



YOUTH BASEBALL BYLAWS

For Office Use Only:

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The purpose of youth sports 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, our intentions are to place less emphasis on winning and more on promoting lifetime physical activity and health for each participant.

Overview

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 bylaws except as modified herein:

League	Ages	Roster Size	Length of Game	Playing Field	Ball Size
6U (no score kept)	5-6	Max of 20	One Hour (1:00)	Bases - 60 feet Toe Plate - 40 feet	Level 1 RIF (reduced injury factor)
8U	7-8	Max of 15	One Hour and Fifteen Minutes (1:15)	Bases - 60 feet Toe Plate - 40 feet	Level 5 RIF (reduced injury factor)
10U	9-10	Max of 15	One Hour and Thirty Minutes (1:30)	Bases - 60 feet Toe Plate - 46 feet	Level 10 RIF (reduced injury factor)
12U	11-12	Max of 15	One hour and Thirty Minutes (1:30)	Bases - 60 feet	Regulation Size
15U	13-15	Max of 16	Two Hours (2:00)	Bases - 90 feet Toe Plate - 60.6 feet	Regulation Size
18U	16-18	Max of 18	Two Hours (2:00)	Bases - 90 feet Toe Plate - 60.6 feet	Regulation Size

Age Classification

Age determined on May 1 of the current season. Eighteen-year-old participants must be enrolled in a Roanoke City Public School (Patrick Henry, William Fleming, or Forest Park) or attend a home school equivalent.

Five year olds must turn 5 by April 1 of the current season

All Play Rule

Every player present and in uniform must play a minimum amount per game. Please see the list below for league-specific play requirements.

Coaches must abide by below requirements and are strongly encouraged to distribute any remaining playing time equally amongst all players.

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:
 - 6U - substitutes will play every other inning.
 - Ex: Starters play first and third innings, Substitutes play second and fourth innings
 - 8U, 10U, 12U- Substitutions must be made at the top of the third inning.
 - Only players who have made at least one batting appearance may be substituted out of the game
 - 15U, 18U - Substitutions must be made at the top of the fourth inning.
4. The only players who are exempt from the All Play Rule are:
 - Players with health restrictions that do not allow them to play the minimum amount.
 - Players who become injured during the game and cannot play the minimum amount.
 - It is the responsibility of the head coach to ensure that the Parks and Recreation scorekeeper, opposing head coach, and umpire are notified, prior to each game, of any player that is restricted due to health reasons.

Teams and Rosters

All team rosters must be filed with the parks and Recreation office staff prior to the beginning of the season. Team rosters must be filed in the recreation office complete with the following information:

1. Team rosters must be completely and accurately filled in (preferably typed) and signed by the athletic director to verify the information is correct.
 - Rosters may be mailed, hand delivered or emailed to Parks and Recreation. It is the responsibility of the athletic director to ensure rosters are received by Parks and Recreation.
 - If a roster is not received by the due date, then the team may not be scheduled in the league.
2. Roster sizes are as followed:
 - 6U, 8U - There must be a minimum of ten (10) players and a maximum of twenty (20) players on each roster
 - 10U, 12U, 15U, 18U - There must be a minimum of nine (9) players and a maximum of fifteen (15) players on each roster.
3. Players may only appear on one (1) team roster.
4. Players must reside in the City of Roanoke.
5. Roster changes will not be accepted over the phone and will not be accepted until all the information is complete.
6. Transfer of players during the season is prohibited. Dual participation is not allowed in any City of Roanoke or surrounding area parks and recreation department league. A player must play for the team where his or her name was first listed on a roster.
7. New players cannot be added after the first game.
8. All teams must be sponsored by an established City of Roanoke Recreation Club which are as followed:
 - Region 1 - Star City Recreation Club (NW Region)
 - Region 2 - Williamson Road Recreation Club (NE Region)
 - Region 3 - South East Recreation Club (SE Region)
 - Region 4 - Greater Southwest Athletic Club (SW Club)
9. A maximum of four (4) travel-team players are allowed per team (based on the current travel season).
10. Any player(s) found to be ineligible will be removed from the team and all games played in by the ineligible player will be forfeited.
11. Any coach listed on the roster must be cleared through the City of Roanoke Background Screening Policy.

Player Eligibility

1. If a child attending a Roanoke City School is suspended from school, he/she will not be eligible to play for or attend his/her team's game(s) until the suspension is over.
 - Explanation: Suspended children are considered trespassing if they return to any Roanoke City Public School prior to their suspension being over.
2. Every child that participates must have a copy of their original birth certificate on file with their recreation club. If a player's age is protested, the team/recreation club will have 48 hours to produce an original birth certificate.
 - Penalty: Player(s) is/are ineligible to participate until documentation has been submitted to and verified by Roanoke Parks and Recreation.

3. All participants must live/reside in the City of Roanoke.
4. Any overseas-born child must include a signed letter from a parent or guardian that is notarized when the child's birth certificate is not available.
5. 18 year olds must still be attending high school.
6. Older players of a division may play up one division with parental consent.
 - Ex: In the 6U division, a 6 year old may play in the 8U division with parental consent, but a 5 year old may not.
7. Commission of Fraud by the player, coach or zone provider using an assumed name, falsifying a birth certificate or roster, or giving false information to an official or Roanoke Parks and Recreation will result in a suspension for the party that falsified information for up to five (5) years and disqualification of the team for one (1) full season.

Dual Participation

1. Dual participation is not allowed in any City of Roanoke or surrounding area parks and recreation league.
2. Any male or female that has played or is currently playing for a Junior Varsity or Varsity team within the current season is not eligible to play for Roanoke Parks and Recreation Leagues.

Coaches

1. All coaches (head and assistants) must be cleared through the City of Roanoke's Background Screening Policy and have his or her approved coaches badge on in order to sit on the bench. Coaches should show their badge to the scorekeepers and umpires prior to each game.
 - Penalty for failure to comply:
 - 1st occurrence - warning
 - 2nd occurrence - ejection from the game
2. Head coaches must be at least 21 years old.
 - If the head coach cannot be present, the team must be supervised by an approved adult at least 21 years of age if the assistant coach is not 21 years of age.
3. A maximum of four (4) coaches are permitted on any given team.
4. Coaches are responsible for the actions of their fans and are obligated to control them. Coaches shown to incite fans will be subject to suspension.
 - Coaches needing assistance from site personnel or officials to control their fans must notify Parks and Recreation.
5. Only one coach will be the representative and speak with/question an official's call.
 - Penalty for failure to comply:
 - 1st occurrence - official will report warning to coach and scorekeeper
 - 2nd occurrence - consequence dealt will be at the discretion of the umpire
6. Coaches must remain in the designated coach's area.
 - Penalty for failure to comply:
 - 1st occurrence - official will report warning to coach and scorekeeper
 - 2nd occurrence - consequence dealt will be at the discretion of the umpire

Equipment

1. Jerseys
 - Jerseys must be tucked in at all times.
 - Each player will be assigned matching numbered jerseys. At no time are these jerseys to be worn by another player.
 - Players will have a plain-style number of solid color contrasting the color of the shirt.
 - The number should be at least four (4) inches high.
 - Teams must have matching jerseys with the number on the back by their 2nd scheduled game of the season.

- Players may only wear the numbered uniform that has been assigned to them. Players will be ineligible to play in a game until they have their assigned team uniform to compete in.
2. Shoes
 - 6U, 8U, 10U, 12U- Rubber-soled or rubber-cleated shoes only.
 - U15, U18 - Metal-cleated shoes are allowed.
 3. Baseball Bats
 - 6U, 8U, 10U, 12U- Bats may not have a barrel larger than two and five-eighths inches in diameter. Batters with a larger barrel are prohibited and will be removed from play if used.
 - All new bats (up to 2 and five-eighths inches in diameter) must be in accordance with the new USA Bats standard (effective 1/1/18) and must have USA Baseball symbol stamped on bat.
 - Teams may continue to use old bats (up to 2 and ¼ barrel diameter) if necessary for this year only as a “phasing out” year, but are encouraged to use new bat standards as much as possible
 4. Batting Helmets
 - It will be mandatory for each batter and each runner to wear a head protector (helmet). Helmets must cover both ears and the temples.
 - Face guards and chin straps are required for the following leagues: 6U, 8U, 10U, and 12U
 - Any player intentionally discarding of head gear will be declared “Out”.
 5. Catcher’s Equipment
 - 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.

General Play

1. Game Length
 - Any team not prepared at the game’s scheduled start time, is subject to a forfeit. Umpires are not required to give extra time to teams showing up late.
 - Game durations are as followed:
 - 6U - One Hour (1:00)
 - 8U - One Hour and Fifteen Minutes (1:15)
 - 10U, 12U- One Hour and Thirty Minutes (1:30)
 - 15U, 18U - Two Hours (2:00)
 - 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.
2. Regulation Games
 - Games will be considered a regulation game when either of the following have occurred:
 - The time limit has elapsed
 - The maximum number of innings has elapsed
 - 6U, 8U, 10U- Five (5) innings
 - 12U- Six (6) innings
 - 15U, 18U - Seven (7) innings
 - If the game is tied when the time limit or maximum number of innings has been reached, the game will be recorded as a tie.
 - Any game that is called due to inclement weather will be considered “Official” if:
 - 6U, 8U, 10U - Three (3) complete innings were played (Or 2.5 if the home team is ahead in the game)
 - 12U- Four (4) complete innings were played (Or 3.5 if the home team is ahead in the game)
 - 15U, 18U - Five (5) complete innings were played (Or 4.5 if the home team is ahead in the game)
3. Game Play
 - The starting time of the first game will be strictly enforced. A five (5) minute warm-up will be given before the start of the following games.
 - An official may start the game early only if both coaches agree. If a coach does not agree, then the game will not start until the scheduled time.
 - Line-up sheet must be submitted to the scorekeeper, by the coach, 10 minutes prior to the start of each game.
 - Home / Visitors Dugouts
 - The home team will occupy the third base dugout. The visiting team will occupy the first base dugout.

- Game Official Scorer
 - The Parks and Recreation Field Supervisor will be the Official Scorer
 - The home and visiting scorers should check their scorebooks against the Official Scorer's scorebook between innings to avoid potential mistakes.
 - The Official Scorer will record the time the game starts in the scorebook. This time is taken from the umpire's watch.
 - The official line-up cards must be turned in to the Official Scorer ten (10) minutes prior to the beginning of the game.
- Game balls will be supplied by the City of Roanoke Parks and Recreation department.
- Starting/Finishing with Eight Players
 - 6U, 8U – 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.
 - 10U, 12U, 15U, 18U – 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.
 - If a team starts with eight players (nine in 6U and 8U), there will have an automatic "Out" recorded every time the ninth (tenth in 6U and 8U) spot in the batting order comes to bat.
 - Exception: If the previous player is walked (intentional or unintentional), there is no automatic out recorded.
 - If a team starts with the required amount of players (ten in 6U and 8U / nine in all other leagues), but loses a player during the game, the vacated slot will then count as an automatic out.
 - If a team drops more than one player below the required amount, the game will be forfeited at that time.
- Batting Lineup
 - 6U – Ten (10) players per batting lineup. Ten (10) players play in the field on defense.
 - Three out rule does not apply in 6U. All ten (10) players in lineup bat each half-inning and then the half-inning is complete
 - 8U – Lineup will consist of ten (10) players, but half-inning will be complete after three (3) outs.
 - 10U, 12U, 15U, 18U – Lineup will consist of nine (9) players.
- Pitching
 - A coach is permitted one visit to the mound per inning without penalty.
 - Three mound visits to the same pitcher – regardless of inning – requires the replacement of that pitcher.
 - Three hit batsmen in one (1) game or three hit batsmen in one (1) innings is cause for the umpire to request replacement of the pitcher (this is at the umpire's discretion).
 - Pitcher's inning limits are as follows:
 - 10U – No pitcher may pitch in more than three (3) innings in any game.
 - 12U – No pitcher may pitch in more than four (4) innings in any game.
 - 15U, 18U – 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.
 - 10U, 12U – 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.
 - 15U, 18U – If the third strike is dropped by the catcher, the batter may attempt to advance to first base IF:
 - First base was unoccupied
 - There are two outs

4. Substitutions

- Re-Entry Rule
 - 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.

- 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.
- 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.

5. U6 Specific Rules

- 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.
- 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.
- Each team will use six (6) infielders and four (4) outfielders.
- 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".
- Each batter will get a maximum of four (4) swings plus one (1) practice swing. After the practice swing, the strikes will be counted.
- 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.
- The batting team will declare to the opposing team and the umpire when the last batter comes to bat.
- After the last batter has hit, play will be completed if:
 - An "Out" is made.
 - The ball is thrown home and the defensive player with the ball tags home plate.
- No additional base will be allowed on any overthrown ball.
- The play is dead and will be stopped by the umpire if:
 - The advancement of the lead runner has been stopped.
 - 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".
 - There is an injured player who needs attention.
- The defensive team may not have more than two (2) players around home plate during a play at the plate.
- Four adults with coaching badges shall be allowed as coaches. This allows for:
 - One coach in the dugout at all times.
 - On offense:
 - One first base coach
 - One third base coach
 - 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.
 - On defense:
 - Three coaches in the field to instruct fielders.
- 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	Notes
1	1	
2	2	
3	11	(3 and 11 will alternate every other inning)
4	12	(4 and 14 will alternate every other inning)
5	5	
6	6	
7	13	(7 and 13 will alternate every other inning)
8	8	
9	14	(9 and 14 will alternate every other inning)
10	10	

6. 8U Specific Rules

- Each batter will get a maximum of seven (7) pitches per at bat.
- There will be no walks
- If a batter swings at a third strike, he/she will be called "Out".
- If a batted ball hits the 8Uer, it is counted as a "no pitch".
- All outfielders must be on or beyond the edge of the grass behind the infield until the pitch is thrown.
- The player pitcher must be within the "Pitcher's Circle" around the pitching rubber until the pitch is thrown.
- The batting team will provide the 8Uer. This coach may instruct the batter while attempting to hit, but may not instruct runners during a play.
- If the ball enters the "Pitcher's Circle" after being played upon by a fielder and stops there or hits the 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.
- There will be six (6) infielders and four (4) outfielders.
- 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.
- The play is dead and will be stopped by the umpire if:
 - The advancement of the lead runner has been stopped.
 - 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".
 - There is an injured player who needs attention.
- 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.
- If a ball is thrown out of play, all runners will be awarded one base from the last base they occupied.

7. Special Rules

- Twelve (12) Run Rule
 - 10U - 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.
 - 12U, 15U, 18U - 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.
- Infield Fly Rule
 - 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.
 - The infield fly rule will be in effect for all leagues 10U and older.
- Five Run Rule With Continuous Play
 - 8U, 10U, 12U- After five (5) runs have scored, play will be stopped when the catcher has the ball and touches home plate.
 - Any run past five (5) that is scored before the catcher tags home plate with possession of the ball will also count.
 - 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).
- Tight Bases
 - 6U, 8U, 10U, 12U- 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.
- Sliding
 - 6U, 8U, 10U, 12U- No head-first sliding allowed.
 - In all divisions, 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.

- Speed-Up Rule
 - The pitcher may only take five (5) warm-up pitches between innings
 - After each out, the ball must be returned to the pitcher before the next batter steps into the batter's box.
 - 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.
 - 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.
 - 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.
 - 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.

Unsportsmanlike Conduct

1. No player, coach, or non-player shall act in an unsportsmanlike manner towards officials and Parks and Recreation personnel before, during, or after a contest. Examples are, but not limited to:
 - Baiting or taunting acts which provoke ill will
 - Using profanity, insulting, or vulgar language or gestures
 - Refusing to comply with an official or Parks and Recreation personnel requests
 - Disrespectfully addressing a player, official or parks and rec. personnel
2. Consequences for unsportsmanlike conduct will be given at the discretion of the umpire based on the severity of the actions.

Game Etiquette

1. Throwing or hitting balls against the fence while another team is playing will not be permitted.
2. Players waiting to play a later game should not do anything to distract other players that are currently playing in a game.
3. Parks and Recreation personnel are in charge of the RCPS facilities while in use and are responsible for maintaining a safe and orderly atmosphere, as well as report any misconduct.
 - Parks and Recreation personnel have the authority to remove any and all person(s) from the building.
4. Complaints regarding players, teams, coaches, field conditions, officials, etc. should be channeled through your athletic director.

Coach, Player, Spectator Ejection

1. Any coach or player ejected from a game will not be allowed to coach/play OR attend his/her team's next game.
2. Any coach or player ejected from a game for fighting will result in an automatic two (2) game suspension.
 - Fighting can occur before, during, or after any game and can happen during live and dead ball situations.
 - Fighting is an intentional attempt to make any contact with an opponent or teammate outside of the normal course of play. This includes but is not limited to using the fist, hands, arms, legs, and/or feet to attempt to strike, punch, kick, or push, regardless of whether contact is made.
 - Fighting is also any attempt to instigate a fight by committing an unsportsmanlike act that causes a person to retaliate by fighting.
 - If a player, coach, or spectator leaves the bench area and displays intent to interact with or start an altercation, it will be considered fighting.
 - Approved coaches (head or assistant) may leave the bench area to assist in a situation where a fight may have or already has broken out to prevent the situation from escalating. However, they must return to the bench area promptly and not violate any of the above items.
3. Any player ejected from two (2) games in one (1) season must sit out the rest of the season.
 - This person will not be permitted to attend any Roanoke Parks and Recreation youth baseball games.
4. Any coach ejected from two (2) games in one (1) season will not be allowed to coach the remainder of the season and will face a one (1) year ban from all youth sports.

5. Any player or coach that is ejected from a game must immediately leave the facility and is not allowed to attend games during their suspension. Failure to leave the facility immediately will result in officials forfeiting his/her team's current game and his/her suspension will be for the remainder of the season.
6. Roanoke Parks and Recreation holds the right to alter suspensions based on the severity of the action.
7. Any spectator that portrays negative sportsmanship or inappropriate actions will be ejected from the game. Any spectator ejected will be banned from attending any Parks and Recreation games for the rest of the season.

Inclement Weather

1. In the event of rain, coaches and parents may call the Game Cancellation Hotline at 540-853-1196 and information will be given as to the status of the games that day/night. The hotline will be updated by 4:00 p.m. on weekdays or 7:30 a.m. on weekends if there is a need for cancellation only.
2. After 4:00 p.m., playability of the 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. Lightning Policy
 - Anytime lightning is visible, then all players, coaches, fans and umpires should **take shelter immediately!**
 - Flash (Bang) Method - Count seconds between lightning flash and thunder and divide by five (5) - this gives the distance of lightning in miles. If count is 30 seconds or less **take shelter immediately!**
 - The Umpire and Site Supervisor should instruct all players, coaches and fans that danger is present and they should seek shelter immediately. Safe places for shelter would be fully enclosed metal vehicles with windows up, enclosed buildings or the low ground. Seek cover in clumps of bushes. Unsafe shelter areas include all nearby outdoor metallic objects like flag poles, fences, high mast light poles, metal bleachers, etc. AVOID water, AVOID open fields, AVOID using the telephone.
 - If you feel your hair standing on end or hear "crackling noises" you are in lightning's electric field. Immediately remove metal objects (including baseball cap), place your feet together, duck your head and crouch down with hands on knees.
 - If anyone is struck by lightning **CALL 911 IMMEDIATELY**. People who have been struck by lightning do not carry an electrical charge and are safe to handle. Apply CPR immediately if you are qualified to do so.
 - Wait at least **30 minutes** after the last lightning flash before resuming activities.

Make-Up Games

1. Games will be postponed when Roanoke City Public Schools are closed. When schools are closed on Friday, games may still be played on Saturday, weather permitting.
2. Coaches should call the Game Cancellation Hotline Number at 540-853-1196 for game cancellation information (in the event of inclement weather). This information will be updated daily by 4:00 pm if cancellations are needed only.
3. Make-up schedules will be emailed and posted online within three (3) business days of the original scheduled games and will generally be placed at the end of the league schedule.
 - If games must be re-scheduled in a short amount of time, the coach will receive a phone call from the Athletics Office.

Protests

Complaints regarding players, teams, coaches, field conditions, officials, etc. should be channeled through the zone provider's athletic director.

1. Protest of NFHS rules are not permitted.
2. Protest of Roanoke Parks and Recreation local rules are not permitted.
 - If rules are not being properly interpreted, please contact Parks and Recreation staff as soon as possible.
3. Protest of up to three (3) players' eligibility is permitted per protest. Eligibility includes non-rostered players, age, city residency, and/or other factors which may affect a player's eligibility.

4. How to protest:
 - The athletic director shall submit a protest in writing (typed or emailed) within 48 hours of the game completion to the parks and recreation department.
 - The \$50.00 filing fee, which will be returned if the protest is upheld by the Youth Athletics Review Board, should accompany the following information:
 - Date
 - Time
 - Location
 - Names of officials, scorekeepers, teams, and coaches
 - Justification of protest (any knowledge why the child may be ineligible)
 - The zone provider being protested must provide Parks and Recreation with all necessary documents within 48 hours of being notified.
 - Birth certificates submitted to Parks and Recreation must be an original copy with a seal. Any copy other than the original will not be accepted.
5. Penalties:
 - Player(s) is/are ineligible to participate until all documentation has been submitted to and verified by Parks and Recreation.
 - If a player or players are found to be ineligible, all games participated in by the illegal participant(s) will be forfeited in the official Parks and Recreation standings.

Concussion Management

1. No athlete shall return to play or practice on the same day of a concussion.
2. A parent or guardian should have any athlete suspected of having a concussion evaluated by an appropriate healthcare professional that day.
3. Any athlete with a concussion must have medical clearance (in writing) from an authorized and licensed healthcare professional prior to resuming participation in any practice or competition.
 - Written clearance should be turned into/filed with Parks and Recreation and the zone provider's athletic director prior to returning to any practice or game.
4. After written clearance, it is suggested that the zone provider monitor the situation closely for the return of any signs or symptoms related to concussions.

For further details, please see the "NFHS Suggested Guidelines for Management of Concussion" at www.nfhs.org