



# **ROME-FLOYD**

PARKS&RECREATION

**Spring 2024  
Coaches  
Handbook**

## **Mission Statement**

*The mission of Rome-Floyd Parks and Recreation Authority is to provide high quality, diverse, and accessible programs, services, and facilities that enhance the quality of life for all ages, cultures, and abilities.*

## **Philosophy of Rome-Floyd Parks & Recreation Authority Baseball, Softball, and T-Ball**

It is the intent of Rome-Floyd Parks and Recreation Authority to offer a program on an equal opportunity basis. It is the belief of Rome-Floyd Parks and Recreation Authority that competing in youth sports is crucial to developing character and self-esteem. Rome-Floyd Parks and Recreation Authority also believes that lessons learned in competition can be applied in all life endeavors. Therefore, all individuals wishing to participate will not be discouraged from doing so. Teams are organized to maximize participation for all. Each participant who is dressed out and fit to play will play. Rome-Floyd Parks and Recreation Authority views all volunteer coaches as an integral component to the success of the program. Cooperation and communication are essential to maintain a quality experience for all. Coaches should strive to maintain a good working relationship with parents, players, and the program coordinator. Participants will reflect the character and attitude of the coaching staff. Therefore, it is imperative that all coaches display and model excellent sportsmanship and high moral character at all times. Coaches should refrain from any action that would tarnish their reputation with the teams in their league or the program.

## **Governing Rules**

The governing body of the Rome-Floyd Parks and Recreation Authority Baseball, Softball, and T-Ball program will be composed of Rome-Floyd Parks and Recreation Authority Staff. Any rules not covered by Rome-Floyd Parks and Recreation will be covered first by the Georgia Recreation and Parks Association, then by Georgia High School Association Rules.

## Contents

Mission Statement	1
Contents	2
Contacts	3
Facility Locations	4
Article I Coaches' Information	5
Article II Team Formation / Eligibility / Weather Policy	9
Article III Game / Practice Scheduling / Awards	11
Article IV General Baseball Rules	12
Article V 8U Coach Pitch General Information and Rules	15
Article VI 10U Combo Pitch General Rules and Information	17
Article VII 12U General Rules and Information	19
Article VIII 14U General Rules and Information	21
Article IX General T-Ball/Baseball Rules and Information	22
Article X T-Ball League General Rules and Information	24
Article XI General Softball Rule	26
Article XII 8U Softball Coach Pitch General Rules and Information	28
Article XIII 10U/12U General Rules and Information	30
Rome-Floyd Parks and Recreation Spring 2023 Youth Spring Calendar	31

**Sports Division Contacts**

**Sports Manager**

Jeremiah Blanton

(706) 291-0767

[Steven.Blantons@floydcountyga.org](mailto:Steven.Blantons@floydcountyga.org)

**Assistant Sports Manager**

Blake Lambert

(706) 290-7677

[Blake.Lambert@floydcountyga.org](mailto:Blake.Lambert@floydcountyga.org)

**Sports Coordinator**

Adam Mull

(706) 314-1320

[Adam.Mull@floydcountyga.org](mailto:Adam.Mull@floydcountyga.org)

**Sports Administrative Specialist**

Pam Hobbs

(706) 295-7324

[Pam.Hobbs@floydcountyga.org](mailto:Pam.Hobbs@floydcountyga.org)

**Main Office: 706-291-0766**

**All schedules, rules, and scores can be found at  
<http://www.teamsideline.com/sites/rfpra/home>**

## Game Facilities

### **Alto Park**

#### **Upper Alto (Fields 1-5)**



#### **Lower Alto (Fields 6-8)**



1014 Burnett Ferry Road  
Rome, GA 30165

#### **Riverview Park (Behind the Levee)**



255 Jewell Frost Drive  
Rome, GA 30165

#### **Hugh Selman Baseball Complex (North Floyd)**



102 North Floyd Park Road  
Rome, GA 30165

## Practice Facilities

#### **Armuchee Park**

539 Jones Mill Road NE  
Rome, GA 30165

#### **Coosa Park**

52 Krannert Drive NW  
Rome, GA 30165

#### **Etowah Park**

1325 Kingston Highway  
Rome, GA 30165

#### **Garden Lakes**

2903 Garden Lakes Boulevard  
Rome, GA 30165

#### **Midway Park**

125 Midway Park Road SE  
Rome, GA 30173

#### **Riverside Park**

215 Chatillon Road  
Rome, Georgia 30161

#### **Shag Williams Park (Shannon)**

40 Minshew Road NE  
Shannon, GA 30172

#### **Wolfe Park (Lindale)**

106 Park Avenue  
Rome, GA 30147

## **Article I**

### **Coaches' Information**

Rome-Floyd Parks and Recreation encourages anyone who is interested in being a positive force in a child's life to contact a recreation staff member and fill out a coaching application. Coaches are role models for teaching the fundamentals of the sport, sport skills, tactics and sportsmanship. Coaches are responsible for their personal conduct and behavior, as well as, the conduct and behavior of players. Coaches are required to follow the Rome-Floyd Parks and Recreation guidelines at all times. A coach who does not follow the guidelines provided by the Rome-Floyd Parks and Recreation will need to meet with the League Coordinator in order to continue to coach. All volunteer coaches shall be "at will coaches," and may be discharged by the Rome-Floyd Parks and Recreation with or without cause. Only coaches who have been approved by the Rome-Floyd Parks and Recreation will be allowed to go on the field of play or court during practices and games.

#### **Guidelines for all Coaches**

- Coaches participating in Rome-Floyd Parks and Recreation youth sports shall:
- Be reliable, and on time. (The first to arrive and the last to leave...)
- Be responsible for distributing a game/practice schedule to parents/guardians prior to the beginning of the season.
- Have with you, the Emergency Contact Information forms for each child on the team at all practices and games that is provided on your roster given to you by RFPR.
- Rome-Floyd Parks and Recreation Authority will have first aid kits at each game site, located in the concession stand.
- Be responsible for ensuring players' parents/guardians are informed of changes to the game or practice schedule. This includes cancellations the day of the game or practice.
- Ensure that each player receives playing time in games according to Rome-Floyd Parks and Recreation policy on playing time. Equal participation in the program as a whole is the desired goal but is not a requirement.
- Be responsible for communicating Rome-Floyd Parks and Recreation playing time policy to parents/guardians prior to the start of the season.
- Have all players and coaches shake hands after the completion of the game.
- Never play an injured or bleeding player. Think of the player first and not the team's final outcome.
- Conduct themselves in a professional manner at all times and shall refrain from directing abusive language and/or gestures toward officials, other coaches, players, fans, and spectators.
- Serve as a role model for players and spectators.
- Leave facilities in the same or better condition than when the team arrived. Be sure to clean the dugout after each game. All trash and debris needs to be in trash cans.
- Remove team from field and dugout promptly after shaking hands with opposing team so that the next team may begin their game.

### **Head Coach's Responsibilities**

- Establish a good working relationship with parents and players, keeping them well informed of practices, games, team rules, etc.
- In efforts to be respectful of parents' time, conduct organized and punctual practices.
- Head Coaches are required to have email and text message capabilities. If not, they must designate a team parent or assistant coach who does.
- Establish a hierarchy, in the event of his/her absence.
- Confirm player eligibility. Each player must have completed the registration process of RFPR.
- Appoint assistant coaches for the team.
- Upon approval by the Sports Coordinator, have the authority to suspend or dismiss any assistant coach.
- Head Coach is responsible for proper conduct of their assistant coach and spectators.
- Ensure that only registered athletes are participating in practices.
- *The State of Georgia has amended Code 19-7-5 under the Official Code of Georgia relating to the reporting of child abuse to include volunteer coaches. Under this code, volunteer coaches are required by law to report any suspected case of child abuse. The purpose of this Code Section is to provide for the protection of children whose health and welfare are adversely affected and further threatened by the conduct of those responsible for their care and protection. It is intended that the mandatory reporting of such cases will cause the Protective Services of the State to be brought to bear on the situation in an effort to prevent further abuses, to protect and enhance the welfare of these children, and to preserve family life wherever possible. This Code Section shall be liberally construed so as to carry out the purposes thereof. If you believe a child is being abused, contact RFPR immediately.*
- If requested by the umpire or game-site Supervisor; head coaches are required to assist in ensuring the parents and/or team spectators to maintain a healthy environment.

### **Assistant Coach's Responsibilities**

- Carry out duties as assigned by the head coach.
- Does not have the authority to discipline any participant without proper consent of the head coach.
- Will not be given the same consideration as a head coach during games.
- NEVER get involved in any discussions during the game with officials.
- Support the decisions of the Head Coach and should never publicly second-guess the Head Coach.
- Can be appointed by a Head Coach to act as a Head Coach during his/her absence.
- Be able to communicate information to parents concerning the team.
- Ultimately, all assistant coaches are under the supervision of the RFPR.

### **Application**

Rome-Floyd Parks and Recreation Authority requires every individual interested in becoming a coach to complete an application and authorization for a background investigation form (will need a copy of his/her Driver's License or State Issued photo identification). Coach's application can be found on our website: [www.rfpra.com/sports](http://www.rfpra.com/sports) and must be completed online. All applications are to be submitted and approved prior to the volunteer assisting in

sporting activities. This procedure is in place to protect participants from individuals who may be unsuitable as a coach.

### **Background Checks**

Individual volunteers found to be guilty of the following crimes will be disqualified as a volunteer as outlined below. Guilty means the applicant was found guilty following a trial, entered a guilty plea, entered a “no contest” plea accompanied by the court’s finding of guilty, regardless of whether there was a conviction or a withholding of guilt. This policy does not apply to charges that resulted in acquittal, dismissal or in an entry of “nolle prosequi”.

#### **EVER FOUND TO BE GUILTY OF:**

- All sex offenses including child molestation, rape, sexual assault, sexual battery, sodomy, prostitution, solicitation, indecent exposure, etc.
- All felony violence including murder, manslaughter, aggravated assault, kidnapping, robbery, aggravated burglary, etc.

#### **FOUND TO BE GUILTY WITHIN THE PAST 10 YEARS OF:**

- All felony offenses other than violence or sex including drug offenses, theft, embezzlement, fraud, child endangerment, etc.
- Multiple misdemeanor drug offenses, simple drug possession or possession of drug paraphernalia, etc.

#### **FOUND TO BE GUILTY WITHIN THE PAST 7 YEARS OF:**

- All misdemeanor violence offenses including simple assault, battery, domestic violence, hit and run, etc.

#### **FOUND TO BE GUILTY WITH THE PAST 2 YEARS OF:**

- Two misdemeanor DUI charges with a 12-month period.

**Any other misdemeanor within the past 5 years** that would be considered a potential danger to children or is directly related to the functions of the volunteer including contributing to the delinquency of a minor, providing alcohol to a minor, or theft if the volunteer will be handling money.

Should any pending charges described above be discovered or brought against an applicant during the season, the applicant shall be suspended until such time as to when the charges have been cleared or dropped and reinstatement has been approved by the Athletic Director.

### **Selection of Coaches**

Rome-Floyd Parks and Recreation Authority feels that our coaches set an example not only for the kids but also the parents. Selecting quality, qualified, and well-rounded coaches is our number one priority. All coaches must complete a Coaching Application and sign the Coaches’ Code of Conduct form before a coach can be considered by the Rome-Floyd Parks and Recreation.

Background checks will be completed on all coaches for every sport. All head coaches must be at least 21 years of age, and all assistant coaches must be at least 18 years of age. Spouse of coach may head coach in a different league and /or be assistant coach in the same league.



## Getting Started for New Coaches

- Immediately contact each players parent/guardian on your roster, introduce yourself, and set up a “first meeting” or practice. Contact RFPR if you are unable to reach players’ parents.
- At the first meeting, ask for parent volunteers as assistant coaches and/or team parents.
- Choose a practice location that is convenient for the majority of the team. You will work with RFPR staff, if you would like to use an RFPR field. If you have use of a private field such as a school or church, you will only need to meet the restrictions outlined in this manual.
- Select a team name and jersey number and report it to RFPR for scheduling purposes prior to deadline.
- Assign player numbers and order uniforms from a vendor of your choosing. Each parent is responsible for their uniform costs. When ordering, adhere to the restrictions listed in this manual.
- In order to avoid financial hardships on coaches, coaches are instructed to assign a date at which time uniform monies are due. If parents fail to meet that payment deadline, parent should be instructed to set up payment directly with the vendor selected by the team.
- Game and practice balls, bats, helmets and practice tees are the responsibility of the team.
- Encourage players to bring their own equipment to all practices and games.
- Set aside a day and time for team pictures. RFPR is not responsible for scheduling team pictures. RFPR facilities are available for usage for team pictures.

## Conduct

- Any player, coach, or spectator acting in an unsportsmanlike manner or in any way that could prove detrimental to the league will be subject to disciplinary action by Rome-Floyd Parks and Recreation.
- There will be no hollering at or harassing of the players on the opposing teams by parents, players, or coaches. If a volunteer coach cannot control this situation, the game will be awarded to the opposing team. The person(s) violating this rule shall be suspended for the following game. This is a decision made by the Umpires and/or the Recreation Staff present.
- Umpires and/or Facility Supervisor will eject any coach, player, or fan from the game or vicinity of the game for misconduct. Failure to leave results in forfeiture of the game. Any coach that is ejected from a game will be suspended for the next scheduled game. Suspended coaches are not allowed in the playing facility. If a coach is ejected from two (2) games, he/she will be suspended for the remainder of the season.
- It is the parent’s responsibility to make sure their son/daughter attends all practices and games. **Any child who misses 2 (or 50% of scheduled practices) consecutive practices or games can be benched by the coach for one game with the approval of the sports coordinator.** It is the coach’s responsibility to notify RFPR of any child’s missed games or practices.
- No alcoholic or tobacco products will be allowed at any of the Rome-Floyd Parks and Recreation Authority facilities.

## Article II

### Team Formation / Eligibility / Weather Policy

Rome-Floyd Parks and Recreation developed the following guidelines for participation / eligibility / playing time to ensure a wholesome and enjoyable recreational activity for the participants.

#### **Team Formation/Eligibility**

- Age control date is ON or BEFORE September 1<sup>st</sup> of current year.
- All registration fees must be paid in full before the child is allowed to participate.
- A participant MUST be registered with RFPR before participating in any regular season games.
- A legal aged player participating in the RFPR Baseball/Softball/T-Ball program may “play up” one (1) age division beyond their age and must be approved by the RFPR.
- A participant’s residency will not affect the player’s eligibility. There will be a nonresidents fee, which is determined by the Floyd County Commissioners with recommendations from the Rome-Floyd Parks and Recreation Director.
- For Recreation based leagues, players will be required to play for a team within the district they are currently attending.
- RFPR will merge partial districts to form teams.
- All residents and non-residents are eligible to sign-up for any recreational sports regardless the participant’s talent/ability.
- Rome-Floyd Parks and Recreation Staff shall have the authority to suspend any player whose conduct is considered detrimental to the best interest of the Rome Floyd Recreational Authority Programs.

#### **Weather Policy**

- Decisions regarding cancelling games due to inclement weather will be released at 2:30 PM the day of games. When games are cancelled, a text will be sent to all coaches, and we will try to put a post on all social media and the website, [www.RFPRA.com](http://www.RFPRA.com).
- In the event a game is in progress when inclement weather affects the game, the game will be deemed a “complete game” if game has reached:
  - 35 minutes...Coach Pitch Leagues (65 min TIME)
  - 45 minutes...Kid Pitch Leagues (80 min TIME)
- Games that are rained out will be rescheduled by Rome-Floyd Parks and Recreation. If there is a question of a game being played because of inclement weather, RFPR will make the decision of playing or not.
- If conditions from previous weather have rendered the fields unplayable, games will be cancelled immediately upon receipt of that information. If severe weather or rain is imminent on game day, games will not be cancelled until play conditions are unsafe.
- Rest breaks may not be combined with any other type of activity any players must be given unlimited access to hydration. These breaks must be held in a “cool zone” where players are out of direct sunlight.
- RFPR will not reschedule any games due to extracurricular activities.

- RFPR has adopted the GHSA practice policy as it related to practice in heat and humidity as listed below:

WBGT	GUIDELINES
Under 82.0	Normal Activities – Provide at least three (3) separate rest breaks each hour with a minimum duration of three (3) minutes each during the workout.
82.0 – 86.9	Use discretion for intense or prolonged exercise; watch at risk players carefully. Provide at least three (3) separate rest breaks each hour with a minimum duration of four (4) minutes each.
87.0 – 89.9	Provide at least four (4) separate rest breaks each hour with a minimum duration of four (4) minutes each.
90.0 – 92.0	Maximum practice is one (1) hour. There must be twenty (20) minutes of rest breaks distributed throughout the hour of practice.
Over 92.1	No outdoor workouts. Delay practice until a cooler WBGT level is reached.

**\*\*\*Any adult who feels he or she cannot enjoy coaching under these rules and regulations should in all fairness to him or her and the players shall withdraw from the program. The RFPRA wishes to thank all of our volunteer coaches for their time and effort this season.**

## Article III

### Game / Practice Scheduling / Awards

#### **Game and Practice Scheduling**

- There will be two games per week, weather permitting.
- Coaches will receive one (2) set practice per week as assigned at coaches meeting and can call the Main Office to schedule up to two (1) additional practices per week before the season begins.
- Once the season begins, all set practices are null and void. In order to reserve a field for practice after the start of the season, the Head Coach will need to call the office to check availability (Refer to Practice Policy and Procedures). Fields are first come/first serve unless previously reserved.
- Practice sessions will be limited to one (1) hour and fifteen (15) minutes during the week and on Saturday. NO PRACTICES MAY TAKE PLACE ON SUNDAYS AT RFPR FIELDS.
- Games can be played at Alto Park, Riverview, and Hugh Selman (North Floyd) fields.
- Make-up games in the event of inclement weather cancellations will be attempted to be made up based on field availability.
- Weekday games begin at 5:30 PM or 7:15PM.

#### **Awards**

- Awards will be given to the League Runner-Up and League Champion [6U-14U Leagues]  
\*\*Participation Medals will be given to all participants in T-Ball.
- In the event of a tie between teams, the following tie breaker will be observed (tie breakers will apply to the teams in the tie ONLY):
  1. Head to Head Matchup
  2. Runs allowed
  3. Runs scored
  4. Run Differential

#### **GRPA All Star Tournament Teams**

The RFPRA youth sports leagues participate in GRPA (Georgia Recreation and Parks Association) district tournaments at the conclusion of each spring season, where applicable, and with the opportunity of advancing to the state tournament. GRPA divides the state of Georgia into 7 districts. Floyd County is a member of District 5, Class A. District 5 includes Dade, Catoosa, Walker, Whitfield, Murray, Fannin, Gilmer, Pickens, Gordon, Chattooga, Bartow, Cherokee, Polk, Haralson, Paulding, Cobb, Douglas and Floyd counties. GRPA standards for classification list Class A as agencies in which 15,000 or more youth under the age of 17 reside. Class A is the largest classification in the state of Georgia.

District host agencies are determined by participating agencies of each district in each sport classification, age division and gender. The GRPA State Athletic Committee determines each year who will host the state tournament by sport classification, age division and gender. The champion from each district, in each participating age division advances to the state tournament. Depending on the state tournament draw, additional teams from the district tournaments may be invited to participate in the state tournament. Additional invitations would be at the discretion of the State Committee.

All Star Tournament Teams are only offered for the Spring season.

The GRPA Youth Baseball age divisions are outlined below.

The goal of the tournament team player/coach selection process is to form the best overall team. GRPA Tournament teams representing RFPRA will be determined as follows:

- Tournament teams will be established for players in 8U, 10U, 12U, 14U.
  - If a 6-7 year old plays 8U, he/she is now eligible to participate in All Stars.
- Players may only be considered for tournament selection in the age division that they played in RFPRA regular season.
- RFPRA league coaches are encouraged to discuss with parents about tournament team required commitment from mid-May through the end of the month of June. If any families are unable to make said commitment, this would eliminate them from being placed on a tournament team.
- Tournament team Head Coach will be decided by RFPRA sports staff. Only league head coaches will be considered.
- RFPRA league coaches will be allowed to remove their name from tournament team head coach consideration.
- Each age division's head coaches will determine whether to conduct a tournament team tryout or select by voting based on regular season performances. Voting will be done at the tournament team meeting with a deadline to be determined at a later date. A voting ballot will be established for each age division's head coach to fill out.
- Coaches may select up to 4 players from their team to be invited to the tryouts. If a player isn't able to attend that tryout, they will not be allowed to be selected onto a tournament team.
- RFPRA league head coaches will be given the opportunity to vote for the best ten (10) players from the age division their team is competing in.
- Only ten (10) players will be placed on the tournament team by league coaches voting.
- The tournament team head coach will be allowed to appoint two (2) additional players from their division to finalize the tournament team roster of ten (12) players. The additional two players must have been nominated by their leagues head coach to be considered.
- All players selected must provide a birth certificate to RFPRA by established deadline.
- After the ten (10) players have been identified for each tournament team, a coach will be appointed as the head coach for that tournament team.
- Tournament team head coach will be allowed to select three (3) assistant coaches from their playing division. Two (2) tournament team assistant coaches must be an RFPRA league head coach. One (1) can be an assistant coach from regular season.
- Each tournament team player will be required to purchase a uniform. Maximum cost of uniform cannot exceed \$50 which includes jersey and pants.
- Each tournament team player's family will be expected to incur any travel expenses associated with being a member of the tournament team.
- Dates for GRPA District and State tournament play will be released at a later date and time.

## Article IV

### General Baseball Rules

#### **General Rules**

- The batting order remains the same throughout the game. Coaches are to submit a complete lineup including starting defensive positions five (5) minutes before game time.
- Any player throwing a bat will be warned for the first violation, and will be ruled out for any future violation.
- A team will receive one warning for a player that slings a bat and does not hit another player. If a player slings a bat and hits another player, he/she will be ruled out (no warning required). After a team receives one warning due to slinging a bat, that player will be ruled out.
- The Recreation Department will not reschedule any games due to school functions.
- Only registered players and volunteer coaches with ID badges issued by RFPRA will be allowed in the dugout or field during the game. Any coach or volunteer without an ID badge will be asked to leave the dugout/field area.
- The home team will sit on the first base side. The visiting team will sit on the third base side.
- Every offensive player must wear a helmet when batting or running the bases.
- Games will conclude if the clock reaches “00:00” and the home team is winning in the bottom of the inning.
- No new inning will start once the game clock reaches “00:00” unless the score is tied.
- Extra Innings – One (1) extra inning utilizing the Modified International Tie Breaker
- Modified International Tie Breaker Rule – The last scheduled batter will be placed on second base with no outs.
- If a team is mathematically eliminated, the game should continue under the following scenarios:
  - Time is remaining on the clock
  - All players have not received an at bat
  - Coaches are not permitted to coach outside of the field of play.
  - All players that are present must bat one (1) time and play three (3) outs on defense.
  - There is a maximum of five (5) runs per inning, per team.
  - There will be no practice swings.
  - The umpire will call “TIME” when the lead runner is stopped from advancing or the lead runner abandons advancement. If a runner is more than half-way when time is called, they will be awarded the next base. Time will be at the umpire’s discretion.
  - Clarification: The ball must be in the infield and the lead runner has stopped advancing.
  - Infield is defined as within the parameters of the base of the base paths
  - Any base runner leaving the base before the ball is put into play will be ruled out (exception 12/14U).
- The game clock will stop for all injuries, and under five (5) minutes, for any coach/player conferences.

## The Playing Field / Game Duration

<u>The Playing Field</u>			<u>Game Duration</u>	
<u>League</u>	<u>Base Distance</u>	<u>Pitching Distance</u>	<u>Innings</u>	<u>Time Limit</u>
T-Ball	60 ft	35 ft	5	65:00
6U Rookie	60 ft	35 ft	5	65:00
7/8U	60 ft	46 ft	6	65:00
9/10U	60 ft	46 ft	6	80:00
11/12U	65 ft	50 ft	6	80:00
13/14U	80 ft	54 ft	6	80:00

### Uniform

- Teams must wear matching color shirts/jerseys and pants/shorts. Basic body color determines matching jerseys.
- No more than two (2) six (6) inch numbers may be on the back of the jerseys.
- No two players on the same team may wear the same number.
- Player's names are permitted on jerseys, but are not required.
- It is the responsibility of the team to order uniforms. The registration fee DOES NOT include uniforms. These may be ordered from a vendor of the team's choosing.
- Managers, coaches, or team scorekeepers who coach the bases must be attired in respective team shirts or jerseys that are identical in style and color of each other.
- No jewelry may be worn by players.

### Equipment

- Rubber-molded, cleated shoes are approved for use. Steel spikes are approved for the 12U/14U division. Interchangeable cleated-shoes are allowed using the rubber molded screw-in cleats only. **NO STEAL CLEATS ARE ALLOWED WHILE PITCHING. NO EXCEPTIONS!** If you do not have rubber cleats or turf shoes for pitching, **YOU WILL NOT BE ALLOWED TO PITCH!**
- All batters and runners must wear regulation batting helmets. Every offensive player must wear a helmet when batting or running the bases.
- The official bat will be round and made of wood solid one piece, metal, or other material acceptable for batting as approved by rules governing in the GRPA and USA Bat rule. Regulation aluminum bats which meet GRPA/USA standards are permitted in all 7/8U, 9/10U, and 11/12U divisions.
- **USSSA BATS ARE LEGAL IN ALL AGE DIVISIONS.** USSSA bats must have a USSSA stamp on the bat. 1.15 BPF
- In the 7/8U, 9/10U, and 11/12U divisions, bats must meet USA Baseball Bat standards.
  - Approved Bat List – <https://USABat.com/>
  - About USABat – <https://USABat.com/about>
  - FAQ – <https://USABat.com/FAQ>
- Approved bats must have the USA Baseball logo on the taper of a bat to know it is approved. Approved youth bats are 27" – 32" with barrel diameters up to 2 5/8". Approved tee ball bats are 26" and shorter.

- Bats for 13/14U division shall conform to National Federation and GHSA guidelines. The diameter at the thickest part will be 2-5/8” or less. The length shall be 36” or less. All bats must meet the standards set by the Georgia High School Association and The National Federation of High School Sports.
- In the 13u division, the bat will not weigh numerically more than **eight (8) ounces** less than the length (drop 8). Bats on NFHS site also must include marking of BB-COR as required and may not be altered. 2 1/4” bats are **NOT** allowed in the 14U division.
  - Example: A 32” long bat cannot be less than 24 ounces in weight.
  - NOTE: GRPA only allows a drop 3 bat
- There are no weight restrictions for bats in 7/8U, 9/10U, and 11/12U divisions.
- If a team is found using an illegal/altered/non-approved bat prior to player entering batter’s box, the equipment will be removed and play continued. **After player enters batter’s box an out will be declared.**
- Catchers must wear full protective equipment, including mask with throat protector, protective helmet (protective cap in 9/10U and 11/12U must cover ear), body protector, shin guards, and protective cup in an athletics supporter.
- All players will wear protective helmets while batting, running bases, and when on deck. The helmet will be designed to give protection to the temples and the base of the skull as well as the top of the head.
- Face masks on batting helmets are recommended for all divisions, but are not required in any division.

## **Article V**

### **8U Coach Pitch General Information and Rules**

#### **General Rules**

1. Team rosters will consist of no less than ten (10) players and no more than thirteen (13) players. Coaches and community leaders should encourage fewer players per team to speed up the game and give each child more one on one coaching. Players will not be added to a roster unless a team drops below the recommended number of thirteen (13) players and permission must be obtained from Rome-Floyd Parks and Recreation.
2. Each team will be allowed five (5) adults in the dugout, one (1) head coach and four (4) assistant coaches (this includes “Team Moms”). Only registered players and volunteers will be allowed in the dugout during games.
3. Offense Coaches: Pitching Coach, 1<sup>st</sup> Base Coach, 3<sup>rd</sup> Base Coach, Backstop Coach
4. Backstop Coach is to return a dead ball to the pitching coach and remove bat from home plate.
5. There will be one (1) score keeper and one (1) umpire.
6. Participation Rule: one (1) completed at bat and one (1) completed (3 outs) inning defensively.
7. Only ten (10) players on the field, six (6) infielders (including pitcher and catcher) and four (4) outfielders. The pitcher and catcher positions are **required**. If playing short-handed, the player must come from the infield or outfield. **The team must have a battery.**
8. Six (6) infielders must remain in the infield (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Basemen, Shortstop, Pitcher and Catcher).
9. Four (4) outfielders must remain in the outfield (Left Field, Left-Center, Right-Center, Right Field).



- The outfield is defined as twenty (20) feet behind base paths.
10. Shorthanded Rule: Teams can begin with 8 players. Players arriving late to a game will be placed last in the batting line-up. An out will **NOT** be called if the 9<sup>th</sup> spot on the roster is vacant.
  11. If a player is injured by being hit with a batted ball in the face, throat, or head, time will be called immediately. Base runners will be placed at the judgement of umpire.
- NOTE: This is a judgement call and cannot be appealed or protested.**
12. A team can finish a game with one less player that required to start (T-Ball/6U/8U – 10 players) (10U and up – 9 players).
  13. If a player leaves the game, an out will be recorded in the batting position, provided the batter has already batted.
  14. Each game will last five (5) innings or one (1) hour and five (5) minutes, whichever comes first.

### **Offensive Rules**

1. An offensive coach will pitch to his/her own team.
2. The pitching coach may only coach the batter until he/she reaches first (1<sup>st</sup>) base or after he/she leaves third (3<sup>rd</sup>).
3. The pitching coach may pitch anywhere between the 20-foot foul arc and the pitching circle.
4. Pitching coach may not cross the foul arc
5. Pitching coach must keep one foot on or straddle the pitching line (this includes foot on pitching circle **AND** pitching line)
6. PENALTY: First infraction is a warning. Second infraction the batter will be ruled out.
7. Pitching coach must pitch overhanded (any batted ball that hits the pitching coach will be ruled a DEAD ball and called a no pitch.)
8. If the pitching coach intentionally (in the umpire's judgement) allows the ball to hit them, the batter will be ruled out. No runners will advance.
9. The pitching coach must leave fair territory once the ball is put in play.
10. If the pitching coach intentionally (in the umpire's judgement) interferes with a defensive player to keep them from making a play the batter will be ruled out. No runners may advance.
11. Pitching coach should carry two (2) baseballs in the field and throw all balls in succession.
12. A batter is allowed a maximum of five (5) pitches to hit the ball into fair territory. After five (5) pitches, the batter is out and will return to the dugout. If fifth (5<sup>th</sup>) pitch is fouled, batter will receive a sixth (6<sup>th</sup>) pitch.
13. No bunting allowed. If the batter squares up to bunt and then swings, they will be ruled out.
14. No walks.
15. No stealing bases.

### **Defensive Rules**

1. Defensive coaches: up to two (2) coaches can be in the outfield behind the players.
2. Player in the pitching position **MUST** wear a facemask.
3. The pitcher will stay in the ten (10) foot circle until the ball is hit. The pitcher may have one foot out of the circle.
4. No rolling the ball intentionally will be allowed.
5. The infield fly rule will **NOT** be in effect.

6. Play shall not be stopped by the defensive team heading off or stopping the front runner (unless the third out). Trailing runners may advance on their own risk.
7. The umpire will call "TIME" when the lead runner is stopped from advancing or the lead runner abandons advancement. If a runner is more than halfway when time is called, they will be awarded the next base. Whenever time is called it will be at the umpire's discretion.
  - Clarification: The ball must be in the infield and lead runner has stopped advancing.
  - Infield is defined as within the parameters of the base paths (60 ft.)

## **Section VI**

### **10U Combo Pitch General Information and Rules**

#### **General Rules**

1. Team rosters will consist of no less than ten (10) players and no more than thirteen (13) players. Coaches and community leaders should encourage fewer players per team to speed up the game and give each child more one on one coaching. Players will not be added to a roster unless a team drops below the recommended number of thirteen (13) players and permission must be obtained from Rome-Floyd Parks and Recreation.
  2. Each team will be allowed four (4) adults in the dugout, one (1) head coach and four (4) assistant coaches (this includes "Team Moms"). Only registered players and volunteers will be allowed in the dugout during games.
  3. Offense Coaches: 1st Base Coach and 3rd Base Coach.
  4. There will be two (2) score keepers and two (2) umpires.
  5. Participation Rule: one (1) completed at bat and one (1) completed (3 outs) inning defensively.
  6. Only nine (9) players on the field, six (6) infielders (including pitcher and catcher) and three (3) outfielders. The pitcher and catcher positions are required. If playing short-handed, the player must come from the infield or outfield. The team must have a battery.
  7. Six (6) infielders must remain in the infield (1st, 2nd, 3rd Basemen, Shortstop, Pitcher and Catcher).
  8. Four (4) outfielders must remain in the outfield (Left Field, Left Center, Right Center and Right Field).
    - The outfield is defined as twenty (20) feet behind base paths.
  9. Shorthanded Rule: Teams can begin with 8 players. Players arriving late to a game will be placed last in the batting line-up. An out will NOT be called if the 9th spot on the roster is vacant.
  10. If a player is injured by being hit with a batted ball in the face, throat, or head, time will be called immediately. Base runners will be placed at the judgement of umpire.
- NOTE: This is a judgement call and cannot be appealed or protested.**
11. A team can finish a game with one less player that required to start (9 players).
  12. If a player leaves the game, an out will be recorded in the batting position, provided the batter has already batted.
  13. Each game will last six (6) innings or one (1) hour and twenty (20) minutes, whichever comes first.

## Offensive Rules

1. A base runner is required to stay in contact with base until the pitched ball has reached home plate. At this point in the flight of the pitched ball, the runner is permitted to advance as his/her own risk of being thrown out.
2. The runner is automatically called out for leaving the base before the pitched ball reaches home plate. The ball is dead and all subsequent action on the pitch is cancelled. All runners must return to base held at time of pitch.
3. A walk is a live ball situation. Once the pitcher is in control of the ball and on the pitching mound, a runner must advance or return immediately to a base.
4. Play shall not be stopped by the defensive team heading off or stopping the front runner (unless the third out). Trailing runners may advance on their own risk.
5. Three (3) strikes constitutes an out, and a batter is not allowed to run to first (1st) Base if the catcher misses or drops the third (3rd) strike in the 9U division. Other runners may advance at their own risk of being thrown out.
6. Headfirst slides are not allowed in any divisions. The penalty for a headfirst slide in all divisions of baseball will be an out. A dive back to a base on a pick off or base overrun is not considered a headfirst slide. Runners in rundown situations may not slide headfirst. Any runner is out when he/she does not slide or attempt to avoid the field who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder (give up, get down, go around).
7. A courtesy runner may be used for the catcher **ONLY**. The courtesy runner must be the last batted out.

## Pitching Rules

- ***A MAXIMUM OF “THREE” (3) INNINGS PER GAME IS ALLOWED PER PITCHER. IT IS NOT COUNTED BY TOTAL PITCHES.***

1. **In all age groups, once a pitcher leaves the mound, he/she CANNOT return to the mound in that game, regardless of the number of innings thrown.**
2. Any relief pitcher shall be allowed a minimum of ten (10) warm-up pitches regardless of whether he/she becomes the pitcher during or at the beginning of an inning. After the initial ten (10) warm-up pitches, he/she may be allowed additional warm-up pitches until such time the umpire believes the player's arm has warmed sufficiently.
3. In all divisions the curve ball is permitted.

## Defensive Rules

1. No rolling the ball intentionally will be allowed.
2. The infield fly rule **IS** in effect.
3. Play shall not be stopped by the defensive team heading off or stopping the front runner (unless the third out). Trailing runners may advance on their own risk.
4. The umpire will call “TIME” when the lead runner is stopped from advancing or the lead runner abandons advancement. If a runner is more than halfway when time is called, they will be awarded the next base. Whenever time is called it will be at the umpire's discretion.
  - Clarification: The ball must be in the infield and lead runner has stopped advancing.
  - Infield is defined as within the parameters of the base paths (60 ft.)

## Section VII

### 12U General Information and Rules

#### General Rules

1. Team rosters will consist of no less than nine (9) players and no more than thirteen (13) players. Coaches and community leaders should encourage fewer players per team to speed up the game and give each child more one on one coaching. Players will not be added to a roster unless a team drops below the recommended number of thirteen (13) players and permission must be obtained from Rome-Floyd Parks and Recreation.
  2. Each team will be allowed four (4) adults in the dugout, one (1) head coach and four (4) assistant coaches (this includes "Team Moms"). Only registered players and volunteers will be allowed in the dugout during games.
  3. Offense Coaches: 1<sup>st</sup> Base Coach and 3<sup>rd</sup> Base Coach.
  4. There will be two (2) score keepers and two (2) umpires.
  5. Participation Rule: one (1) completed at bat and one (1) completed (3 outs) inning defensively.
  6. Only nine (9) players on the field, six (6) infielders (including pitcher and catcher) and three (3) outfielders. The pitcher and catcher positions are **required**. If playing short-handed, the player must come from the infield or outfield. **The team must have a battery.**
  7. Six (6) infielders must remain in the infield (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Basemen, Shortstop, Pitcher and Catcher).
  8. Three (3) outfielders must remain in the outfield (Left Field, Center Field and Right Field).
    - o The outfield is defined as twenty (20) feet behind base paths.
  9. Shorthanded Rule: Teams can begin with 8 players. Players arriving late to a game will be placed last in the batting line-up. An out will **NOT** be called if the 9<sup>th</sup> spot on the roster is vacant.
  10. If a player is injured by being hit with a batted ball in the face, throat, or head, time will be called immediately. Base runners will be placed at the judgement of umpire.
- NOTE: This is a judgement call and cannot be appealed or protested.**
11. A team can finish a game with one less player that required to start (8 players).
  12. If a player leaves the game, an out will be recorded in the batting position, provided the batter has already batted.
  13. Each game will last six (6) innings or one (1) hour and twenty (20) minutes, whichever comes first.

#### Offensive Rules

1. A base runner is required to stay in contact with base until the pitched ball has reached home plate. At this point in the flight of the pitched ball, the runner is permitted to advance as his/her own risk of being thrown out.
2. The runner is automatically called out for leaving the base before the pitched ball reaches home plate. The ball is dead and all subsequent action on the pitch is cancelled. All runners must return to base held at time of pitch.
3. A walk is a live ball situation. Once the pitcher is in control of the ball and on the pitching mound, a runner must advance or return immediately to a base.
4. Play shall not be stopped by the defensive team heading off or stopping the front runner (unless the third out). Trailing runners may advance on their own risk.

5. Three (3) strikes constitutes an out, and a batter is not allowed to run to first (1<sup>st</sup>) Base if the catcher misses or drops the third (3<sup>rd</sup>) strike in the 11U division. Other runners may advance at their own risk of being thrown out.
6. Headfirst slides are not allowed in any divisions. The penalty for a headfirst slide in all divisions of baseball will be an out. A dive back to a base on a pick off or base overrun is not considered a headfirst slide. Runners in rundown situations may not slide headfirst. Any runner is out when he/she does not slide or attempt to avoid the field who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder (give up, get down, go around).
7. A courtesy runner may be used for the catcher **ONLY**. The courtesy runner must be the last batted out.

## **Pitching Rules**

- ***A MAXIMUM OF “FOUR” (4) INNINGS PER GAME IS ALLOWED PER PITCHER. IT IS NOT COUNTED BY TOTAL PITCHES.***

1. In all age groups, once a pitcher leaves the mound, he/she CANNOT return to the mound in that game, regardless of the number of pitches thrown.
2. Any relief pitcher shall be allowed a minimum of ten (10) warm-up pitches regardless of whether he/she becomes the pitcher during or at the beginning of an inning. After the initial ten (10) warm-up pitches, he/she may be allowed additional warm-up pitches until such time the umpire believes the player’s arm has warmed sufficiently.
3. In all divisions the curve ball is permitted.

## **Defensive Rules**

1. No rolling the ball intentionally will be allowed.
2. The infield fly rule **IS** in effect.
3. Play shall not be stopped by the defensive team heading off or stopping the front runner (unless the third out). Trailing runners may advance on their own risk.
4. The umpire will call “TIME” when the lead runner is stopped from advancing or the lead runner abandons advancement. If a runner is more than halfway when time is called, they will be awarded the next base. Whenever time is called it will be at the umpire’s discretion.
  - Clarification: The ball must be in the infield and lead runner has stopped advancing.
  - Infield is defined as within the parameters of the base paths (65 ft.)

## Section VIII

### 14U General Information and Rules

#### General Rules

1. Team rosters will consist of no less than nine (9) players and no more than thirteen (13) players. Coaches and community leaders should encourage fewer players per team to speed up the game and give each child more one on one coaching. Players will not be added to a roster unless a team drops below the recommended number of thirteen (13) players and permission must be obtained from Rome-Floyd Parks and Recreation.
2. Each team will be allowed four (4) adults in the dugout, one (1) head coach and four (4) assistant coaches (this includes "Team Moms"). Only registered players and volunteers will be allowed in the dugout during games.
3. Offense Coaches: 1st Base Coach and 3rd Base Coach.
4. There will be two (2) score keepers and two (2) umpires.
5. Participation Rule: one (1) completed at bat and one (1) completed (3 outs) inning defensively.
6. Only nine (9) players on the field, six (6) infielders (including pitcher and catcher) and three (3) outfielders. The pitcher and catcher positions are required. If playing short-handed, the player must come from the infield or outfield. The team must have a battery.
7. Six (6) infielders must remain in the infield (1st, 2nd, 3rd Basemen, Shortstop, Pitcher and Catcher).
8. Three (3) outfielders must remain in the outfield (Left Field, Center Field and Right Field).
  - o The outfield is defined as twenty (20) feet behind base paths.
9. Shorthanded Rule: Teams can begin with 8 players. Players arriving late to a game will be placed last in the batting line-up. An out will NOT be called if the 9th spot on the roster is vacant.
10. If a player is injured by being hit with a batted ball in the face, throat, or head, time will be called immediately. Base runners will be placed at the judgement of umpire.  
**NOTE: This is a judgement call and cannot be appealed or protested.**
11. A team can finish a game with one less player that required to start (8 players).
12. If a player leaves the game, an out will be recorded in the batting position, provided the batter has already batted.
13. Each game will last six (6) innings or one (1) hour and twenty (20) minutes, whichever comes first.

#### Offensive Rules

1. A base runner is ALLOWED to lead off in the 13u division, and steal at their own risk.
2. A walk is a live ball situation. Once the pitcher is in control of the ball and on the pitching mound, a runner must advance or return immediately to a base.
3. Play shall not be stopped by the defensive team heading off or stopping the front runner (unless the third out). Trailing runners may advance on their own risk.
4. Three (3) strikes constitutes an out, and a batter **IS** allowed to run to first (1<sup>st</sup>) Base if the catcher misses or drops the third (3<sup>rd</sup>) strike in the 13U division, unless 1<sup>st</sup> base is occupied with less than (2) outs. However, if there are (2) outs in the inning even if 1<sup>st</sup> base is occupied, the ball is live. All runners on base are allowed to move up a base on a dropped third strike at their own risk, but the batter is out.
5. Headfirst slides are not recommended in any divisions. The penalty for a headfirst slide in all divisions of baseball will be an out, "except in the 13u division". A dive back to a base on a pick off or base overrun is not considered a headfirst slide. Any runner is out when he/she does not slide or attempt to avoid the field who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder (give up, get down, go around).

6. A courtesy runner may be used for the catcher **ONLY**. The courtesy runner must be the last batted out.

## **Pitching Rules**

- ***A MAXIMUM OF “FOUR” (4) INNINGS PER GAME IS ALLOWED PER PITCHER. IT IS NOT COUNTED BY TOTAL PITCHES.***
1. In all age groups, once a pitcher leaves the mound, he/she CANNOT return to the mound in that game, regardless of the number of pitches thrown.
  2. Any relief pitcher shall be allowed a minimum of ten (10) warm-up pitches regardless of whether he/she becomes the pitcher during or at the beginning of an inning. After the initial ten (10) warm-up pitches, he/she may be allowed additional warm-up pitches until such time the umpire believes the player’s arm has warmed sufficiently.
  3. In all divisions the curve ball is permitted.

## **Defensive Rules**

1. Drop third strike **IS** in effect.
2. No rolling the ball intentionally will be allowed.
3. The infield fly rule **IS** in effect.
4. Play shall not be stopped by the defensive team heading off or stopping the front runner (unless the third out). Trailing runners may advance on their own risk.
5. The umpire will call “TIME” when the lead runner is stopped from advancing or the lead runner abandons advancement. If a runner is more than halfway when time is called, they will be awarded the next base. Whenever time is called it will be at the umpire’s discretion.
  - Clarification: The ball must be in the infield and lead runner has stopped advancing.
  - Infield is defined as within the parameters of the base paths (80 ft.)

## **Article IX** **General T-Ball / Baseball Rules**

### **General Rules**

- The batting order remains the same throughout the game. Coaches are to submit a complete lineup including starting defensive positions five (5) minutes before game time.
- Any player throwing a bat will be warned for the first violation, and will be ruled out for any future violation.
- A team will receive one warning for a player that slings a bat and does not hit another player. If a player slings a bat and hits another player, he/she will be ruled out (no warning required). After a team receives one warning due to slinging a bat, that player will be ruled out.
- The Recreation Department will not reschedule any games due to school functions.
- Only registered players and volunteer coaches with ID badges issued by RFPRA will be allowed in the dugout or field during the game. Any coach or volunteer without an ID badge will be asked to leave the dugout/field area.
- The home team will sit on the first base side. The visiting team will sit on the third base side.
- Every offensive player must wear a helmet when batting or running the bases.

- Games will conclude if the clock reaches “00:00” and the home team is winning in the bottom of the inning.
- No new inning will start once the game clock reaches “00:00” unless the score is tied.
- Coaches are not permitted to coach outside of the field of play.
- The game manager will call “TIME” when the lead runner is stopped from advancing or the lead runner abandons advancement. If a runner is more than half-way when time is called, they will be awarded the next base. Time will be at the game manager’s discretion.
  - Clarification: The ball must be in the infield and the lead runner has stopped advancing.
  - Infield is defined as within the parameters of the base of the base paths
- Any base runner leaving the base before the ball is put into play will be ruled out.

### **Uniform**

- Teams must wear matching color shirts/jerseys and pants/shorts. Basic body color determines matching jerseys.
- No more than two (2) six (6) inch numbers may be on the back of the jerseys.
- No two players on the same team may wear the same number.
- Player’s names are permitted on jerseys, but are not required.
- It is the responsibility of the team to order uniforms. The registration fee DOES NOT include uniforms. These may be ordered from a vendor of the team’s choosing.
- Managers, coaches, or team scorekeepers who coach the bases must be attired in respective team shirts or jerseys that are identical in style and color of each other.
- No jewelry may be worn by players.

### **Equipment**

- Rubber-molded, cleated shoes are approved for use. **Steel spikes are approved for the 13U/14U division.** Interchangeable cleated-shoes are allowed using the rubber molded screw-in cleats only.
- All batters and runners must wear regulation batting helmets. Every offensive player must wear a helmet with a face mask when batting or running the bases.
- The official bat will be round and made of wood solid one piece, metal, or other material acceptable for batting as approved by rules governing in the GRPA and USA Bat rule. Regulation aluminum bats which meet GRPA/USA standards are permitted in all 7/8U, 9/10U, and 11/12U divisions.
- **USSSA BPF 1.15 bats are legal for use in all Rec. League age divisions.**
  - **Note: GRPA only allows USA stamped bat**
- Approved bats must have the USA Baseball logo on the taper of a bat to know it is approved. Approved youth bats are 27” – 32” with barrel diameters up to 2 5/8”. Approved tee ball bats are 26” and shorter.
- Bats for all divisions shall conform to National Federation and GHSA guidelines. The diameter at the thickest part will be 2 5/8” or less. The length shall be 36” or less. All bats must meet the standards set by the Georgia High School Association and The National Federation of High School Sports.



- All players will wear protective helmets while batting, running bases, and when on deck. The helmet will be designed to give protection to the temples and the base of the skull as well as the top of the head.
- Face masks on batting helmets are recommended.

**Please Remember:**

These are **KIDS**.

This is just a **GAME**.

Coaches are **VOLUNTEERS**.

Umpires are **HUMAN**.

Your child is **NOT** being scouted today.

Parents and Coaches,

Thank you for volunteering your time and making a positive impact on kid's lives.

- Rome-Floyd Parks & Recreation Staff

**Article X**

**T-Ball League General Information and Rules**

**This is a traditional, fun, non-competitive T-ball league for boys & girls ages 4 to 5.** We want players and parents to focus on the **FUN** aspect of youth sports so that players will learn to love the games of baseball and softball.

**T-Ball Rules**

1. Games will last sixty-five (65) minutes. Once the game timer goes off, the batter will finish his/her turn at bat and the game will end. No extra innings.
2. The home team will sit on the first base side. The visiting team will sit on the third base side.
3. Every child attending the game will play in the field (defensively). Coaches should rotate players & positions each half inning. Defensive players will be assigned the following positions: 1<sup>st</sup>, 2<sup>nd</sup>, short stop, 3<sup>rd</sup>, Pitcher, Catcher, and the remaining roster in the outfield.
4. Players should be allowed an opportunity to play every position throughout the season.
5. A half inning consists of a team batting through their roster.
6. Each team will bat their complete line up and then switch sides.
7. A batter is allowed a maximum of five (5) swings to put the ball in fair play. After five (5) swings, the batter is out and will return to the dugout.

8. If a baserunner gets out at a base, they are out and will not continue to run the bases.
9. Players who make it to first base are allowed to continue through the bases if directed by the coach. Once the ball is within the base paths and is under control by a player, time should be called by the coaches.
10. When the ball is put in to play, the defensive players must attempt to make a play. Outs can be made. However, they are not recorded. Players must return to the dugout when called out. **IT MUST BE A CLEAR OUT**, if anything in question will result in the player being safe.
  - o Ex: Batter hits the ball down first base line. The first base player retrieves the ball and steps on the base at the same time the runner touches first base. They player will be deemed safe.
11. There must be at least three (3) offensive coaches on the field (1<sup>st</sup> base, 3<sup>rd</sup> base, and home). The home plate coach will adjust and place the tee during play.
12. Four (4) defensive coaches may position themselves in the outfield – one on each foul line and in center field, behind the players.
13. Base distance between bases is 60 feet.
14. The tee must be removed when a runner is coming into home plate.

## **Article XI**

### **General Softball Rules**

#### **General Rules**

- The batting order remains the same throughout the game. Coaches are to submit a complete lineup including starting defensive positions five (5) minutes before game time.
- Any player throwing a bat will be warned for the first violation, and will be ruled out for any future violation.
- A team will receive one warning for a player that slings a bat and does not hit another player. If a player slings a bat and hits another player, he/she will be ruled out (no warning required). After a team receives one warning due to slinging a bat, that player will be ruled out.
- No jewelry may be worn.
- Only registered players and volunteer coaches with ID badges issued by RFPRA will be allowed in the dugout or field during the game. Any coach or volunteer without an ID badge will be asked to leave the dugout/field area.
- The home team will sit on the first base side. The visiting team will sit on the third base side.
- Every offensive player must wear a helmet when batting or running the bases.
- Games will conclude if the clock reaches “00:00” and the home team is winning in the bottom of the inning.
- No new inning will start once the game clock reaches “00:00” unless the score is tied.
- Extra Innings – One (1) extra inning utilizing the Modified International Tie Breaker
  - Modified International Tie Breaker Rule – The last scheduled batter will be placed on second base with no outs.
- If a team is mathematically eliminated, the game should continue under the following scenarios:
  - Time is remaining on the clock
  - All players have not received an at bat
- Coaches are not permitted to coach outside of the field of play.
- The game manager will call “TIME” when the lead runner is stopped from advancing or the lead runner abandons advancement. If a runner is more than half-way when time is called, they will be awarded the next base. Time will be at the game manager’s discretion.
  - Clarification: The ball must be in the infield and the lead runner has stopped advancing.
  - Infield is defined as within the parameters of the base of the base paths
- Any base runner leaving the base before the ball is put into play will be ruled out.

#### **Uniform**

- Teams must wear matching color shirts/jerseys and pants/shorts. Basic body color determines matching jerseys.
- No more than two (2) six (6) inch numbers may be on the back of the jerseys.
- No two players on the same team may wear the same number.
- Player’s names are permitted on jerseys, but are not required.
- It is the responsibility of the team to order uniforms. The registration fee DOES NOT include uniforms. These may be ordered from a vendor of the team’s choosing.
- Managers, coaches, or team scorekeepers who coach the bases must be attired in respective team shirts or jerseys that are identical in style and color of each other.
- No jewelry may be worn by players.

## The Playing Field / Game Duration

<u>The Playing Field</u>			<u>Game Duration</u>	
<u>League</u>	<u>Base Distance</u>	<u>Pitching Distance</u>	<u>Innings</u>	<u>Time Limit</u>
8U	60 ft	40 ft	5	65:00
10U	60 ft	40 ft	5	65:00
12U	60 ft	40 ft	5	65:00

### Equipment

- Rubber-molded, cleated shoes are approved for use. Steel spikes are EXPRESSLY PROHIBITED and shall be treated as illegal equipment. All other shoes must meet USA Softball Rule Book standards.
- All batters and runners must wear regulation batting helmets. Every offensive player must wear a helmet with a face mask when batting or running the bases.
- All USA Softball approved bats shall be allowed in GRPA Competition. Check [www.usasoftball.com](http://www.usasoftball.com) for updated list of legal bats



- All players will wear protective helmets while batting, running bases, and when on deck. The helmet will be designed to give protection to the temples and the base of the skull as well as the top of the head.
- It is mandatory that the pitcher wear a face mask. It is optional for all other infield players.
- All Youth catchers must wear mask with throat protector. The helmet must cover the ears and back of the head. In 8U coach pitch wearing chest protector is optional. Wearing a chest protector in 10U COMBO and 12U is mandatory.

### Courtesy Runners

- At any time, the team at-bat may use courtesy runners for the pitcher and/or the catcher. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.
- The courtesy runner must be anyone not currently in the batting order. It cannot be the same person for both. If no subs are available, then the last batted out is to be utilized as the courtesy runner.
- A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in the half inning.
- In 8U coach pitch, no courtesy runner for the pitcher is allowed.

## Article XII

### 8U Coach Pitch General Information and Rules

#### General Rules

15. Team rosters will consist of no less than ten (10) players and no more than thirteen (13) players. Coaches and community leaders should encourage fewer players per team to speed up the game and give each child more one on one coaching. Players will not be added to a roster unless a team drops below the recommended number of thirteen (13) players and permission must be obtained from Rome-Floyd Parks and Recreation.
  16. Each team will be allowed five (5) adults in the dugout, one (1) head coach and four (4) assistant coaches (this includes "Team Moms"). Only registered players and volunteers will be allowed in the dugout during games.
  17. Offense Coaches: Pitching Coach, 1<sup>st</sup> Base Coach, 3<sup>rd</sup> Base Coach, Backstop Coach
  18. Backstop Coach is to return a dead ball to the pitching coach and remove bat from home plate.
  19. There will be one (1) score keeper and one (1) umpire.
  20. Participation Rule: one (1) completed at bat and one (1) completed (3 outs) inning defensively.
  21. Only ten (10) players on the field, six (6) infielders (including pitcher and catcher) and four (4) outfielders. The pitcher and catcher positions are **required**. If playing short-handed, the player must come from the infield or outfield. **The team must have a battery.**
  22. Six (6) infielders must remain in the infield (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Basemen, Shortstop, Pitcher and Catcher).
  23. Four (4) outfielders must remain in the outfield (Left Field, Left-Center, Right-Center, Right Field).
    - The outfield is defined as twenty (20) feet behind base paths.
  24. Shorthanded Rule: Teams can begin with 8 players. Players arriving late to a game will be placed last in the batting line-up. An out will **NOT** be called if the 9<sup>th</sup> spot on the roster is vacant.
  25. If a player is injured by being hit with a batted ball in the face, throat, or head, time will be called immediately. Base runners will be placed at the judgement of umpire.
- NOTE: This is a judgement call and cannot be appealed or protested.**
26. A team can finish a game with one less player that required to start (T-Ball/6U/8U – 10 players) (10U and up – 9 players).
  27. If a player leaves the game, an out will be recorded in the batting position, provided the batter has already batted.
  28. Each game will last five (5) innings or one (1) hour and five (5) minutes, whichever comes first.

#### Offensive Rules

16. An offensive coach will pitch to his/her own team.
17. The pitching coach may only coach the batter until he/she reaches first (1<sup>st</sup>) base or after he/she leaves third (3<sup>rd</sup>).
18. The pitching coach may pitch anywhere between the 20-foot foul arc and the pitching circle.
19. Pitching coach may not cross the foul arc

20. Pitching coach must keep one foot on or straddle the pitching line (this includes foot on pitching circle **AND** pitching line)
21. PENALTY: First infraction is a warning. Second infraction the batter will be ruled out.
22. Pitching coach must pitch overhanded (any batted ball that hits the pitching coach will be ruled a DEAD ball and called a no pitch.)
23. If the pitching coach intentionally (in the umpire's judgement) allows the ball to hit them, the batter will be ruled out. No runners will advance.
24. The pitching coach must leave fair territory once the ball is put in play.
25. If the pitching coach intentionally (in the umpire's judgement) interferes with a defensive player to keep them from making a play the batter will be ruled out. No runners may advance.
26. Pitching coach should carry two (2) softballs in the field and throw all balls in succession.
27. A batter is allowed a maximum of five (5) pitches to hit the ball into fair territory. After five (5) pitches, the batter is out and will return to the dugout. If fifth (5<sup>th</sup>) pitch is fouled, batter will receive a sixth (6<sup>th</sup>) pitch.
28. No bunting allowed. If the batter squares up to bunt and then swings, they will be ruled out.
29. No walks.
30. No stealing bases.
31. No infield fly rule.

### **Defensive Rules**

8. Defensive coaches: up to two (2) coaches can be in the outfield behind the players.
9. Player in the pitching position **MUST** wear a facemask.
10. The pitcher will stay in the ten (10) foot circle until the ball is hit. The pitcher may have one foot out of the circle.
11. No rolling the ball intentionally will be allowed.
12. The infield fly rule will **NOT** be in effect.
13. Play shall not be stopped by the defensive team heading off or stopping the front runner (unless the third out). Trailing runners may advance on their own risk.
14. The umpire will call "TIME" when the lead runner is stopped from advancing or the lead runner abandons advancement. If a runner is more than halfway when time is called, they will be awarded the next base. Whenever time is called it will be at the umpire's discretion.
  - Clarification: The ball must be in the infield and lead runner has stopped advancing.
  - Infield is defined as within the parameters of the base paths (60 ft.)

## Article XII

### **10U COMBO PITCH / 12U General Information and Rules**

1. Players in the pitching position will be allowed to pitch until they reach a count of 4 balls and no strikes or 3 balls and 1 strike. A pitcher that reaches a count of 3 balls and 2 strikes will complete the count with that batter.
2. The coach of the batting team will then be obligated to pitch. He/she will finish the strike count.
3. If the pitching coach throws a ball it will count as a strike. If the fifth pitch is fouled, the coach will continue to pitch until the ball is put into play or the batter strikes out.
4. Any batted ball that hits the pitching coach will be a dead ball and called a no pitch.
5. Coach must pitch from the pitching rubber.
6. Coach must pitch underhand
7. Coach cannot come onto the field until time is called and signaled by the plate umpire
8. Pitcher must have one foot in the circle while the coach is pitching. Coach may have one foot on or outside the pitching circle.
9. No bunting while coach is pitching, bunting **IS** allowed while a player is pitching.
10. Infield fly rule **IS** in effect.
11. Slap hits are legal
12. Head first sliding is only permitted when returning to a base. Head first sliding is not permitted in any other circumstance.
13. **12U ONLY** Runners may steal per USA Softball guidelines. Penalty is an out if leave too soon (No stealing in 10U).
14. **12U ONLY** Drop third strike **IS** in effect.

**Rome-Floyd Parks & Recreation Spring  
2023 Youth Spring Calendar**

Early Bird Registration	Until 1/28/2024
Regular Registration	1/29/2024 – 2/25/2024
Late Registration	2/26/2024 – 3/1/2024
Coaches Meetings	3/5/24 – 3/6/24 – 3/7/24
Team Formation Meeting	3/5/24 – 3/6/24 – 3/7/24
Practices Begin	3/11/2024
Team Name / Uniform Color / Numerical Roster Due	3/29/2024
Schedule Release	4/5/2024
Season Begins	4/15/2024
Season [Projected] Ends	5/03/2024