



# **YOUTH BASEBALL HANDBOOK**

**Starkville Sportsplex  
Travis Outlaw Center  
(662) 323-2294  
405 Lynn Lane  
Starkville, MS 39759**

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## Important Contact Information

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# Starkville Parks and Recreation

## League Code of Conduct

### PARTICIPANT EXPECTATIONS

1. Participants should have proper equipment.
2. Participants should arrive on time to scheduled events.
3. Participants should notify their coach if they are to be late or absent from a scheduled event.
4. Participants should strive to exhibit good sportsmanship at all times, as described below.

### PARENTAL EXPECTATIONS

1. Parents should positively encourage their child regardless of the outcome of an event.
2. Parents should allow their child to participate without negative pressure of any kind.
3. Parents should work to ensure that their child does not intentionally injure other players.
4. Parents should help their child adhere to the written and unwritten rules of honesty, fair play, and good sportsmanship.
5. Parents should, when possible, provide their child with extra instructional opportunities.
6. Parents should, when possible, provide their child with opportunities to learn other sports so they have a more balanced development.
7. Parents should allow the assigned coaches to instruct their child without interference or influence.

### SPORTSMANSHIP EXPECTATIONS

1. Participants, coaches, and spectators are expected to conduct themselves in an appropriate manner at all times.
2. Participants, coaches, and spectators are expected to abide by the rules and regulations of the sport in which they are involved.
3. Participants, coaches, and spectators are expected to show respect for facilities, equipment, sport officials, and all supervisors and SPRD personnel.
4. Participants, coaches, and spectators are expected to address game officials in a respectful manner. All individuals should not use profanity, insulting or vulgar language or gestures when addressing a game official, nor at any time attempt to influence or object to an official's decision.
5. Participants, coaches, and spectators are expected to exhibit socially acceptable behavior at all events or refrain from attending the events.
6. The City of Starkville Parks and Recreation Department has a zero tolerance policy for unsportsmanlike conduct as outlined herein.

### SPORTSMANSHIP PENALTIES

1. Any individual who does not abide by the sportsmanship expectations set by the Starkville Parks and Recreation Department may be subject to penalty.
  - (1) 1st Offense - Verbal Warning issued by game officials
  - (2) 2nd Offense - Ejection from contest and 1 game suspension
  - (3) 3rd Offense - Suspension for remainder of season and potential future suspension  
They will also be required to meet with SPRD Athletics Staff to review the incident and SPRD Code of Conduct prior to their return of activities.
2. Any individual ejected from a contest must leave the playing area immediately upon notification of SPRD Staff.. The individual ejected must serve a one (1) game suspension.
3. Any individual shoving, striking, or physically abusing an official or supervisor will receive an automatic suspension for the remainder of the season.
4. Any incident that is determined to be unsportsmanlike by a game official or supervisor will be written up and reported to the SPRD Athletic Staff.
5. Unruly coaches, players, or spectators may cost their team a forfeit if determined by the official or supervisor in charge.

# Starkville Parks and Recreation League Rules and Regulations

## I. HEADQUARTERS

- A. The governing authority shall be vested in the City of Starkville Parks and Recreation Department

## II. PURPOSE

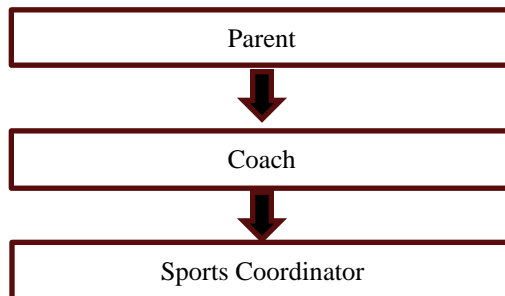
- A. The Starkville Parks & Recreation Youth Baseball Program is organized to provide a recreational activity for boys ages 5-14. The program is designed for the following purposes:
  1. To aid in the physical development through fun and exercise.
  2. To teach the basic fundamental skills of the game of baseball.
  3. To aid in the social development through good sportsmanship and moral character with adult guidance.
  4. To teach good attitudes and discipline to our youth participants.

## III. GOVERNING RULES

- A. We will follow Dizzy Dean Baseball Rules with the exceptions covered herein  
\*SPRD reserves the right to update or adjust local league rules at any point during the season as necessary for the betterment of the players and program.\*
- B. NAHS Rules will apply to anything not covered by Dizzy Dean or Local League Rules.

## IV. COMMUNICATION

- A. To help keep communication smooth and productive, there is a certain “chain of command” that we ask everyone to use.
  1. Parents should contact the coach with any questions.
  2. Coaches should contact the Athletic Manager for further assistance.
  3. If additional assistance is needed, the Athletic Manager will contact the Director.



## VI. T-BALL RULES (4U & 5 YEAR OLDS)

### A. Game Management:

1. A game is limited to a one (1) hour time limit.
2. There will be no umpires or scorekeeper present during T-Ball activities.
3. Coaches are responsible for knowing when their time limit has expired.
4. Games will end when the hour is up regardless of whether the home or visiting team is at bat.
5. Score will not be kept. This is not a win at all cost type of league.
6. Each team may have two (2) coaches on the field to assist with game management.
7. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.

### B. Defense Rules:

1. All the players in the batting order will play in the field on defense. One player must be at each infield position but not inside the base running path before the ball is hit. Each team will have a pitcher and a catcher at their position
2. Time Out – Time out is called when **a player having possession of the ball**, reaches the infield area. When time out is called a runner will be awarded the nearest base. A base runner must be at least half way down the base line to be given the next base.

### C. Batting:

1. Each team will bat all batters per inning.
2. Each batter gets a maximum of five (5) swings to hit the ball into fair territory.
3. A ten foot line will be drawn in front of home plate and the ball must be batted past (not to or on) to be a fair ball. These are judgment calls.
4. The batting order will consist of all the players on the team roster that are present at the game.
5. A batter throwing the bat:  
First offense - the batter receives a team warning.  
Second offense - any batter on that team throwing the bat is called out.  
\*A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.
6. Coaches may position a batter in the batter's box.

### D. Pitching

1. An eight foot circle will be drawn around the pitching rubber and the pitcher must stay inside this circle until the ball is hit.

## VII. COACH PITCH 6, 7, & 8 RULES

### A. Game Management:

1. A game is limited to a one (1) hour time limit.
2. There will be one umpire present during Coach Pitch activities.
3. Umpire or SPRD Staff will inform the coaches when their time limit has expired.
4. Umpire will wait 5 minutes after the games scheduled starting time before calling a forfeit on the team that does not have at least eight (8) players. If both teams do not have at least eight (8) players, then both teams will have to forfeit.
5. The five minutes will be counted in the hour time limit.

6. Seven players or less at game time or after the grace period will result in a forfeit.
7. The unoccupied ninth spot in the order will be recorded as an out, each time it occurs in the game.
8. The umpire's watch will be the official time.
9. The time limit can be altered if there is a delay for some reason.
10. Only the umpire or SPRD staff can alter the original starting time.
11. **The home team shall occupy the 3<sup>rd</sup> base dugout.**
12. **Home & Visitor will be indicated on Game Schedule.**
13. SPRD will provide one (1) umpire per field, per game.
14. SPRD will have League Staff on-site each game night.
15. A maximum of seven (7) runs per inning will be allowed, or three (3) recorded outs, whichever comes first.
16. There must be at least 5 minutes left of the official game time in order to start a new inning. Otherwise the Score keeper will declare that the time limit is over, and the team that is ahead runs scored shall be declared the winner, regardless of the inning.
17. If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team scores the winning run).
18. This is not a win at all cost type of league, but scoring is an important aspect of the game that is vital to learning fundamentals and execution in the game of baseball.
19. The department's goal is to provide educational and fun experiences to the children.
20. **Only in Tournament Play** – In case of a tie at the end of regulation play, the game shall go into extra innings until a winner is established or the game is called by the umpire.
21. If a player is injured on offense or defense, he will be removed from the game for the remainder of that inning (without penalty), but may return in the next inning if physically able.
22. Each team may have two (2) coaches on the field on defense, but must remain on the foul lines at all times, and may not come in contact with the ball.
23. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.

B. Defense Rules:

1. Unlimited free substitution will be permitted on the defense.
2. Ten (10) players will be permitted on the defense.
3. Time shall be called when the pitcher has clear possession of the ball in the pitcher circle.
4. Unless the runner is half way to the next base all runners will stop when time is called.

C. Batting :

1. Each batter gets a maximum of five (5) Pitches.
2. A twenty foot line will be drawn in front of home plate and the ball must be batted past (not to or on) to be a fair ball.
3. The batting order will consist of all the players on the team roster that are present at the game, and all batters shall have at least two (2) at-bats, if time allows.
4. The side will be retired after three (3) recorded outs, or seven (7) runs scored, whichever comes first.
5. Coaches for the batting team must be at or around home plate, not in a position to obstruct the play, to tell players when to slide if a play at the plate may occur.
6. A batter throwing the bat:  
First offense - the batter receives a team warning.  
Second offense - any batter on that team throwing the bat is called out.

\*A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.

## VIII. MINOR 9-10 RULES

### A. Game Management:

1. Each game will have a 75 minute time limit that will be kept by the home plate umpire.
2. Each team must have at least eight (8) players present at the scheduled game time.
3. The umpire will wait 5 minutes after the games scheduled starting time before calling a forfeit on the team that does not have at least eight (8) players. If both teams do not have at least eight (8) players, then both teams will have to forfeit.
4. The five minutes will be counted in the 75 minute time limit.
5. The unoccupied ninth spot in the order will be recorded as an out, each time it occurs in the game.
6. The home plate umpire will announce the game's start time.
7. The umpire's watch will be the official time.
8. The time limit can be altered if there is a delay for some reason.
9. Only the umpire or SPRD staff can alter the original starting time.
10. **The home team shall occupy the 3<sup>rd</sup> base dugout.**
11. **Home & Visitor will be indicated on Game Schedule.**
12. SPRD will attempt to provide one (1) scorekeeper and two (2) Umpires per field, per game.
13. SPRD will have League Staff on-site each game night.
14. The umpire may end a game due to: an inning limit, a time limit, the 10 Run-Rule, or unsuitable playing conditions.
15. Inning Limit- a game will be declared over at the end of the 6<sup>th</sup> inning in the regular season (See rule 21).
16. 10-Run Rule - A game will be declared over if a team has a 10-run or greater lead at the end of the 4<sup>th</sup> inning.
17. There must be at least 5 minutes left of the official game time in order to start a new inning. Otherwise the umpire will declare that the time limit is over, and the team that is ahead runs scored shall be declared the winner, regardless of the inning.
18. Both teams must have completed the same number of innings at bat for the time limit to be enforced (unless home team is ahead).
19. If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team scores the winning run).
20. **Only in Tournament Play** – In case of a tie at the end of regulation play, the game shall go into extra innings until a winner is established or the game is called by the umpire.
21. If a player is injured on offense or defense, he will be removed from the game for the remainder of that inning (without penalty), but may return in the next inning if physically able.
22. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.

### B. Defense Rules:

1. Unlimited free substitution will be permitted on the defense.
2. All players shall play at least two (2) complete innings on defense if time allows.
3. Players on the bench in the 1<sup>st</sup> inning shall play in the 2<sup>nd</sup> inning.
4. Nine (9) players will be permitted on the defense.

C. Batting:

1. All players will be listed in the batting order and will take their scheduled turn at bat.
2. All players shall have at least two (2) at-bats, if time allows.
3. The side will be retired after three (3) recorded outs, or 5 runs scored, whichever comes first.
4. Advancing on a dropped third strike is permitted
5. A batter throwing the bat:  
First offense - the batter receives a team warning.  
Second offense - any batter on that team throwing the bat is called out.  
\*A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.
6. Players may use a USSSA or USABAT stamped bat. They must be 2 ¼", 2 ⅝", or 2 ¾" in diameter.  
- Failure to abide by this will result in a forfeit.

D. Running:

1. Once the ball crosses home plate, a base runner may steal more than one base at a time, and may steal home at his own risk.
2. All Base Runners are allowed to lead off and steal as long as time is not called.
4. If a fielder has the ball and is waiting to make the tag, the runner must either slide or avoid contact with the fielder. **Penalty** – Runner is out
5. Runner is not permitted to slide head first.
6. Bunting is permitted.
7. Courtesy runners will be allowed for the pitcher and catcher, but if the courtesy runner is on base when his turn in the order occurs – it will be an out.
8. The courtesy runner should be the last player who was recorded as an out.
9. Coaches for the batting team must be at or around home plate, not in a position to obstruct the play, to tell players when to slide if a play at the plate may occur.

E. Pitching:

1. A pitch count of four (4) balls will result in a Walk
2. A pitch count of three (3) strikes will result in the batter being out.
3. Pitchers shall receive five (5) warm-up pitches between innings and five (5) warm-up pitches in relief.
4. If a pitcher reaches his weekly pitch limit he must be pulled from the game and rest for the appropriate Rest Time
5. **Pitch Counts**  
Pitch counts will be based on a per week basis. A week is Monday-Sunday. Rest periods for pitches thrown start at the beginning of the game. The scorekeeper for the game will keep the official pitch count. It is the coaches' responsibility to verify the pitch count at the end of each game. Any disputes over the number of pitches will be determined by the official scorebook.  
There will be no re-entry substitution for pitchers.

**MINOR LEAGUE – 75 Pitches per week**



6. **Rest Time**

Rest Time will be strictly adhered to. Rest Time starts at the beginning of the game, not when the pitcher leaves the mound.

- 66-75 pitches require 3 calendar days
- 51-65 pitches require 2 calendar days
- 36-50 pitches require 1 calendar day
- 1-35 pitches require No Rest

**IX. FRESHMAN 11-12 RULES**

A. Game Management:

1. Each game will have a 75 minute time limit that will be kept by the home plate umpire.
2. Each team must have at least eight (8) players present at the scheduled game time.
3. The umpire will wait 5 minutes after the games scheduled starting time before calling a forfeit on the team that does not have at least eight (8) players. If both teams do not have at least eight (8) players, then both teams will have to forfeit.
4. The five minutes will be counted in the 75 minute time limit.
5. The unoccupied ninth spot in the order will be recorded as an out, each time it occurs in the game.
6. The home plate umpire will announce the game's start time.
7. The umpire's watch will be the official time.
8. The time limit can be altered if there is a delay for some reason.
9. Only the umpire or SPRD staff can alter the original starting time.
10. **The home team shall occupy the 3<sup>rd</sup> base dugout.**
11. **Home & Visitor will be indicated on Game Schedule.**
12. SPRD will attempt to provide one (1) scorekeeper and two (2) Umpires per field, per game.
13. SPRD will have League Staff on-site each game night.
14. The umpire may end a game due to: an inning limit, a time limit, the 10 Run-Rule, or unsuitable playing conditions.
15. Inning Limit- a game will be declared over at the end of the 6<sup>th</sup> inning in the regular season (See rule 21).
16. 10-Run Rule - A game will be declared over if a team has a 10-run or greater lead at the end of the 4<sup>th</sup> inning.
17. There must be at least 5 minutes left of the official game time in order to start a new inning. Otherwise the umpire will declare that the time limit is over, and the team that is ahead runs scored shall be declared the winner, regardless of the inning.
18. Both teams must have completed the same number of innings at bat for the time limit to be enforced (unless home team is ahead).
19. If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team scores the winning run).
20. **Only in Tournament Play** – In case of a tie at the end of regulation play, the game shall go into extra innings until a winner is established or the game is called by the umpire.
21. If a player is injured on offense or defense, she will be removed from the game for the remainder of that inning (without penalty), but may return in the next inning if physically able.
22. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.

B. Defense Rules:

1. Unlimited free substitution will be permitted on the defense.
2. All players shall play at least two (2) complete innings on defense if time allows.
3. Players on the bench in the 1<sup>st</sup> inning shall play in the 2<sup>nd</sup> inning.
4. Nine (9) players will be permitted on the defense.

C. Batting :

1. All players will be listed in the batting order and will take their scheduled turn at bat.
2. Bunting is permitted.
3. Advancing on a dropped third strike is allowed.
4. The side will be retired after three (3) recorded outs.
5. A batter throwing the bat:  
First offense - the batter receives a team warning.  
Second offense - any batter on that team throwing the bat is called out.  
\*A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.
6. Players may use a USSSA or USABAT stamped bat. They must be 2 ¼", 2 ⅝", or 2 ¾" in diameter.  
- Failure to abide by this will result in a forfeit.

A. Running:

1. On the release of the pitch, a base runner may steal more than one base at a time, and may steal home at his own risk.
  - i. May Lead Off at any time.
2. Courtesy runners will be allowed for the pitcher and catcher, but if the courtesy runner is on base when his turn in the order occurs – it will be an out.
3. The courtesy runner should be the last player who was recorded as an out.
4. A runner on third base when the play begins is not permitted to steal home on a pitched ball that is cleanly caught by the catcher unless: 1) the catcher attempts to throw out any runner (including the runner on third base), or 2) the pitcher does not cleanly catch the return throw from the catcher.
5. If a fielder has the ball and is waiting to make the tag, the runner must either slide or avoid contact with the fielder. **Penalty** – Runner is out
6. Bunting is permitted.

B. Pitching

1. A pitch count of four (4) balls will result in a Walk
2. A pitch count of three (3) strikes will result in the batter being out.
3. Pitchers shall receive five (5) warm-up pitches between innings and five (5) warm-up pitches in relief.
4. A pitcher cannot pitch more than 3 innings in one game. If a pitcher reaches his weekly pitch limit before 3 innings he must be pulled from the game and rest for the appropriate Rest Time
5. **Pitch Counts**  
Pitch counts will be based on a per week basis. A week is Monday-Sunday. Rest periods for pitches thrown start at the beginning of the game. The scorekeeper for the game will keep the

official pitch count. It is the coaches' responsibility to verify the pitch count at the end of each game. Any disputes over the number of pitches will be determined by the official scorebook.  
There will be no re-entry substitution for pitchers.

### **FRESHMAN LEAGUE – 85 Pitches per week**

#### **6. Rest Time**

Rest Time will be strictly adhered to. Rest Time starts at the beginning of the game, not when the pitcher leaves the mound.

- 66-85 pitches require 3 calendar days
- 51-65 pitches require 2 calendar days
- 36-50 pitches require 1 calendar day
- 1-35 pitches require No Rest

## **XI. SPRD ADMINISTRATIVE DUTIES**

### **A. SPRD Staff shall have broad supervisory powers, including:**

1. Game schedules
2. Rule interpretations
3. Official assignments
4. Awards
5. Maintenance
6. General management of the league
7. Adjustments and clarifications to the published rules when necessary
8. Maintain full charge and be responsible for keeping the game under strict control at all times
9. Keep the benches clear and in order
10. See that participants keep their temper, self-control, and composure at all times

## **XII. LEAGUE TOURNAMENT AND ALL-STARS**

### **A. League Tournament:**

1. Coach Pitch and older teams will have a postseason recreational tournament
2. Tournament seeding will be based on regular season standings.
3. In the event of a tie at the end of regulation in a tournament game, the game shall go into extra innings until a winner is established or the game is called by the umpire.
4. Tiebreakers for seeding are head to head results, then overall point differential
5. Tournament will be played in single-elimination format.