

Town of Parker

Youth Coach Pitch Softball: Ages 8 to 10

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment. All games will be played according to NFHS rules if not otherwise specified in this document.

Philosophy:

1. To allow the participants to have fun.
2. To allow all youth an opportunity to participate.
3. To teach proper skills and fundamentals.
4. To provide an environment of sportsmanship & camaraderie.

Participant Information

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decision is final.

Field Supervisor:

The field supervisor is on site to monitor the games and the facility, assist with injury, answer questions, assist officials with rulebook clarifications, and monitor participant behavior. Their decisions are final.

Umpires:

One to two umpires will be provided. Umpire duties include:

1. Supervising batter's and catcher's area.
2. Calling batters to the plate at a safe time.
3. Keeping catcher at a safe distance from the plate
4. Declaring the ball dead or alive, and positioning runners as necessary.
5. Contacting field supervisor when there are any discrepancies.
6. Determine if defensive players are in proper positions.
7. Calling strikes and balls at the plate (this is a subjective call and the umpire's call is final)
8. Declaring runners out or safe at bases.
9. Administering all rules of the game.

Coaches:

1. Fielding team can provide 1 coach in outfield to assist with play.
2. Batting team can provide a 1st and 3rd base coach. 3rd base coach can help batter get set up if needed, but needs to step away from batting area after.
3. Coaches are not allowed to interfere with any player or the ball while the ball is in play. If this should happen, the ball will be considered dead, and each runner will advance one base, with the batter receiving first base.

Spectators:

Spectators are asked to sit behind the backstop in the bleachers or down the foul line outside the fence.



We encourage family and friends to come and watch the games and show support. Positive cheering and encouragement help provide a fun atmosphere. Negative comments of any kind are not part of our recreational program philosophy and will not be tolerated. Disciplinary action may be taken against those who are not demonstrating positive spectator behavior.

Players:

1. Rosters:

- a. Only players on your official team roster may practice or play in games.
 - i. **EXCEPTION:** Teams may borrow players from other teams *within the same division*.
 - ii. Contact the Softball Coordinator if you will be short on players for a particular game so they can arrange for subs.
- b. Minimum 10 players/Maximum 15 players on roster

2. Participation:

- a. The defense will consist of 10 players. All players on the roster will bat, regardless if they sat the bench for defense.
- b. Players coming late to a game may be placed at the end of the batting order.
- c. No player may sit on the bench more than one consecutive inning when their team takes the defensive position.
- d. Free substitutions on defense will be allowed between innings only, unless an injury occurs; a player may act as a substitute for an injured player during the inning.
- e. Coaches are asked to rotate players at positions in which they show an interest in playing to give participants an equal chance to learn a position.
- f. **There will be no forfeits.**

3. Playing Time Requirements:

- a. Coaches are asked to rotate players at positions in which they show an interest in playing.
- b. Playing time is the responsibility of the players and the coach, **NOT** the opposing team or sports supervisor.

Logistical Information

Player Uniform:

1. Each player must wear the assigned jersey provided by the Parker Recreation Department.
 - a. Only authorized sponsors from the Town of Parker may be placed on the uniform.
2. Jewelry
 - a. No jewelry may be worn during sports participation. **Exception:** Medical alert jewelry may be worn but must be taped to the body or covered (i.e., with a sweat band).
 - b. No hoops or dangling earrings. Earring studs may be taped. Jewelry Implants that have a flat back and must be surgically removed may be covered with athletic tape or Band-Aids. The earring back must be flat.
 - c. Fitness Trackers may be worn attached to shoe laces or beneath clothing (i.e. attached to a sports bra).

Game Equipment:

1. Ball used: 11” Ball
2. Each coach will be issued the following equipment that must be returned at the end of the season:
 - a. 1-2 bats, size appropriate for each division
 - b. Box of softballs
 - c. Catcher’s gear
3. Cleats are recommended but not required. Cleats must be rubber-soled and cannot have removable or metal “spikes”.
4. Each player must provide their own softball glove and wear it at all times while in the field.
5. Catcher must wear mask, shin guards, and chest protector provided by the Field Supervisor or coach.
6. Every batter must wear a batting helmet at bat and when running bases. Participants must provide their own helmet or use the helmets provided by the Town of Parker.
7. Softballs provided by the recreation department are the only authorized balls that may be used in this program.

Game Locations:

1. O’Brien Park
2. Tallman Park
3. Salisbury Equestrian Sports Complex
4. Bar CCC Park
5. Town of Castle Rock Parks

Field Dimensions:

1. Bases will be 50 feet apart
2. Pitching distance will be 35 feet

Playing Rules

Start of Play:

1. The home team is determined by the Team Sideline schedule. The home team will use the third base dugout, unless a team playing a doubleheader is scheduled before or after, in which case they will remain in the dugout they were in originally.
2. Line-ups: All players registered on the team and present at the game shall be listed on the batting order. No player may bat twice in one inning.
3. Teams must have 7 players present at game time to begin a game. If a team has only 7 players, teams may supplement one another with players for the outfield if needed and wanted.

Duration of Games:

1. Games will consist of 6 full innings or 75 minutes, whichever comes first.
 - a. When 6 innings are not reached, all games will use a drop-dead time frame. Games will end at 75 minutes regardless of how many outs and regardless of which team is at bat. If time expires during an at-bat, the batter up to bat will get to finish their at-bat.
2. Each team will bat until 3 outs have been counted or 7 runs, whichever occurs first. Then the teams will switch.

3. In case of inclement weather, a game will be considered complete after 45 minutes of play or 3 ½ to 4 innings.

Score and Standings:

1. No standings are kept.
 - a. In keeping with the philosophy of the youth sports program, we do not keep track of wins and losses nor do we give out end of season awards.
2. Score will be kept by a volunteer parent to keep track of the maximum number of runs allowed per inning per team.

General Rules:

1. General Game Play
 - a. Ball is declared dead by the umpire. This is generally called when the ball is in the infield and no play is being attempted OR when pitcher has the ball in her possession and is standing in the pitching circle.
 - b. Ball will also be considered dead if a thrown ball goes into foul territory. The umpire shall declare the ball “dead” and position all players at the base they were at or the base they were running to.
 - c. One base will be awarded for an overthrow.
 - d. There is no infield fly rule.
2. Defense:
 - a. Defensive positions will consist of a pitcher, catcher, first base, 2nd base, 3rd base, shortstop, and 4 outfielders. Each outfielder must be positioned no closer than ten feet behind the baseline.
 - i. When a coach-pitcher is being used, the defensive player-pitcher will stand on either side of the pitching mound to field the ball.
 - b. Catcher must stay in catcher’s box until ball is hit.
 - c. Infielders may be no closer than 20 feet from home plate prior to the ball being hit.
 - d. Defensive players must be located in standard positions with no extreme oversights. A player may not be positioned directly on a base.
 - e. Defense must surrender the base to the runner if they do *not* have a play at the base.
3. Pitching
 - a. The distance from the pitching mound to home plate is 35 feet.
 - b. Player-pitchers will pitch to their opponent until 4 balls are called, after which point a coach/parent from the batting team will pitch, in an underhand motion to the batter. The player-pitcher will stay on the field in a defensive position with at least one foot in the pitcher’s circle.
 - i. The count continues from the time the coach/parent enters the game until the batter completes one of the following:
 1. puts the ball into fair play
 2. strikes out
 - ii. The player-pitcher will then restart with the next batter.
 - iii. **The coach-pitcher must pitch from within the pitching circle.**
 - c. A pitcher who has hit 3 batters will be replaced by a new pitcher for the rest of the game provided the batter makes a reasonable attempt to avoid being hit. The pitcher may play a

new position.

- d. Pitchers will be allowed 5 practice pitches before pitching to their first batter; once they have already pitched during the game, they will only be allowed 3 warm-up pitches at the beginning of their half of the inning.
 - e. Coaches may only visit the pitcher once per inning, including meeting at the baselines. On the second visit, the pitcher must be substituted for but can play another position.
 - f. Coaches are encouraged to teach as many players who are interested to pitch.
 - g. Pitcher will only be allowed to pitch two innings per game, the innings do not have to be consecutive.
4. **Batting**
- a. Batting teams will hit until 3 outs are called or they score 7 runs, whichever comes first.
 - b. A batter that throws her bat will be called out.
 - c. Bunts are *not* allowed.
 - d. Balls and strikes will be called by an umpire; strike outs can be recorded.
 - e. A batter hit by an adult pitcher will not be awarded first base. A batter hit by a youth pitcher will be awarded first base as long as they made a reasonable attempt to avoid the hit.
5. **Base Runners**
- a. Base runners leaving the base path in order to avoid a tag will be declared out.
 - b. Base runners cannot steal bases. The runner will be sent back to original base if they attempt to steal.
 - c. A runner who intentionally runs into a defensive player will be declared out.
 - d. Sliding will be allowed.
 - e. Runners caught between bases when ball is in possession of the pitcher must return to the last base touched, unless they are more than halfway to the next base.
 - f. Base runners must tag up on all fly balls.
 - g. The play shall end when the ball is declared “dead” by the umpire. The umpire shall position all base runners as needed.
 - h. **The clapping of hands or making distracting noises to sidetrack the pitcher will not be allowed and the base runner will be given one warning and then called “out.”**

Sportsmanship:

1. Unsportsmanlike conduct will NOT be tolerated. Players, parents, and coaches may receive one warning.
 - a. A second offense will result in removal from the game.
 - b. Anyone who is ejected from a game must also leave the park for the day and may be subject to further suspension.
2. We encourage coaches and players to shake the opponents’ and officials’ hands after each game to emphasize positive teamwork and sportsmanship.

Elastic Power:

The Parker Recreation Sports staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

Alcohol:

No alcohol or Cannabis allowed on/in park property, please refer to Policy and Procedure Manual for more information.

Drone Policy:

Drones are not allowed at Parker Recreation sporting events.

The Town prohibits hazardous activities at all Town parks and open space, which may include model craft of any kind that is not operated in a safe manner. The United States Department of Transportation issued Model Aircraft Operating Standards, which can be summarized as follows:

- Fly below 400 feet and remain clear of surrounding obstacles
- Keep the model craft within visual line of sight at all times
- Remain well clear of and do not interfere with manned aircraft operations
- Don't fly within 5 miles of an airport unless you contact the airport and control tower before flying
- **Don't fly near people, bicyclists, motorists, roadways, parking lots or stadiums**
- Don't fly model craft that weighs more than 55 lbs.
- Don't be careless or reckless with your model craft - you could be fined for endangering people or other aircraft