

**YOUTH RBI BASEBALL
SECTION I
ADMINISTRATIVE PROCEDURES**

TEAM ENTRY INFORMATION:

1. Entry fee: **THERE IS NO ENTRY FEE FOR THIS PROGRAM**
2. All players require a parental permission slip and birth certificate on file in the SPAR Athletic Office.
3. A child will not be placed on the roster until the permission slip, birth certificate are received at the SPAR Athletic Office. A certified roster will be given to the coach after this information is complete. The coach must have this roster and his/her NYSCA I.D. card available at each game.
4. Rosters, permission slips, birth certificates must be turned in to the SPAR Athletic Office **no later than** 4:30 p.m. on designated roster deadline date.

AGE REQUIREMENTS:

1. Players will be placed on teams according to age, not school grade. Player ages are determined based on the cutoff dates listed. **Please refer to rules for each age group to determine player eligibility.**
 - a. Baseball: Cannot turn 8 years of age before March 31, of the current year.
2. It is the **coach's** responsibility not to put players on the roster who are not of proper age.
3. **PLAYERS CANNOT PLAY DOWN TO A LOWER AGE GROUP.**

ROSTER INFORMATION:

1. ***Roster size is limited to 15 players.***
2. A player **cannot** be added to a roster at game time. This addition must be made at the SPAR Athletic Office no later than 4:30 p.m. on the day of the game. **NO ADDITIONS WILL BE TAKEN BY TELEPHONE.** The player must have a signed permission slip, birth certificate and entry fee before he/she can be added to the roster. Deletions must also be made at the SPAR Athletic Office.
3. Players cannot be added to the roster after designated roster deadline date.

NOTE 1: Roster additions and/or deletions must be made by the head coach or assistant coach only at the SPAR office. NO CHANGES WILL BE MADE BY TELEPHONE AND OR EMAIL.

4. **Players may not change teams after deadline.** Changes may be made either at the player's/parent's request or the coach's decision to dismiss the player. If a player voluntarily requests a change he/she must come to the SPAR Athletics Office with proper identification. If a player is dismissed by a coach, the coach must sign a release form. This form will be attached to and the player's name added to the new team's roster.
5. **PLAYERS CANNOT PLAY ON ANOTHER SPAR TEAM.** If a player is found guilty of playing for another SPAR team other than the team he/she is registered with, he/she will be suspended from league play for the remainder of the season. The coach is also subject to suspension. A team guilty of playing a non-roster player will have every game that he/she illegally participated in forfeited.

FORFEITURES:

1. Games will be forfeited if a team is not ready to play (on the field or in the dugout) at scheduled game time. There is a ten (10) minute grace period for the **first** scheduled game. The 10 minutes will count as part of the teams' playing time.
2. **Please refer to rules for each age group regarding starting a game with less than the required number of players.** If the team loses a player for any reason other than an ejection, the game will continue. When the player who has left the game is scheduled to bat, the next batter in the lineup will bat. The team will not be charged with an out. The player who left the game (for other than an ejection) will be allowed to re-enter the game in his/her original position in the batting order. The coach must notify the umpire-in-chief of the exit and re-entry. If the number of players falls below the minimum, the game is forfeited.

PROTEST PROCEDURES:

1. If a game is being protested, the manager must tell the umpire-in-chief that the game is being played under protest. The umpire in chief will then notify the scorekeeper who will annotate the inning, team protesting, number of outs, number/location of base runners, and the player being protested. **The protest must be lodged prior to the end of the game. The game will then be completed.**
2. The manager must turn in a formal letter of protest accompanied by a \$25.00 fee to the SPAR Athletic Office no later than 5:00 p.m. the day following the game (5:00 p.m. Monday for Friday or weekend games). If the protest is upheld, the \$25.00 will be refunded.
3. **No judgment decision or rule interpretation can be protested; only player eligibility and misapplication of a SPAR rule.** Misapplication of a SPAR rule will be decided on-site.
4. Any player found ineligible during the course of the season will have every game in which he/she participated forfeited.

COACHES' RESPONSIBILITIES:

1. At every scheduled SPAR league game, the coach will be required to have the team's certified SPAR roster in his/her possession. The coach must produce this roster to any umpire or SPAR official if asked to do so. If this roster is not produced when requested, the game may be forfeited. Additionally, **ALL COACHES MUST DISPLAY THEIR NYSCA AND SPAR I.D. BADGE DURING THE GAME.**
2. Any coach guilty of playing an ineligible player will be suspended from coaching for the remainder of the season. All games in which an ineligible player participates will automatically be forfeited. It will be the duty of the team coach to assist in keeping all parents and spectators under control.
3. There will be **NO SMOKING** on and or in the playing area. This also includes **SMOKELESS TOBACCO PRODUCTS.**
4. Starting line-ups are to be given to the scorekeeper at least ten (10) minutes prior to game time. As a minimum, the player's first initial, last name and uniform number must be listed. Nicknames are not to be used.

COACH/PLAYER CONDUCT:

1. Any coach or player ejected from a game for any reason may not participate in the team's next game until he/she has met with the SPAR Youth Sports Administrator. If a coach or player is ejected twice during the season, he/she will be suspended for the remainder of the season.
2. Any player or coach ejected from a game for fighting may subject the entire team to disqualification from the league for the remainder of the season. The entry fee **WILL NOT** be refunded.
3. Any coach or player who physically or verbally abuses **any** SPAR official (including umpires) will be suspended indefinitely from coaching or playing in **any** SPAR Athletic Program.
4. Coaches/managers will be allowed in the coach's boxes until their actions become detrimental to the game.

GENERAL INFORMATION:

1. SPAR will provide the following equipment for each game:
 - a. Game balls (see specific league rules).
 - b. Five (5) approved batting helmets **per field**. These helmets are for use by **all** players on either team.
 - c. One (1) batting tee (T-Ball) or one (1) pitching machine (Machine Pitch).
2. All metal bats must have legal tape or rubber on the handle.
3. No one is allowed behind the backstop directly behind the umpire and scorekeeper.
4. **CHURCH LEAGUE ONLY:** Prayer, led by the home team coach, will be held before each game.
5. League standings for 9-18 year old teams will be updated weekly and posted at Cargill Park, Southern Hills, in the SPAR Athletic Office and on the SPAR Athletic Web page.

STANDINGS WILL NOT BE POSTED OR KEPT FOR 5-8 YEAR OLD TEAMS.

THE EMPHASIS WILL BE PLACED ON PLAYER PARTICIPATION, LEARNING THE GAME AND HAVING FUN.

6. If requested, certificates for each player will be presented at the end of the season. If a post season tournament is conducted, 1st and 2nd place team trophies will be awarded.
7. SPAR reserves the right to make any changes for the betterment of the league or for the safety of the children.

HIV/Hepatitis B - Bleeding Player

Any player who is bleeding from the nose, mouth, or open wound will be governed by the injured player rule.

Any player with an excessive amount of blood on his/her uniform will be removed from the game until the uniform has been changed. The player cannot re-enter the game until permission is granted by the umpire.

IF IT RAINS, PLEASE CALL 673-7755 AFTER 3:00 P.M. ON WEEK DAYS and AFTER 8:00 A.M. ON SATURDAY; TO DETERMINE IF GAMES HAVE BEEN CANCELED. DO NOT CALL THE SPAR ATHLETICS OFFICE.

SPAR WILL NOT ATTEMPT TO CONTACT THE COACHES.

**SECTION II
PLAYING RULES
T-BALL**

AGE REQUIREMENTS:

1. A child can not turn 11 years of age before March 31, of the current year.
Ex: Mike is currently 10 and wants to participate within the 8-10 division; however his birthday is March 9, of the current year. Is he able to participate in the 8-10 year old division?
2. It is the coach's responsibility not to put players on the roster who are not of proper age.

PLAYER EQUIPMENT:

1. For player identification, it is **MANDATORY** that all players wear a number on their game jersey; no duplicate numbers. Personal names are optional. Game jerseys must be similar in color.
2. No steel cleats are permitted. **ATHLETIC SHOES MUST BE WORN.**
3. Double flap **NOCSAE approved** helmets will be **MANDATORY** for all those batting, running bases, and waiting in the on-deck circle.
4. It is **MANDATORY** that all catchers wear a batting helmet.

INJURED PLAYER:

1. If a child becomes hurt, and unable to play, a courtesy player may be used while the injured player regains his/her composure or is checked for injury. The player may return to the game in the next half inning without penalty. No line-up changes will be made.

GAME REGULATIONS:

1. **GENERAL:**
 - a. Duration of games: All games will be 1 hour time limit. No new inning may start after 50 minutes.
 - B If a child is dressed in uniform and sitting in and or in the bench area, he/she **MUST** play. If being disciplined, the child is **NOT** to sit in the dug-out with the team.
 - c. **All** players who are dressed in a uniform will play defensively. All players except the pitcher, catcher and four infielders will play in the outfield. Outfielders **MUST** be positioned in the outfield area.
 - d. A team must have at least eight (8) players to start a game, but may finish with seven (7) players. If a team begins play and wishes to add an additional player (s), his/her name must be added to the bottom of the lineup. This addition(s) may be made anytime during the game.
 - e. Managers and coaches may stand near batters and defensive players to offer advice and instructions, but shall **NOT** interfere with play. Only one batting coach and two defensive coaches may be on the field with his/her players.
2. **PITCHING:**
 - a. Pitching and base distances: **46 feet - Pitching Distance, 60 feet – Base Distance**
 - b. Pitchers will remain within the 6' radius circle drawn around the pitcher's mound until the ball is hit. He/she is to stand either on or behind the pitching rubber. If no pitching rubber is available, the pitcher must be in the center of the circle.

3. **BATTING:**

- a. Teams will bat all batters per inning. **ALL** children will be listed in the batting order and will bat when their turn comes up.
- b. The on-deck batter will use the on-deck circle closest to his/her dugout.
- c. The batter will be allowed to swing at the ball for a maximum of 7 swings. On the 7th swing, if the child fouls the ball, the child is out. If the tee is knocked over, it will count as a strike and the batter will not advance. If the batter hits a fly ball (fair or foul), and the tee is knocked over, the batter will be out if the ball is caught.
- d. The batter will not be permitted to bunt or take a half-swing. If, in the umpire's judgment, the batter does not take a full swing, he/she may call the batter back to swing again, calling the hit ball foul.
- e. A semi-circle will be drawn 3 feet in front of the edge of home plate and a batted ball must advance beyond this line, or it will count as a foul ball.
- f. One (1) warning will be given to a child who slings a bat. If a child slings the bat a second time, **THE CHILD IS OUT**, the ball becomes dead, and runners cannot advance.

4. **BASE RUNNING:**

- a. Runners must hold their base until the ball is hit; they cannot steal bases. If a runner leaves the base before the ball is hit, the umpire will declare a dead ball and all runners must return to the base they previously occupied.
- b. Base runners may not advance once the ball has been carried back into or through the pitching circle by any defensive player. The play is dead when a defensive player has possession within the circle. When the ball is hit back to the pitcher in the circle, defensive plays can be made and runners can advance.
- c. Slash marks will be placed between bases. If the umpire rules that a runner was more than half way to 2nd, 3rd or home when the ball becomes dead, the runner will advance to that base.
- d. A batter/base runner may advance a maximum of one (1) bases from the base he/she forced to at the time the ball is hit on any overthrow to first base that remains in the field of play. The batter/base runner advances to each base at the risk of being put out and must advance without any physical assistance (touching) from a coach. **Example:** The batter may advance no further than second base; a runner on first base may advance no further than third base; runners on second or third base may attempt to score.
- e. Umpires will use their judgment on running out of the baseline when it does not interfere with the play.

5. **OTHER:**

- a. SPAR will furnish the following for each game.
 - (1) Game balls.
 - (2) Batting Tee.
 - (3) One set of five helmets will be available for use at each field. These helmets are available for use by either or both teams.

SECTION III
AGES: 8-10 (Machine Pitch)
PLAYING RULES
BASEBALL

AGE REQUIREMENTS:

1. A child can not turn the age of 13 before March 31, of the current year.
2. It is the coach's responsibility not to put players on the roster who are not of proper age.

PLAYER EQUIPMENT:

4. For player identification, it is **MANDATORY** that all players wear a number on their game jersey; no duplicate numbers. Personal names are optional. Game jerseys must be similar in color.
5. No steel cleats are permitted. **ATHLETIC SHOES MUST BE WORN.**
6. Double flap **NOCSAE approved** helmets will be **MANDATORY** for all those batting, running bases, and waiting in the on-deck circle.
7. It is **MANDATORY** that all catchers wear a batting helmet.

INJURED PLAYER:

1. If a child becomes hurt, and unable to play, a courtesy player may be used while the injured player regains his/her composure or is checked for injury. The player may return to the game in the next half inning without penalty. No line-up changes will be made.

GAME REGULATIONS:

8. GENERAL:

- a. Duration of games: All games will be 1 hour time limit or a maximum of 6 innings. No new inning may start after 50 minutes.
- b. If a child is dressed in uniform and sitting in and or in the bench area, he/she **MUST** play. If being disciplined, the child is **NOT** to sit in the dug-out with the team.
- c. **All** players who are dressed in a uniform will play defensively. All players except the pitcher, catcher and four infielders will play in the outfield. Outfielders **MUST** be positioned in the outfield area.
- d. A team must have at least eight (8) players to start a game, but may finish with seven (7) players. If a team begins play and wishes to add an additional player (s), his/her name must be added to the bottom of the lineup. This addition(s) may be made anytime during the game.

9. PITCHING:

- a. Pitching and base distances: **46 feet - Pitching Distance, 60 feet – Base Distance**
- b. Pitchers will remain within the 6' radius circle drawn around the pitcher's mound until the ball is hit. He/she is to stand either on or behind the pitching rubber. If no pitching rubber is available, the pitcher must be in the center of the circle.

10. BATTING:

- a. Teams will bat only players that are in the starting line-up. **ALL** children will be listed in the batting order and will bat when their turn comes up. Open substitution is optional.
- b. The on-deck batter will use the on-deck circle closest to his/her dugout.
- c. The batter will be receiving a maximum of 5 pitches. On the 5th pitch, if there is no attempt the batter is out. If the tee is knocked over, it will count as a strike and the batter will not advance. If the batter hits a fly ball (fair or foul), and the tee is knocked over, the batter will be out if the ball is caught.
- d. The batter will not be permitted to bunt or take a half-swing. If, in the umpire's judgment, the batter does not take a full swing, he/she may call the batter back to swing again, calling the hit ball foul.
- e. A semi-circle will be drawn 3 feet in front of the edge of home plate and a batted ball must advance beyond this line, or it will count as a foul ball.
- f. One (1) warning will be given to a child who slings a bat. If a child slings the bat a second time, **THE CHILD IS OUT**, the ball becomes dead, and runners cannot advance.

11. BASE RUNNING:

- a. Runners must hold their base until the ball is hit; they cannot steal bases. If a runner leaves the base before the ball is hit, the umpire will declare a dead ball and all runners must return to the base they previously occupied.
- b. Base runners may not advance once the ball has been carried back into or through the pitching circle by any defensive player. The play is dead when a defensive player has possession within the circle. When the ball is hit back to the pitcher in the circle, defensive plays can be made and runners can advance.
- c. Slash marks will be placed between bases. If the umpire rules that a runner was more than half way to 2nd, 3rd or home when the ball becomes dead, the runner will advance to that base.
- d. A batter/base runner may advance a maximum of one (1) bases from the base he/she forced to at the time the ball is hit on any overthrow to first base that remains in the field of play. The batter/base runner advances to each base at the risk of being put out and must advance without any physical assistance (touching) from a coach. **Example:** The batter may advance no further than second base; a runner on first base may advance no further than third base; runners on second or third base may attempt to score.
- e. Umpires will use their judgment on running out of the baseline when it does not interfere with the play.

12. OTHER:

- a. SPAR will furnish the following for each game.
 - (1) Game balls.
 - (2) Batting Tee.
 - (3) One set of five helmets will be available for use at each field. These helmets are available for use by either or both teams.

SECTION III
AGES: 11-12 (Live arm)
PLAYING RULES
BASEBALL

AGE REQUIREMENTS:

3. A child must turn 8 years of age by March 31, of the current year.
4. A child cannot become 15 before March 31, of the current year
5. It is the coach's responsibility not to put players on the roster who are not of proper age.

PLAYER EQUIPMENT:

4. For player identification, it is **MANDATORY** that all players wear a number on their game jersey; no duplicate numbers. Personal names are optional. Game jerseys must be similar in color.
5. No steel cleats are permitted. **ATHLETIC SHOES MUST BE WORN.**
13. Double flap **NOCSAE approved** helmets will be **MANDATORY** for all those batting, running bases, and waiting in the on-deck circle.
14. It is **MANDATORY** that all catchers wear a batting helmet.

INJURED PLAYER:

2. If a child becomes hurt, and unable to play, a courtesy player may be used while the injured player regains his/her composure or is checked for injury. The player may return to the game in the next half inning without penalty. No line-up changes will be made.

GAME REGULATIONS:

15. GENERAL:

- a. Duration of games: All games will be 1 hour time limit or a maximum of 6 innings. No new inning may start after 50 minutes.
- b. If a child is dressed in uniform and sitting in and or in the bench area, he/she **MUST** play. If being disciplined, the child is **NOT** to sit in the dug-out with the team.
- c. **All** players who are dressed in a uniform will play defensively. All players except the pitcher, catcher and four infielders will play in the outfield. Outfielders **MUST** be positioned in the outfield area.
- d. A team must have at least eight (8) players to start a game, but may finish with seven (7) players. If a team begins play and wishes to add an additional player (s), his/her name must be added to the bottom of the lineup. This addition(s) may be made anytime during the game.

16. PITCHING:

- a. Pitching and base distances: **46 feet - Pitching Distance, 60 feet – Base Distance**
- b. If a player pitches 60 or more pitches in a game, **3 calendar days rest must be observed. 40-59 pitches in a game, 2 calendar days rest and 21-39 pitches in a game, 1 calendar days rest. A player can pitch in consecutive days if 1-20 pitches are thrown previous game/day.**

NOTE: PITCH COUNT WILL BE KEPT BY BOTH TEAMS AND OFFICIAL SCORER

17. BATTING:

- a. Teams will bat only players that are in the starting line-up. **ALL** children will be listed in the batting order and will bat when their turn comes up. Open substitution is optional.
- b. The on-deck batter will use the on-deck circle closest to his/her dugout.
- c. The batter will be receiving either 3 strikes or four balls.
- d. The batter will be permitted to bunt or take a half-swing.
- e. One (1) warning will be given to a child who slings a bat. If a child slings the bat a second time, **THE CHILD IS OUT**, the ball becomes dead, and runners cannot advance.

18. BASE RUNNING:

- a. Runners do not have to hold their base until the ball is hit; they can steal...
- b.
- c. A batter/base runner may advance a maximum of one (1) bases from the base he/she forced to at the time the ball is hit on any overthrow to first base that remains in the field of play. The batter/base runner advances to each base at the risk of being put out and must advance without any physical assistance (touching) from a

coach. **Example:** The batter may advance no further than second base; a runner on first base may advance no further than third base; runners on second or third base may attempt to score.

- d. Umpires will use their judgment on running out of the baseline when it does not interfere with the play.

19. OTHER:

- a. SPAR will furnish the following for each game.
 - (1) Game balls.
 - (2) Batting Tee.
 - (3) One set of five helmets will be available for use at each field. These helmets are available for use by either or both teams.