

# **YOUTH BASEBALL & SOFTBALL LEAGUE**



## **INFORMATION & RULE BOOK**



PLATTE CITY



MISSOURI

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**SMITH'S FORK SPORTS COMPLEX  
16400 DD HWY  
SMITHVILLE, MO 64089**

**816-532-8130**

**WWW.SMITHVILLEPARKSREC.COM**

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## SMITHVILLE PARKS AND RECREATION MISSION STATEMENT

Mission: Smithville Parks & Recreation will strive to provide safe recreational and leisure opportunities to the citizens; to enhance all interest and behavior and provide the benefits of recreation and leisure. Such as: Fun, Sense of Community, Healthy Lifestyle, and Leadership.

Vision: Smithville Parks & Recreation strives to give back to the community by providing safe, affordable and inclusive recreation and leisure opportunities, within the proximity of Smithville's natural beauty.

### Objective and Goals:

The Smithville Parks and Recreation youth baseball and softball program is designed to give all boys and girls, through participation in practices, the opportunity to learn and improve the fundamentals of the game. While also giving all participants of the community and those outside, the opportunity to take on the health benefits of recreation and improve socialization opportunities among players.

### 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 Smithville 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 Smithville 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, provided by SPR. Player names may appear on the uniform (not provided by SPR). Uniforms shall be the same color.
- Batters and base runners are required to wear approved head protection. Helmets with ear covering must be worn at all times during practice and games. Umpires are instructed to rigidly enforce this rule.
- Tennis shoes or rubber cleats only are to be worn.
- Each team will supply a new game ball for each game. These game balls should be given to the umpire prior to the start of a game.
- SPR will provide each team with a duffel bag containing bats, helmets, tee, practice balls, and game 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 balls are optional.
- This league does not enforce bat restrictions. Players may use whatever bat is most comfortable for them.

### 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 lightning is in the immediate area, the game shall be suspended immediately.

### Weather Hotline:

SPR will notify coaches & parents via email through Teamsideline.

### Schedule:

All schedules will be posted online at: [www.teamsideline.com/smithvillemo](http://www.teamsideline.com/smithvillemo).

# HEAT

YELLOW Heat index between 81-99	ORANGE Heat index between 99-105	RED Heat index between 106-115	BLACK Heat index above 115
Participants are in very little danger from heat and no special measures will be taken.	Each player must have water to be allowed to play.  Coach-monitored water break required for catchers during each half inning.  Coaches should instruct all players to stay hydrated and take frequent breaks.	All previous measures will be followed plus game lengths will be reduced by 15 minutes.  Coach-monitored water break required during each half inning or each sub.	SPR will postpone or cancel all games until the heat index is below 115.  Notifications will be given to coaches and through TeamSideline.

These zones have been published by the American College of Sports Medicine for participation in sports activities.

# COLD

ABOVE 40	39-20	19-10	9 and BELOW
Full activity, no restrictions	Stay adequately hydrated.  SPR will notify coaches of the threat of cold-related illness.  Coaches and players should wear layers of clothing	All previous measures should be taken.  Cover head and neck to prevent heat loss.  Game lengths will be shortened by 5 minutes per half	All previous measures should be taken.  SPR will consider postponing or cancelling all games.  Notifications will be sent through TeamSideline.

The above are recommendations. Each coach is encouraged to evaluate and decide how to use this information when making practice decisions. All temperatures refer to wind chill temperatures.

# LIGHTNING

10-20 MILE RANGE	0-9 MILE RANGE
Supervisor will inform each field that a storm is within the 10-20 mile range	Activities will be suspended. Individuals must leave fields and find shelter during the storm.  TeamSideline will be updated with revised schedule once a decision has been made to either cancel or postpone.

Games will not resume until 30 minutes after the last lightning strike. Games will be canceled if anticipated delay is more than 2 hours.

# 8U Coach Pitch League Rules Baseball and Softball

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## General League Rules and Field Dimensions:

- There will be a limit of 1 hour and 30 minutes or 6 innings, whichever comes first.
- Field dimensions will consist of 60 ft. bases and 40 ft. pitching rubber will be used in this league.
- Coaches will act as pitchers in 8U softball and baseball.
- 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 5 runs in an inning, whichever comes first. Once the play has ended after the 5th run has scored the umpire will call time out and the inning is over.
- Every player present at the games will bat regardless of 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.
- Each batter will receive a maximum 5 pitches, unless a normal 3 swing strike out has occurred first. If the batter fouls off the 5th pitch, they are out. No walks allowed. The coach must pitch overhand for baseball and underhand for softball. Each good pitch will count as a strike whether the batter swings (umpire determines good/bad pitches). Underhand pitching is defined as the pitching arm moving from behind the hip in one motion to a forward throw, releasing the ball below shoulder height. The batter either strikes out or puts the ball into play.

## Fielding Rules:

- Games will be played by the coach pitch method. A player from the defensive team will play defense within 8 feet of the coach/pitcher's position. All throws from the field will be taken by the defensive player. The umpire will then call time and the ball will be handed to the coach/pitcher. The coach/pitcher should not interfere with the live ball until it is handed to him/her.
- 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. 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 League Rules Baseball and Softball

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## General League Rules and Field Dimensions:

- There will be a time limit of 1 hour and 30 minutes for baseball and 1 hour and 30 minutes for softball 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 and rubber 40 FT for boys: 60 Ft bases and 35 FT pitching rubber for girls.
- 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 home team 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 9 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 7 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. Underhand pitching is defined as the pitching arm moving from behind the hip in one motion to a forward throw, releasing the ball below shoulder height. The batter either strikes or puts the ball into play.

## Fielding Rules:

- Player position: A team shall have three (3) 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.
- Girls Softball- 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.
- 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.
- Girls Softball: There will be no stealing allowed.
- Boys Baseball: Stealing is 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. A runner cannot advance on a passed ball thrown by the catcher to the pitcher.

# 12U League Rules Baseball

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## General League Rules and Field Dimensions:

- ☐ There will be a time limit of 1 hour and 30 minutes or 6 innings whichever comes first. If the score remains tied after 6 innings the game is over.
- ☐ Baseline shall be 70FT and pitching rubber at 50 FT for boys.
- ☐ Free substitutions after the playing requirements are 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 9 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 7 runs are scored.
- ☐ Bunting is allowed.

## Fielding Rules:

- ☐ Player position: A team shall have three (3) outfielders, and six (6) infielders. Teams can start/end with 7 minimum players.
- ☐ The infield fly rule will be in effect, with runners on first and second or with the bases loaded and less than 2 out, the batter is out.
- ☐ 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 counts as having pitched one 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 except to home.
- ☐ Coach interference with runner (touching) causes runner to be out.
- ☐ 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.

# 12U Kid Pitch League Rules Softball

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## General League Rules and Field Dimensions:

- There will be a time limit of 1 hour and 30 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.
- Size 12 ball
- 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, only 9 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 7 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 underhand for softball. Underhand pitching is defined as the pitching arm moving from behind the hip in one motion to a forward throw, releasing the ball below shoulder height. Each good pitch will count as a strike whether or not the batter swings. The umpire determines The batter either strikes or puts the ball into play.

## Fielding Rules:

- Player position: A team shall have three (3) 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 cannot 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.

# 14U Kid Pitch League Rules Softball

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## General League Rules and Field Dimensions:

- There will be a time limit of 1 hour and 30 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 43 FT for girls.
- Size 12 ball
- 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, only 9 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 7 runs are scored.
- Bunting is allowed.
- Walks are allowed.

## Fielding Rules:

- Player position: A team shall have three (3) 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 cannot 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.