



Roanoke Parks and Recreation
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City of Roanoke Youth Baseball League

The purpose of youth recreational athletic leagues is to provide an enjoyable experience for each youth participant, while developing character, skills, sportsmanship, and to promote good will among all teams and individuals. Although sports are competitive by nature; the City of Roanoke Parks and Recreation Department's intentions are to place less emphasis on winning, while promoting the building of lifetime physical activity and health for each participant.

2018 BY-LAWS

The City of Roanoke's Youth Baseball leagues are generated by the National Federation of State High School Associations and Dixie Baseball Boys and Majors rules and these rules will apply to the By-laws except as modified herein:

Age Determined as of: May 1st, 2018
Five year olds must turn 5 by April 1, 2018

League	Ages	Roster Size	Playing Field	Ball Used
Tee Ball (no score kept)	5 & 6	Max of 20	Bases – 60 feet Toe Plate – 40 feet	Level 1 RIF (reduced injury factor)
Coach Pitch (no score kept)	7 & 8	Max of 15	Bases – 60 feet Toe Plate – 40 feet	Level 5 RIF (reduced injury factor)
Pee Wee	9 & 10	Max of 15	Bases – 60 feet Toe Plate – 46 feet	Level 10 RIF (reduced injury factor)
Little	11 & 12	Max of 15	Bases – 60 feet	Regulation Size
Junior	13 - 15	Max of 16	Bases – 90 feet Toe Plate – 60.6 feet	Regulation Size
Senior	16 – 18	Max of 18	Bases – 90 feet Toe Plate – 60.6 feet	Regulation Size

Game Length

- 1) Game time is forfeit time. Umpires are not required to give extra time to teams showing up late.
- 2) Game durations are as follows:
 - a) Tee Ball – One Hour (1:00)
 - b) Coach Pitch – One Hour and Fifteen Minutes (1:15)
 - c) PeeWee, Little – One Hour and Thirty Minutes (1:30)
 - d) Junior, Senior – Two Hours (2:00)
- 3) No new inning will begin within ten (10) minutes of the time limit. Any inning that has been started prior to the time limit must be finished.

All-Play Rule

- 1) Every player in attendance must play a minimum of six (6) defensive outs and must bat at least one (1) time. Players may not be substituted out of the batting lineup if they have not batted at least once.
- 2) If any player has been benched for medical or disciplinary reasons, the official scorer, the opposing coach, and the umpire must be notified of the absence.
- 3) **Mandatory Substitution Rules:**
 - a) Tee Ball – Substitutes will play every other inning. (For example: Starters play first and third innings, Substitutes play second and fourth innings)
 - b) Coach Pitch, PeeWee, Little – Substitutions must be made at the top of the third inning.
 - i) *Only players who have made at least one batting appearance may be substituted out of the game.*
 - c) Junior, Senior – Substitutions must be made at the top of the fourth inning.

Team Rosters

Note: All team rosters must be filed with the Parks and Recreation office staff prior to the beginning of the season.

- 1) Team rosters must have completed and accurate information for every player and coach listed. This information must be filed on a roster form and be legible (preferably typed) when turned into the Parks and Recreation office staff.
- 2) Rosters sizes are as follows:
 - a) Tee Ball, Coach Pitch – There must be a minimum of ten (10) players and a maximum of twenty (20) players on each roster.
 - b) PeeWee, Little, Junior, Senior – There must be a minimum of nine (9) players and a maximum of fifteen (15) players on each roster.
- 3) All teams must be sponsored by an established City of Roanoke Recreation Club
 - a) Region 1 – Star City Recreation Club (NW Region)
 - b) Region 2 – Williamson Road Recreation Club (NE Region)
 - c) Region 3 – South City Recreation Club (SE Region)
 - d) Region 4 – Greater Southwest Athletic Club (SW Region)

- 4) Players may only appear on ONE roster. Participation on more than one team or a transfer between teams during the season is prohibited.
- 5) New players may not be added to a roster after the first game of the season.
- 6) Roster changes will not be accepted over the phone and will not be accepted until all information is presented and complete.
- 7) Any player found to be ineligible will be immediately removed from the roster and all games in which the ineligible player participated will be forfeited.
- 8) Any coach listed on roster must be cleared through the City of Roanoke's Background Screening process and must have a current Coaching Badge from Parks and Recreation. This badge must be visible at all times when on the field.

Player Eligibility

- 1) Every participating child must have a birth certificate on file with their recreation club. This birth certificate will be used in the case of a protest of a child's age.
 - a) Any overseas-born child must include a signed letter from a parent or guardian that is notarized if a birth certificate is not available.
- 2) Players must live in the city of Roanoke and play for the recreation club region that services their home address.
 - a) **Players not participating in their home region MUST have a signed release form from their home recreation club. (Releases are only granted due to lack of enough players to form a team, or having too many players for one team, but not enough for a second team)**
- 3) Commission of fraud by a player, parent, coach, or recreation club using an assumed name, falsifying a birth certificate or a roster, or giving false information to an official or City of Roanoke Parks and Recreation will result in **suspension of guilty party for up to five (5) years and possible disqualification of team for a full season.**

Player Equipment

- 1) **Baseball Shoes**
 - a) Tee Ball, Coach Pitch, PeeWee, Little – Rubber-soled or rubber-cleated shoes only.
 - b) Junior, Senior – Metal-cleated shoes are allowed.
- 2) **Baseball Bats**
 - a) Tee Ball, Coach Pitch, PeeWee, Little – Bats may not have a barrel larger than two and one-quarter inches in diameter. Batters with a larger barrel are prohibited and will be removed from play if used.
- 3) **Batting Helmets**
 - a) It will be mandatory for each batter and each runner to wear a head protector (helmet). Helmets must cover both ears and the temples.
 - b) Face guards and chin straps are required for the following leagues: Tee Ball, Coach Pitch, PeeWee, and Little
 - c) Any player intentionally discarding of head gear will be declared "Out".

4) **Catcher's Equipment**

- a) It will be mandatory for a catcher to wear a throat-guard, facemask, helmet, chest protector, shin guards, and a protective cup. If an umpire observes any of the mandatory equipment missing, the violation must be immediately corrected or the player will be taken out of the game.

Concerning Games

1) **Regulation Games**

- a) Games will be considered a regulation game when either of the following have occurred:
 - i) The time limit has elapsed
 - ii) The maximum number of innings has elapsed.
 - (1) Tee Ball, Coach Pitch, PeeWee – Five (5) innings
 - (2) Little – Six (6) innings
 - (3) Junior, Senior – Seven (7) innings
- b) If the game is tied when time limit or maximum number of innings has been reached, the game will be recorded as a tie.
- c) Any game that is called due to inclement weather will be considered "Official" if:
 - i) Tee Ball, Coach Pitch, PeeWee – Three (3) complete innings were played (Or 2.5 if the home team is ahead in the game)
 - ii) Little – Four (4) complete innings were played (Or 3.5 if the home team is ahead in the game)
 - iii) Junior, Senior – Five (5) complete innings were played (Or 4.5 if the home team is ahead in the game)

2) **Home / Visitors Dugouts**

- a) The home team will occupy the third base dugout. The visiting team will occupy the first base dugout.

3) **Game Balls** will be supplied by the City of Roanoke Parks and Recreation department.

4) **Official Scorer**

- a) The Parks and Recreation Field Supervisor will be the Official Scorer
- b) The home and visiting scorers should check their scorebooks against the Official Scorer's scorebook between innings to avoid potential mistakes.
- c) The Official Scorer will record the time the game starts in the scorebook. This time is taken from the umpire's watch.
- d) The official line-up cards must be turned in to the Official Scorer ten (10) minutes prior to the beginning of the game.

5) **Starting/Finishing with Eight Players**

- a) Tee Ball, Coach Pitch – Teams may start with nine (9) players until a tenth player arrives. When (if) the tenth player arrives, they must be inserted into the game immediately and will be the final batter in the official batting order.
- b) PeeWee, Little, Junior, Senior – Teams may start the game with eight (8) players until a ninth player arrives. If a ninth player arrives, they must be inserted into the game immediately and will be the final batter in the official batting order.

- c) If a team starts with eight players (nine in Tee Ball and Coach Pitch), there will have an automatic "Out" recorded every time the ninth (tenth in Tee Ball and Coach Pitch) spot in the batting order comes to bat.
 - i) **Exception: If the previous player is walked (intentional or unintentional), there is no automatic out recorded.**
- d) If a team starts with the required amount of players (ten in Tee Ball and Coach Pitch / nine in all other leagues), but loses a player during the game, the vacated slot will then count as an automatic out.
- e) If a team drops more than one player below the required amount, the game will be forfeited at that time.

6) Batting Lineup

- a) Tee Ball – Ten (10) players per batting lineup. Ten (10) players play in the field on defense.
 - i) Three out rule does not apply in Tee Ball. All ten (10) players in lineup bat each half-inning and then the half-inning is complete
- b) Coach Pitch – Lineup will consist of ten (10) players, but half-inning will be complete after three (3) outs.
- c) PeeWee, Little, Junior, Senior – Lineup will consist of nine (9) players.

7) Pitching

- a) A coach is permitted one visit to the mound per inning without penalty. A second mound visit in the same inning to the same pitcher requires the replacement of that pitcher. All additional mound visits in the same inning will also require the replacement of the pitcher.
- b) Three mound visits to the same pitcher – regardless of inning – requires the replacement of that pitcher.
- c) Three hit batsmen in one (1) game or two hit batsmen in one (1) innings is cause for mandatory replacement of the pitcher.
- d) Pitcher's inning limits are as follows:
 - i) PeeWee – No pitcher may pitch in more than three (3) innings in any game.
 - ii) Little – No pitcher may pitch in more than four (4) innings in any game.
 - iii) Junior, Senior – Refer to DIXIE BASEBALL RULEBOOK for pitching rules.
Note: One (1) pitch constitutes one (1) inning pitched. Any pitcher or coach violating the maximum inning pitched rule will be subject to a one (1) game suspension.
- e) PeeWee, Little – If the third strike is dropped by the catcher, the batter is still out. However, the ball remains "Live" and runners may advance at their own discretion.
- f) Junior, Senior – If the third strike is dropped by the catcher, the batter may attempt to advance to first base IF:
 - i) First base was unoccupied
 - ii) There are two outs

8) Player, Coach, and Spectator Behavior

- a) **Any coach or player ejected from a game will not be allowed to coach/play OR attend his/her team's next game.**
- b) **Any player ejected from two (2) games in one (1) season will be suspended for the remainder of the season. This player may not participate in, nor attend, any City of Roanoke Parks and Recreation youth baseball games for the remainder of the season.**

- c) Any coach ejected from two (2) games in one (1) season will be suspended for the remainder of the season and will also face a one (1) year ban from all City of Roanoke Parks and Recreation youth sport programs.
- d) Any player, coach, or spectator who is ejected from a game must immediately leave the facility and is not allowed to attend games or be on the premises during the suspension.
Note: Failure to comply will result in a suspension for the remainder of the season
- e) The City of Roanoke Parks and Recreation department reserves the right to alter suspensions based on the severity of the action.
- f) Any spectator who displays negative sportsmanship or inappropriate actions will be ejected from the games. Any spectator who is ejected will be banned from attending any recreation games for the remainder of the season.

Tee Ball Specific Rules

- 1) The pitcher must wear a helmet with a face guard attached and must stand in the pitcher's circle until the ball has been hit.
- 2) Catchers must wear a helmet or face mask. The chest protector and shin guards are optional. The catcher will stand to the opposite side of the batter.
- 3) Each team will use six (6) infielders and four (4) outfielders.
- 4) The ball will be placed on the tee by the coach of the team batting. This coach must remove the tee from home plate when a runner is attempting to score. If the tee interferes with the catcher, the runner will be called "Out".
- 5) Each batter will get a maximum of four (4) swings plus one (1) practice swing. After the practice swing, the strikes will be counted.
- 6) The ball will be "in play" when the batter hits it into fair territory, beyond a twenty (20) foot radius from home plate. If the ball is hit into foul territory, or if the ball does not travel twenty (20) feet from home plate, the ball will be called foul.
- 7) The batting team will declare to the opposing team and the umpire when the last batter comes to bat.
- 8) After the last batter has hit, play will be completed if:
 - a) An "Out" is made.
 - b) The ball is thrown home and the defensive player with the ball tags home plate.
- 9) No additional base will be allowed on any overthrown ball.
- 10) The play is dead and will be stopped by the umpire if:
 - a) The advancement of the lead runner has been stopped.
 - b) A defensive player has the ball under control, is inside the baselines, and has stopped the lead runner. However, if a play is being made on the lead runner, the ball remains "Live".
 - c) There is an injured player who needs attention.
- 11) The defensive team may not have more than two (2) players around home plate during a play at the plate.
- 12) Four adults with coaching badges shall be allowed as coaches. This allows for:

- a) One coach in the dugout at all times.
- b) On offense:
 - i) One first base coach
 - ii) One third base coach
 - iii) One batting coach responsible for adjusting the tee, putting the ball on the tee, and moving the tee when there is a play at the plate.
- c) On defense:
 - i) Three coaches in the field to instruct fielders.

13) Substitutes will play every other inning. Substitutes will bat in the order of the players they replace. The following is a sample batting order with substitutions:

1 st and 3 rd Innings	2 nd and 4 th Innings	
1	1	
2	2	
3	11	(3 & 11 will alternate every other inning)
4	12	(4 & 12 will alternate every other inning)
5	5	
6	6	
7	13	(7 & 13 will alternate every other inning)
8	8	
9	14	(9 & 14 will alternate every other inning)
10	10	

Coach Pitch Specific Rules

- 1) Each batter will get a maximum of seven (7) pitches per at bat.
- 2) There will be no walks
- 3) If a batter swings at a third strike, he/she will be called "Out".
- 4) If a batted ball hits the coach pitcher, it is counted as a "no pitch".
- 5) All outfielders must be on or beyond the edge of the grass behind the infield until the pitch is thrown.
- 6) The player pitcher must be within the "Pitcher's Circle" around the pitching rubber until the pitch is thrown.
- 7) The batting team will provide the coach pitcher. This coach may instruct the batter while attempting to hit, but may not instruct runners during a play.

- 8) If the ball enters the "Pitcher's Circle" after being played upon by a fielder and stops there or hits the coach pitcher, the play is ruled dead and the batter will be awarded first base and all other runners will also advance to the next base.
- 9) There will be six (6) infielders and four (4) outfielders.
- 10) No fielder may be closer to home plate than the pitching rubber before the pitch has been thrown, unless the batter has squared to bunt.
- 11) The play is dead and will be stopped by the umpire if:
 - a) The advancement of the lead runner has been stopped.
 - b) A defensive player has the ball under control, is inside the baselines, and has stopped the lead runner. However, if a play is being made on the lead runner, the ball remains "Live".
 - c) There is an injured player who needs attention.
- 12) There shall be no more than two defensive coaches on the field at any time to assist the defense in positioning. Coaches shall take a position in foul territory at least ten (10) feet beyond first and third base. If a coach moves into fair territory during a live play, the coach will be assessed a warning and on the second infraction, all runners will be awarded the next base.
- 13) If a ball is thrown out of play, all runners will be awarded one base from the last base they occupied.

Special Rules

1) Twelve (12) Run Rule

- a) PeeWee – If after three and one half (3.5) innings, the home team is ahead by twelve (12) or more runs, or if after four (4) completed innings, any team is ahead by twelve (12) or more runs, the game will be terminated.
- b) Little, Junior, Senior – If after four and one half (4.5) innings, the home team is ahead by twelve (12) or more runs, or if after five (5) completed innings, any team is ahead by twelve (12) or more runs, the game will be terminated.

2) Infield Fly Rule

- a) The infield fly rule is defined as: a fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before two are out.
- b) The infield fly rule will be in effect for all leagues PeeWee and older.

3) Five Run Rule With Continuous Play

- a) Coach Pitch, PeeWee, Little – After five (5) runs have scored, play will be stopped when the catcher has the ball and touches home plate.
- b) Any run past five (5) that is scored before the catcher tags home plate with possession of the ball will also count.
- c) The five run rule will not be in effect if the fifth run is walked in by the pitcher. In this scenario, consecutive walks will end the inning (6 run maximum).

4) Tight Bases

- a) Tee Ball, Coach Pitch, PeeWee, Little – Runners must be in contact with the base until the ball is hit and may not leave the base at any other time until the ball has passed the batter. Should a runner violate this rule, the umpire (at his discretion) shall allow the ensuing play to stand or require the runner to return to the original base, whichever is of greatest benefit to the defense.

5) Sliding

- a) Tee Ball, Coach Pitch, PeeWee, Little
 - i) No head-first sliding allowed.
- b) All Leagues
 - i) All players must attempt to slide when a play is being made at home plate. If an attempt to slide is not made, the runner is out and all other players must return to the last base that they touched.

6) Speed-Up Rule

- a) The pitcher may only take five (5) warm-up pitches between innings
- b) After each out, the ball must be returned to the pitcher before the next batter steps into the batter's box.
- c) If a team elects to intentionally walk a batter, the coach will notify the umpire and the umpire will signal the batter to advance to first base. No pitches will be made.
- d) The catcher will keep his/her catching equipment on (except head gear) at the completion of each inning, unless he/she is to be the first, second, or third batter of the inning.
- e) With two out and either the pitcher or catcher on base, it is suggested to have a courtesy runner replace this player. The courtesy runner must be a player not currently in the game.
- f) There will be no hidden ball tricks or anything to encourage a delay. Umpires will inform players to put ball into play immediately and make every effort to keep the game moving.

Substitution Rules

1) Re-Entry Rule

- a) Any of the starting players may be removed from the game and inserted back into the lineup as long as they occupy the same position in the batting order as where they began the game.
- b) A substitute may not re-enter the game once they have been inserted into the lineup and taken back out of the game unless there is an injured player with no other eligible substitutes.
- c) Once the pitcher is taken out of the game (out of the lineup or moved to a new position), he/she may be re-entered to any position other than pitcher.

Protests

Note: All complaints about officials, coaches, scheduling, etc. must be channeled through your athletic director.

- 1) Protests of NFHS rules are not permitted in accordance with NFHS rule 1.1.11
- 2) Protests of City of Roanoke Parks and Recreation local rules are not permitted.
- 3) Protests of up to three (3) player's eligibilities are permitted per a single protest. Eligibility includes non-rostered players, age, city residency, or other factors with may affect a player's eligibility.
- 4) **How to Protest:**
 - a) The recreation club's athletic director shall submit a protest in writing (preferably typed) within forty-eight (48) hours of the game completion. This protest must be submitted to the Parks and Recreation department.
 - b) A \$50.00 filing fee (returned if the protest is upheld) should accompany the following information:
 - i) Date
 - ii) Time
 - iii) Location

- iv) Officials
 - v) Scorer
 - vi) Teams
 - vii) Coaches
 - viii) Justification of the protest (Explanation)
 - c) The recreation club being protested must provide necessary documentation within forty-eight (48) hours of being notified.
 - d) Birth certificates must be an original copy with a seal.
- 5) **Penalties**
- a) Player(s) is/are ineligible to participate until all documentation has been submitted to, and verified by, Parks and Recreation.
 - b) If a player or players are found to be ineligible, all games in which they participated will be marked as a forfeit.

Inclement Weather

- 1) In the event of rain, coaches and parents may call the Game Cancellation Hotline at (540) 853-1196 [Option #1] and information will be given as to the status of the games that day/night. Hotline will be updated by 4:00 p.m. or 7:30 a.m. on weekends.
- 2) After 4:00 p.m., playability of the baseball field will be determined by the umpires at the field. The decision of the umpire will be final. If the first game of the night is canceled due to weather, the second game of the night will also be canceled.
- 3) Make-up schedules will be posted on the athletics portion of Parks and Recreation's website (playroanoke.com) within three (3) business days of the originally scheduled games and will generally be rescheduled to the end of the league schedule.
- 4) Any time that lightning is visible, all players, coaches, fans, umpires, and staff must take shelter immediately.
- 5) Flash (Bang) Method – Count seconds between lightning flash and thunder and divide by five (5). This provides the distance of lightning in miles. If the count is less than thirty (30) seconds, the game must be delayed and everyone must take shelter immediately.
- 6) The umpire and site supervisor should instruct all players, coaches, and fans that danger is present and they should seek shelter immediately.
- 7) Safe places include fully-enclosed metal vehicles with windows up, enclosed buildings or the low ground.
- 8) Unsafe shelter places include all nearby, outdoor, metallic objects, water, open fields, etc.

Responsibilities of Parks and Recreation

- 1) Partnering with Recreation Clubs to provide organized sports for the youth of Roanoke City.
- 2) Assisting Recreation Clubs with advertising of sign-ups.
- 3) Governing the rules and regulations for league play.
- 4) Scheduling of league games.
- 5) Securing and paying officials.

- 6) Securing facilities and performing maintenance on those facilities.

Responsibilities of the Recreation Clubs

- 1) Conducting sign-ups opportunities for the youth of Roanoke City and providing Parks and Recreation information to assist with advertisement of these opportunities.
- 2) Conducting drafts to form teams. Selected or hand-picked teams will not be permitted. Drafts are conducted on the honor system of each Recreation Club. **“Cuts” are not an option.**
- 3) Securing volunteer coaches for each team.
- 4) Securing uniforms and equipment for players.
- 5) Providing an athletic director for each sport to act as a liaison to Parks and Recreation for coordinating schedules, handling complaints, etc.