.**

Fielding Rules:

- The player from the defensive team designated as the pitcher must not leave the pitching circle until the ball is hit. All throws from the field will be taken by the defensive pitcher. The umpire will then call time and the ball will be handed to him.
- Ten players will take the field on defense, four outfielders and six infielders. Outfielders must stay in the grass. A team can start/end with 7 players. One coach from the defensive team can take a position in the outfield to help coach, but must not interfere with the play. The team in the field may also place a coach behind the catcher to help chase balls to help speed up the game.
- To be awarded an out at any base the ball must be thrown to teammate. Pitchers cannot run to a base with the ball, they must throw it. Exceptions may be made with flow of the game based on umpire's judgment.
- No infield fly rule will be used.

Base Running Rules:

- No stealing is allowed. No bases can be advanced except on a fair hit ball. A Runners foot must remain on base until the ball is hit. If not, the play will be called back and re-played.
- A dropped 3rd strike is an out, runners may not advance.
- If a ball is hit to the outfield the player may take an extra base until the ball has been thrown back to the infield and the umpire rules play dead.
- The ball will be declared dead by the umpire when the ball is inside the base path and play has been stopped by the umpire. This is the umpire's judgment that no further play is taking place. There will be a limit of one base on an overthrow.

10U Kid Pitch League Rules

General League Rules and Field Dimensions:

- There will be a time limit of 1 hour and 20 minutes or 5 innings whichever comes first. If the score is tied at the end of five innings, the game will be over.
- Baseline shall be 60 Ft bases and 35 FT pitching rubber.
- Free substitution after playing requirements has been met.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The official scorekeeper is to be notified of all substitutions in the field.

Batting Rules:

- All players will be placed in the batting order. However, only 10 players will play the field each inning.
- Each batter and base runner must wear a batting helmet.
- Batter is automatically out on a dropped third strike.
- Each offensive team remains at bat until 3 outs occur or 6 runs are scored.
- Bunting is allowed.
- There are no walks after fourth ball; the offensive coach will take the pitchers position on the rubber and no closer. From the rubber they will take up where the pitcher left off in the count. The coach must pitch overhand for baseball and underhand for softball. Each pitch will count as a strike whether or not the batter swings. The batter either strikes out or puts the ball into play.

Fielding Rules:

- Player position: A team shall have four (4) outfielders and six (6) infielders. Teams can start/end with a minimum 7 players
- Catcher interference is awarded a walk.

Pitching Rules:

- No pitcher/catcher may pitch/catch more than four innings per game. They may play separate or consecutive innings. One pitch will count as having pitched an entire inning.
- A new pitcher may take a total of 7 warm up pitches at the beginning of an inning as a replacement. A pitcher returning to the mound from a previous inning may take a total of 5 pitches before play begins.
- Once both feet are on the rubber, the first step must be forward. There will be no rocking back to gain momentum.

Base Running Rules:

- Coach interference with runner (touching) causes runner to be out. One coach from the defensive team can take a position in the outfield to help coach, but must not interfere with the play
- No two people can occupy one base. Therefore the following runner will be called out. The preceding runner is entitled to the base unless forced to move up.
- Sliding is permitted; however, when sliding if a person has the ball and a runner runs into them, that runner will be called out. Malicious contact will not be tolerated. Players shall

not block a base without possession of the ball.

- Stealing is **NOT ALLOWED**
- Runners may advance one base on an over throw. Once the ball reaches the pitcher, it is considered a dead ball.

12U Kid Pitch League Rules

General League Rules and Field Dimensions:

- There will be a time limit of 1 hour and 20 minutes or 6 innings whichever comes first. If the score is tied at the end of six innings the game is over.
- Baseline shall be 60 FT and rubber 40 FT for girls.
- Free substitutions after playing requirements have been met.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The official scorekeeper is to be notified of all substitutions in the field.

Batting Rules:

- All players will be placed in the batting order. However, 10 players will play the field each inning. 4 will be outfielders and 6 will be infielders.
- Each batter and base runner must wear a batting helmet.
- Batter is automatically out on a dropped third strike.
- Each offensive team remains at bat until 3 outs occur or 5 runs are scored.
- Bunting is allowed.

Fielding Rules:

- Player position: A team shall have three (3) or four (4) outfielders, and six (6) infielders. Teams can start/end with 7 minimum players.
- Catcher's interference is awarded a walk.

Pitching Rules:

- No pitcher/catcher may pitch/catch more than four innings per game. They may play separate or consecutive innings. One pitch will count as having pitched an entire inning.
- A new pitcher may take a total of 7 warm up pitches at the beginning of an inning as a replacement. A pitcher returning to the mound from a previous inning may take a total of 5 pitches before play begins.

Base Running Rules:

- Stealing will be allowed to second & third base only. The base runner may not leave the base until the ball crosses home plate. Base runner may not steal home but may take home only after being forced in by a walk or because of a fairly hit ball. Base runners may not lead off any base and can only steal 2nd & 3rd when the ball has crossed home plate. Also, a runner can't advance on a passed ball thrown by the catcher to the pitcher.
- Coach interference with runner (touching) causes runner to be out.
- No two people can occupy one base. Therefore, the preceding runner will be called out unless the lead runner is forced to move up in which case the lead runner will be called out.
- Sliding is permitted; however, when sliding if a person has the ball and a runner runs into them, that runner will be called out. No malicious contact will be tolerated.

10/12U Kid Pitch League Rules

General League Rules and Field Dimensions:

- There will be a time limit of 1 hour and 20 minutes or 6 innings whichever comes first. If the score is tied at the end of 6 innings, the game will be over.
- Baseline shall be 60 Ft bases and 35 FT pitching rubber.
- 11inch softball will be used
- Free substitution after playing requirements has been met.
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.
- The official scorekeeper is to be notified of all substitutions in the field.

Batting Rules:

- All players will be placed in the batting order. However, only 10 players will play the field each inning.
- Each batter and base runner must wear a batting helmet.
- Batter is automatically out on a dropped third strike.
- Each offensive team remains at bat until 3 outs occur or 6 runs are scored.
- Bunting is allowed.
- There are no walks after fourth ball; the offensive coach will take the pitchers position on the rubber and no closer. From the rubber they will take up where the pitcher left off in the count. The coach must pitch overhand for baseball and underhand for softball. Each pitch will count as a strike whether or not the batter swings. The batter either strikes out or puts the ball into play.

Fielding Rules:

- Player position: A team shall have four (4) outfielders and six (6) infielders. Teams can start/end with a minimum 7 players
- Catcher interference is awarded a walk.

Pitching Rules:

- No pitcher/catcher may pitch/catch more than four innings per game. They may play separate or consecutive innings. One pitch will count as having pitched an entire inning.
- A new pitcher may take a total of 7 warm up pitches at the beginning of an inning as a replacement. A pitcher returning to the mound from a previous inning may take a total of 5 pitches before play begins.
- Once both feet are on the rubber, the first step must be forward. There will be no rocking back to gain momentum.

Base Running Rules:

- Coach interference with runner (touching) causes runner to be out. One coach from the defensive team can take a position in the outfield to help coach, but must not interfere with the play
- No two people can occupy one base. Therefore, the following runner will be called out. The preceding runner is entitled to the base unless forced to move up.
- Sliding is permitted; however, when sliding if a person has the ball and a runner runs into them, that runner will be called out. Malicious contact will not be tolerated. Players shall not block a base without possession of the ball.
- Stealing is **NOT ALLOWED**.