



# BOWLING GREEN PARKS & RECREATION SPRING TEE BALL & COACH PITCH PARENTS AND COACHES INFORMATION



## SPRING 2021 - YOUTH LEAGUE

### SCHEDULE OF EVENTS

March 11 <sup>th</sup>	Coaches Meeting/Roster Finalization/NYSCA Certification 6:00 p.m.
Week of March 14 <sup>th</sup>	Practices Begin
Week of April 11 <sup>th</sup>	Season Tentatively Begin

### INTRODUCTION

The City Youth Leagues (Tee Ball, Coach-Pitch, Softee Ball, and Girls Coach-Pitch) are sponsored by the Bowling Green Parks and Recreation Department. The Bowling Green Parks and Recreation Department maintains all facility needs and handles the administrative aspects of the respective leagues.

### STAFF/PERSONNEL

There are two full-time Athletic Staff City Employees whose range of responsibilities includes the daily supervision of this youth program. The City, also, provides a Park Attendant at the Park to provide daily maintenance and supervision of all fields being utilized; and, are trained to handle most situations. The City of Bowling Green provides a scorekeeper and umpire(s).

Volunteer coaches must complete the online Volunteer Application Process, attend a coach's meeting to become certified through the National Youth Sports Coaches Association Program, and pass an exam. They must, also, abide by a strict Code of Ethics Pledge, which they must sign their intention to do so. The online Volunteer Application Process is listed below.

### ATHLETIC DEPARTMENT - VOLUNTEER APPLICATION PROCESS

Go to the City of Bowling Green website – [www.bgky.org](http://www.bgky.org)

1. Click on **Jobs** in heading
2. Scroll down and click **Volunteer Service**
3. Scroll down to Volunteers – Parks and Recreation click **View**
4. Click **Apply**
5. In right hand column click **START**
6. Complete the Volunteer Application
7. After completing *Confirmation* CLICK **Finish and Submit**

### PRACTICE/GAME POLICIES

We allow no more than three activities a week and no longer than 1 ½ hours in duration. If they have a game one week, they may practice twice; if they have two games, they may practice once, etc. All games will be played at Lampkin Park. Practice sites and times will largely depend on the coach, his schedule, and what is available. Games may be played on Mondays, Tuesdays, Thursdays, Fridays, and Saturdays, and Wednesdays depending on number of teams.

### **RAIN-OUT POLICIES**

In the event of rain or inclement weather, the BG Parks Staff will do all within its resources and capabilities to get the field ready to play. If the field is determined to be unfit to play on, your coach will be notified, and he will notify you. If you have not yet heard, a decision has not yet been made. If it rains late, it will be left to the discretion of the umpire. If you do not hear from anyone, show up, and be ready to play!

**TEXT SportsBG to 47177 for information relating to BGPR Athletic Programs.**

### **EQUIPMENT**

Each player must bring their own equipment such as bats, helmets, water bottles, etc. No player may wear metal spikes or cleats on their shoes. Bowling Green Parks and Recreation the cap and a jersey. Choice of pants is up to the parent.

### **DATES (tentative)**

Registration will be accepted through February 27<sup>th</sup>. Coaches NYSCA Certification and Coaches meeting will be held Thursday, March 14<sup>th</sup> at 6:00 p.m. This is when all rosters will be distributed. No Coach will know until then who is on their team. They should contact you soon, thereafter. Practice will begin week of March 22<sup>nd</sup>. The schedule for the season and uniforms will be ready Friday, April 2<sup>nd</sup> and the season will tentatively begin Saturday, April 11<sup>th</sup>. The season should conclude in May.

### **REGISTRATION FEE - WHAT DO I GET FOR \$45-50**

Your child's registration fee pays for a printed cap, printed jersey, certifying your coach, a scorekeeper and umpire(s), equipment necessary to play, field maintenance, and an award.



## **BASIC RULES OF PLAY**

All City Youth Leagues have minimum play rules. Our objective is to teach fundamentals to all and for all to have fun! It is difficult to have fun not participating. Teams will consist of from 10 to 13 players.

### **TEE BALL AND SOFTEE BALL**

This game has been developed to allow the beginning player to practice and learn baseball and softball fundamentals at an age when pitchers find it difficult to consistently throw the ball in the strike zone. To participate Youths must be 4 years old before May 1; and, cannot be 7 years old before the same date.

1. The batter, baserunners, and pitcher all wear protective headgear; and, the catcher must wear a mask, helmet, and chest protector. The boys use a junior size "soft" baseball, and the girls use an 11" safety softball.
2. The bases shall be 50' apart; and the pitcher's plate is situated 40' from home plate.
3. If a team does not have ten players present, the game may be played with five. There will be no grace period. Coaches should not place players at positions they have not practiced.
4. All players bat in order; and all players play defense. Defensive positions are pitcher, catcher, first base, second base, shortstop, third base; and, all extra players will be placed in the outfield grass. Teams may not use extra infielders. If a team has only 5 players, there is no need to use a catcher.
5. The game time limit is one hour or five innings (no new inning may begin after 50 minutes), whichever comes first. An inning will consist of each team taking a turn on offense and defense. An offensive at bat will end when all players have batted, regardless of how many outs have been made. The inning does not end until the last batter bats and the defensive team tags home plate while in possession of the ball. The score at the end of the designated time shall stand; ties will not be played out.
6. A batter shall have four swings at the ball. A hit will be declared when the ball remains in fair territory until either touched by a defensive player or passes first or third base while in or over fair territory. If a batter misses the ball, hits the tee, or fails to hit the ball in fair territory with their four swings, he/she will be called out.
7. There is a no infield fly rule at this level.
8. All appeals will be handled by the umpire on the field. When all play has ceased and **TIME** has been called, the umpire will notify the teams of the violation and declare the runner out.
9. Only the umpires have authority to call **TIME**. Umpires shall not suspend play at the request of players, coaches, or managers until in his/her judgment, all immediate play is completed. Runners must stay in contact with the base until the ball is hit. Runners are required to advance or retreat to the base safely before the ball becomes dead. Runners will be permitted to advance to the next base, if they were attempting such when the ball was returned inside the base paths, but they must reach the base safely.  
  
*In summary, baserunners may advance only one base from the last base occupied when the ball enters inside the base paths. The defense may attempt a play on any advancing baserunner; however, time will be called by the umpires after the baserunners have advanced one base.*
10. Two offensive and defensive coaches are allowed in the designated coaching boxes.

### **BOYS AND GIRLS COACH-PITCH**

This league is basically the same in terms of rules with the Tee Ball Leagues with the following exceptions: 1.) Boys must be 6 years old before May 1 and cannot be 9 years old before the same date. 2.) Girls have the same minimum age; but, can play at this level at the age of 9.

1. The batter, baserunners, and pitcher all wear protective headgear; and, the catcher must wear a mask, helmet, and chest protector. The boys use a junior size "soft" baseball, and the girls use an 11" safety softball.
2. The bases shall be 60' apart, and the pitcher's plate is situated 40' from home plate.
3. If a team does not have 10 players present, the game may be started with five. There will be no grace period. Coaches should not place players at positions they have not practiced.
4. All players bat in order until three outs are recorded or five runs are scored in a half inning; and, all players play defense. Defensive positions are pitcher, catcher, first base, second base, shortstop, third base; and, all extra players being placed in the outfield grass. Teams may NOT use extra infielders.
5. The game time limit is one hour or six innings, whichever comes first (no new inning may begin after one hour). An inning will consist of each team taking a turn on offense and defense. An offensive at bat will end when three outs are recorded or seven runs are scored. Ties will be played out until the time limit is up.
6. A batter will be allowed six pitches or four swings (whichever comes first). All fair balls must be played; but, bunts and deliberate half-swings are illegal and count as strikes. If a batter fouls off the final attempt, the batter will be allowed another pitch.
7. There is a no infield fly rule at this level.
8. To stop play, a defensive player must be in possession of the baseball at either 2<sup>nd</sup> base, 3<sup>rd</sup> base, or home plate or the lead runner has stopped his forward progress and the ball is in the infield, which at either situation the umpire will call time based on his or her best judgment. We will no longer allow for a player to be in the dirt or in the base paths and just hold the ball up, unless the runners forward motion has stopped and the umpire has called time. Any runners who are deemed to be more than halfway to the next base will be awarded that base. Any runner who is deemed to be less than halfway to the next base will be sent back to the base they were coming from. Hash marks will need to be placed halfway in between first and second base, second and third base, and third base and home plate. If a defensive player is continuing to make an effort to record an out on a live runner, time should not be called regardless of the location of the defensive player.

*"Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions."*

9. Only the umpires have authority to call TIME. Umpires shall not suspend play at the request of player's coach(s), or manager(s) until all immediate play is completed.
10. Runners must stay in contact with the base until the ball is hit. Runners are required to advance or retreat to the base safely before the ball becomes dead. Runners will be permitted to advance to the next base, if they were attempting such, when the ball was returned to the infield; but, they must reach the base safely.
  - a. *Baserunners may advance only one base on an overthrown ball, whether it lands in fair, foul or out-of-play areas. This is an attempt to encourage the defense to "make a play" without penalizing them.*
11. Two offensive coaches are allowed in the designated coaching boxes. One defensive coach can stand in foul territory; but, as the season progresses defensive coach(s) will need to coach from in front of the dugout.