

Urbana Youth Baseball Manual

This manual serves as a guide and should be amended throughout the season
by the baseball committee as needed.

Constitution

Urbana Youth Baseball is a recreational program based in Urbana, Ohio and its purpose is to foster, finance, and administrate youth baseball activities, in co-operation with the City of Urbana, for the benefit of the families that reside in the Urbana and Champaign County area.

By-Laws

Officers – The Urbana Youth Baseball Committee consists of a Program Director, Assistant Program Director, Treasurer, and an Age Group Coordinator for each of the organizations age groups. It governs the day-to-day business of Urbana Youth Baseball. The Superintendent of Parks and Recreation of The City of Urbana advises the Baseball Committee.

Membership – Membership in the organization is limited to residents of Champaign County and others approved by the Baseball Committee. Membership is on an annual basis from January 1 to December 31 of each year.

The Committee – Positions on the Baseball Committee are given by appointment by the Program Director and confirmed by the existing committee members. Members are confirmed by a simple majority vote of the existing committee.

Meetings – The Baseball Committee normally conducts a meeting once a month, however, if the Program Director determines there is not sufficient business to warrant a meeting, the meeting may be cancelled. The Program Director conducts all meetings and establishes the agenda and starting time. Scheduled monthly meetings are open to the public. The Program Director may call an emergency meeting if the need arises.

Work Sessions – The Program Director may request a work session at any time. Work sessions are for the committee to work on specific tasks that require timely results. Work sessions are generally not open to the public.

By-Laws, continued

Vacancies – Unexpected vacancies on the Baseball Committee are filled by an appointment by the Program Director. These appointments will last the remainder of the vacated positions term. If the Program Director should leave, they should nominate someone to fill that position and have them confirmed by the committee. If not, the Assistant Program Director will assume the responsibilities of the Program Director or will nominate someone to fill the position or and have them confirmed by the committee to confirm.

By-Law Amendments – The By-Laws may be amended by a majority vote of all Urbana Youth Baseball Committee members. They are to be reviewed and updated if needed annually.

Committees / Other Positions – To ensure proper and efficient operation of the organization, the Program Director, with majority approval of the Baseball Committee, appoints all committees and persons needed for other positions.

Income/Expense/Budget – An annual budget is developed and is submitted to the Baseball Committee for approval. A year-end financial report is created for all accounts and is made available to the public by January 31st of each year.

Expenditures – The Program Director authorizes expenditures of \$300.00 or less without prior approval of the Baseball Committee. The Baseball Committee approves all others. For purchases over \$1000, competitive bids are to be obtained from local businesses, if possible, for uniforms, equipment and trophies. At minimum, two bid requests should be sent. The committee decides which business to award business to, based on cost, value, locality of the business and program support by the business. The following approvals are required by the City of Urbana.

- Over \$1000 – City Finance Committee
- Over \$2500 – Urbana City Council

Receipts are required.

2009 Baseball Committee

| Position | Name | Phone | E-mail |
|-----------------------|---------------|----------|--------------------|
| Program Director | Todd Tracy | 834-2014 | SportInfo@ctcn.net |
| Program Field Manager | Steve Evans | 244-4031 | |
| T-Ball | Amy Sherman | 215-0528 | |
| Sparky League | Dan Teets | 869-0040 | |
| Minor League | Tom Council | 631-0054 | |
| Little League | Stacy Myers | 869-2379 | |
| Pony-Prep League | Tim Martin | 430-1633 | |
| Pony League | Shawn Logwood | 869-2770 | |
| Umpire Coordinator | Todd Tracy | 834-2014 | SportInfo@ctcn.net |

Other Important Numbers

| | |
|------------------------|----------------------------------|
| Urbana Emergency Squad | 911 or 652-4370 |
| Police Department | 911 or 652-4350 |
| Park Office | 652-1053 |
| Parks Superintendent | Chris Stokes – 869-0729 (mobile) |

General Policies

Enrollment – Enrollment occurs in late Winter/early Spring, starting in February or March, and is open to the residents of Champaign County. Enrollment is generally advertised in the Urbana Daily Citizen by contacting the Sports Department, on the UrbanaYouthSports.com website, and on Cable Channel 13 operated by Urbana University. Banners may also be placed at the edge of the city by obtaining permission from the City of Urbana.

Enrollment Fee – Fees for the 2009 season are \$35 for T-Ball-Little League, \$45 for Pony-Prep and Pony (travel insurance included). After March 15th, fees for T-Ball, Sparky, Minor and Little Leagues raise to \$50 and Pony-Prep and Pony are \$60. The late fee covers any cost associated with ordering an individual uniform with individual shipping costs. It also serves as an incentive to sign up on time.

Ages – Ages are determined as of April 30th. Children 4 – 16 are eligible to play. The baseball committee relies on parents to enter correct information about their child's age on the registration form, and will take appropriate action if it is discovered otherwise.

Age Groups – Age group ranges are verified each year by the Baseball Committee. Currently, they are:

- **T-Ball** – Ages 4-5
- **Sparky League** – Ages 6-7
- **Minor League** – Ages 8-9
- **Little League** – Ages 10-11-12
- **Pony Prep** – Age 13
- **Pony** – Ages 14 – 16 (16 year olds are not to drive other players)

For T-Ball – Little leagues, play in each age group is limited to a maximum of 2 years unless approved by the baseball committee. Parents may submit a request that their child play up or down in age groups. Requests are reviewed by the Baseball Committee prior to placement.

Special Request – Special requests to be placed on teams for a variety of reasons makes the team assignment process un-manageable and are generally not permitted. A request may be taken before the Baseball Committee and evaluated. A request NOT to have a coach due to past experiences will be honored if possible.

Coaching – The Baseball Committee must approve individuals requesting a coaching position with input from coaching history files, other coaches, parents and/or the City of Urbana.

Practices - Practices generally begin the first week of April and will continue for 4 weeks. Practices are generally available in either a Monday – Wednesday or a Tuesday - Thursday combination. Practice times generally begin at 5:00 and 6:00 p.m. for T-Ball and 5:00 and 6:30 for all other leagues, and generally last a maximum of 1½ hours. Additional practices may be scheduled on open fields on a first come first serve basis by signing up on the official schedule.

Weather – Practices and games may be shortened or cancelled at the discretion of the Program Director or a designee. Weather conditions must never compromise the safety or well being of those involved in the program. Methods of determining unsafe practice conditions will be used. (reference: heat index chart; wind chill chart.)

Lightning Alert – In the case that lightening is spotted, any coach or committee member may go to the concession stand to obtain the air horn to sound the alert, following the directions that are posted on it. All coaches are to direct parents and players to go to their vehicles and wait. A designated committee member must sound the “all clear” signal or communicate the cancellation of the night’s activities. Thirty minutes of clear weather must be observed after the last strike before members may return to the fields.

Weather and Information Line: 653-7519 - The Urbana Youth Sports Weather and Information Line will be used to communicate information about the program and to assist in the communication of weather related information, including the postponement or cancellations of practices or games. The Program Director or designee should try to have information posted at least 1½ hour prior to the start time. The weather line is only to be used as an aid in communication and should not be used to replace phone calls from coaches to parents.

Weather make-ups – Games will generally be rescheduled on the earliest open date. Most games will be rescheduled for Saturday. Teams are expected to play on Saturday and may be asked to forfeit if a team cannot be fielded. Make-up games can also be scheduled through the week if the opportunity exists, but teams cannot be penalized if a coach cannot field a team.

Concessions – Concessions for all youth sporting events at the City Park are managed by Urbana Youth Sports, with each program benefiting from sales. Each baseball team may be responsible for supplying parents to work in the concession stand for a designated number of games. Efforts will be made to distribute games equally. The Urbana Youth Sports coordinates this activity.

Fundraisers – Urbana Youth Sports and the Fall Fundraiser Committee coordinate Fundraisers. Coaches, parents or teams are not permitted to have their own fundraiser.

Officiating – Umpires are hired and assigned by the Umpire Coordinator, appointed by the Baseball Committee. The Baseball Committee gives the umpires full control of the games after they start, with the exception of weather delays or cancellations. The Baseball Committee asks umpires to ask parents, fans or spectators to leave if they deem conduct to be inappropriate. Those asked to leave should go to the parking lot or leave the park grounds.

Communication – The website www.UrbanaYouthSports.com will be used to communicate league information, such as sign-up information and schedules to the members and the community.

Rules – Rules are verified each year by the Baseball Committee and distributed to each coach. This should be done at least two weeks prior to the start of games.

Replacement Players – If a team is going to be short players for a scheduled game, it is the responsibility of the head coach to find and prepare replacement players from the previous league. A replacement player may not play with a capable rostered team player on the bench, but may sit the bench as a back up, in case of such situations that regular players experience as injuries or illness.

Replacement players must:

- be currently enrolled in Urbana Youth Baseball,
- be from the previous league, unless approved by the Program Director,
- sign a travel waiver if they are being asked to play Pony-Prep or Pony Leagues, if they are not currently rostered in those leagues,
- keep their own team's game and practice schedule as a priority, and
- notify their own coach of the plans to play or practice with another team and the requesting coach's name.

Replacement players may practice with a requesting team as long as it does not interfere with their own team's game or practice schedule. Coaches cannot deny a player to play a team in an upper league as a replacement, as long as it does not interfere with their schedule, but can take any concerns to the Program Director for consideration. The Program Director can allow or disapprove participation of any replacement player with just cause.

For games, replacement players may wear their own team's uniform, or may wear similar pants and a plain shirt of similar color. For maroon and grey shirts, text on the shirt including the word "Urbana" will be allowed.

Participation Awards – All players will receive a participation medallion, to be presented before the parents at the end of the last game of the season.

Regular Season Awards - In Sparky, Minor, Little, Pony-Prep and Pony Leagues, the team with the best record at the end of the regular season will receive a Regular Season First Place Trophy. If a tie should occur, it will be broken by:

- winner of head to head play, then if needed, by
- the team with the least runs scored on, then, if needed, by
- the team with the most runs scored.

A First Place sponsor trophy will also be awarded.

Post-Season Tournaments - Sparky, Minor, Little, Pony-Prep and Pony Leagues will have Post-Season Double Elimination Tournaments. Trophies awarded to Tournament Champions and Runners-Up. (Individual and Sponsor) Tournament seeds in each age group will be decided by the following until one team becomes the leader.

1. Season Record
2. Face to Face wins
3. Least Defensive Points Allowed in all games.

Rules for tournaments games are the same as regular season games, including .

Pony-Prep and Pony Leagues will follow the rules of the league they are participating in.

Urbana Youth Baseball T-Ball Rules

General Game Rules

1. The game must be fun for all! T-Ball is about teaching the kids to have fun playing the game, while teaching some skills here and there.
 2. Score will not be kept, on paper or in the minds of the coaches or parents.
 3. Home team occupies the third base dugout.
 4. Visitors bat first.
 5. If a player is called out, they should remain on the base and practice running bases.
 6. A normal game will consist of 3 innings. (time limit - 1 ½ hours)
 7. A game will not last over an hour and a half.
 8. A game will be called in the event of darkness.
 9. All games will be called if lightning is spotted anywhere. Games may be made up if possible.
 10. All catchers must wear a mask.
 11. Batting helmets are required on all batters, base runners and players occupying the On-Deck area.
 12. Coaches must ensure that batters only take warm-up swings while in the “on-deck” circle, and that all other players are away from this area.
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Hitting

1. All players present at the game bat in the order each inning. A continuous batting order will be used. Switch the order around from game to game, so the same batters are not always batting last.
 2. All players must use the tee when batting.
 3. An unplayable ball will be ruled when:
 - a foul ball is hit,
 - a batter strikes the tee,
 - a batter chops down on the ball or
 - the batted ball does not advance into the field of play.
 4. A hit ball must make forward progress in front of the plate to be in play. The coach pitching makes the call immediately.
 5. If a batter throws the bat after hitting the ball, the play will be called dead. No runners can advance. Instruction is to be given as to the importance of not throwing the bat, then the batter hit again the correct way.
 6. A batter hit by a pitched ball will have the option to take a base or continue batting.
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Playing Positions

1. All team members present will assume a defensive position each inning, consisting of normal infield positions, including pitcher, and placing all others in outfield positions.
2. The outfield should be placed in an “umbrella” arrangement.
3. The catcher stands behind and to the right of a right-handed batter and behind and to the left of a left-handed batter.
4. If a team is playing with less than 11 players, they must play short in the outfield. All infield positions, including pitcher and catcher, should be filled.
5. The player in the ‘pitcher position’ will stand within 10 feet of the coach pitching, until the ball is hit. The player may then move at will to make the play.
6. All players must play in the infield an inning each game. It is important to move players around to different positions to let them gain experience and develop at different positions.

Running

1. Runners may leave the base upon contact with the bat. If a runner leaves the base before the ball is hit, the player needs to be instructed of the rule..
 2. There will be no base stealing.
 3. If a batted ball hits a runner, the batter proceeds to run.
 4. A play can continue until a defensive player in the infield holds the ball. Making a throw to a base is encouraged and should be the standard by the end of the season.
 5. Runners are not to advance on overthrown balls.
 6. Runners over running 1st base should turn to the right. If not, coach accordingly.
 7. Runners can't be called out if a base is missed.
 8. Keep defensive players off of the bases.
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Urbana Youth Baseball Sparky League Rules

- General**
- Game Rules**
1. Home team occupies the third base dugout.
 2. Visitors bat first.
 3. A normal game will consist of 5 innings, 4 ½ if the home team is ahead at that point.
 4. There is a 10-run rule after 4 innings. If a team leads 10 or more runs at the end of the 4th inning, the game is over.
 5. A half inning is over when 3 outs are made or when 6 runs have scored.
 6. In the 5th inning or in extra innings, a maximum of 10 runs are allowed. This makes it where a team can come from behind to win.
 7. In the event of a tie, one extra inning will be played if daylight allows.
 8. A new inning will not start after 8 pm.
 9. A game will be called in the event of darkness.
 10. All games will be called if lightning is spotted anywhere. Games may be made up if possible.
 11. No steel spikes.
 12. All catchers must wear a mask, chest protector, shin guards and a cup.
 13. All 7-year old catchers must use a catcher's mitt. 6-year old catchers may use their own glove.
 14. Batting helmets are required on all batters, base runners and players occupying the On-Deck circle.
 15. Players must wear assigned uniform, unless playing up as a replacement player. Uniforms are not to be defaced or altered, shirts must be tucked in front and back, and hat bills must be facing forward.
 16. Coaches must ensure that batters only take warm-up swings while in the "on-deck" circle, and that all other players are away from this area.
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- Pitching**
1. Each team will pitch to their own batters.
 2. One of the coaches must pitch overhand at a reasonable speed to their players.
 3. The coach must pitch from the pitching rubber. This way the kids will get used to the same distance and look of the pitch.
 4. All batters will be given a 7 pitches. If the ball is not hit fair within 7 pitches, 1 out is recorded, unless it is hit foul on the 7th pitch.
 5. In the case a foul ball on the 7th pitch, the batter can receive 1 additional pitch. If that ball is not hit fair, 1 out will be recorded.
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Hitting

1. All players present at the game are in the batting order regardless of whether they are currently in the game defensively.
2. Any player arriving after the batting order is submitted will be added to the bottom of the order.
3. All bats should be stamped with Little League approval.
4. Bats with barrels over 2 ¼" are not permitted.
5. No bunting is allowed. The batter must take a full swing. If a batter attempts to bunt, the play is dead and a warning will be issued. The next violation by the same batter will result in an out.
6. If a batter throws the bat after hitting the ball, the play will be called dead. No runners can advance and a warning will be issued. The next violation by the same player will result in an out.
7. A batter hit by a pitched ball will have the option to take a base or continue batting.
8. A hit ball must make forward progress in front of the plate to be in play. The home plate coach makes the call immediately.

Playing Positions

1. A team will field 10 players, consisting of normal infield positions and 4 outfield positions.
 2. The outfield must start in the grass in an "umbrella" arrangement.
 3. If a team is playing with less than 10 players, they must play short in the outfield. All infield positions, including pitcher and catcher, must be filled.
 4. The player in the 'pitcher position' will stand within 10 feet of the pitching rubber until the ball is hit. The player may then move at will to make the play.
 5. If the catcher catches a ball hit over the batter's head, the batter is out.
 6. All players must play a minimum of 3 defensive innings. No player can play more than 3 innings in any one position, with the exception of extra inning games.
 7. The infield fly rule will not be used.
 8. A play is over when an infielder has possession of the ball, is in the infield and calls "time-out". Outfielders can not call "time-out". Running the play to a stop is encouraged and should become the standard by the end of the season.
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Running

1. Runners may leave the base upon contact with the bat. If a runner leaves the base before the ball is hit, the play is dead. No runners may advance and the runner will be issued a warning. The next violation by the same runner will result in an out.
2. If the coach who is pitching is inadvertently struck with a batted or thrown ball, a dead ball will be called and all runners will advance 1 base, including the batter on a hit ball.
3. There will be no base stealing.
4. If a runner is hit by a batted ball, the runner is out, and the batter proceeds to run.
5. Runners tagging up on fly balls can run if they tag up.
6. All runners may advance 1 base on an overthrown ball, once per play.
7. Runners over running 1st base should turn to the right. If not, coach accordingly.
8. A runner running through 1st and making a turn towards 2nd, as if to run toward 2nd, can be tagged out. Instruct players accordingly.
9. Runners can't be called out if a base is missed.
10. Keep defensive players off of the bases.
11. When interference on the base paths between a runner and a positioned player trying to make a play on the ball occurs, the runner will be called out.

Scoring and Reporting

1. The home team will be the official scorekeeper.
2. Both teams must keep a score book, and agree on the run totals and number of outs. If there is a discrepancy, do not make a scene in front of the children. Play on, then take the issue up with the Age Group Coordinator.
3. The coach of the winning team is responsible to call in or have a designee call in, the game score and highlights within 24 hours to:

The Urbana Daily Citizen

Steve Stout

652-1337

This is very important, not only for the kids to see their names in the paper, but also to the sponsors, who donate their money to the program. Submit 2 names each game for each team as outstanding players and ensure all names are submitted by year end. Report names of sponsors in full.

Urbana Youth Baseball Minor League Rules

General Game Rules

1. The umpire has complete control of the game following the first pitch, except during weather conditions called by a weather horn or a league representative. The umpire has been given the right to eject players, coaches, parents and/or spectators if they are not conducting themselves within the guidelines listed in the Rules of Conduct.
 2. The home team occupies the third base dugout.
 3. The visiting team bats first.
 4. A normal game will consist of 6 innings. No new innings will begin after two hours of play.
 5. All players are expected to be in full uniform, including hat, while playing. Uniforms are not to be altered.
 6. In the event a team is short players, all efforts must be made to play in order to give the kids that showed up a chance to play. There will be no automatic outs in the batting order. A team needs a minimum of seven players to play a game.
 7. A 12-run rule applies after 5 innings. If a team leads by 12 or more runs at the end of the 5th inning (4 ½ if the home team is ahead), the game is over.
 8. A half inning is over when 3 outs are made or when 6 runs have scored.
 9. In the 6th inning, and in extra innings, a maximum of 12 runs are allowed by each team.
 10. In the event of a tie, one extra inning will be played if daylight allows, in the judgement of the umpire.
 11. Games will be called in the event of darkness, rain or extreme weather. Games are official if 4 innings are complete. (3 ½ if the home team is ahead) If not complete, the game will be rescheduled on the next open field if possible. Games that are rescheduled will begin exactly where they left off, with the Home scorebook serving as the official record.
 12. No steel spikes.
 13. All catchers must wear a mask, chest protector, shin guards and a cup.
 14. Batting helmets are required on all batters, base runners and players occupying the On-Deck circle.
 15. Players must wear assigned uniform, unless playing up as a replacement player. Uniforms are not to be defaced or altered, shirts must be tucked in front and back, and hat bills must be facing forward.
 16. One coach in the outfield on defense is permitted.
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Pitching

1. Any player on the team's roster may pitch.
 2. A pitcher is limited to taking the mound a maximum of 3 consecutive innings per game, including extra innings. (One pitch or more equals and inning) Violation of this rule results in a forfeit.
 3. A pitcher may not return to the mound in the same game after being removed.
 4. Balks are not permitted.
 5. Breaking pitches are not permitted. If, in the opinion of the umpire, a pitcher violates this rule, the pitcher may be removed from the mound for the remainder of the game.
 6. A pitcher is not permitted to wear an armband or a sweatband.
 7. A pitcher will be warned after hitting 2 batters and will be removed after hitting 3 batters in a game.
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Hitting

1. A pegged batting order will be used, meaning all players present at the game are in the batting order regardless of whether they are currently in the game defensively.
2. Any player arriving after the batting order is submitted will be added to the bottom of the order.
3. If a player is injured in the judgement of the umpire, the player may be skipped in the batting rotation and later returned to the same rotation.
4. If the player leaves the game due to illness, they cannot return.
5. All bats must be stamped with Little League approval.
6. Bats with barrels over 2 ¼ inches are not permitted.
7. Four (4) balls constitute a walk. Three (3) strikes is an out.
8. Bunting is allowed, but when a batter squares to bunt, he must bunt. (no swinging)
9. If a batter throws the bat after hitting the ball, a warning will be issued. The next violation by the same player will result in an out.
10. A batter hit by a pitched ball will advance to first.
11. A batter cannot advance to first base on a dropped 3rd strike, including wild pitches and passed balls.

Playing Positions

1. A team will field 10 players, consisting of normal infield positions and 4 outfield positions.
 2. Free substitutions are permitted. All players must play a minimum of 3 defensive innings.
 3. No player can play more than 3 innings in any one position, with the exception of extra inning games.
 4. The infield fly will be used.
 5. Fake tags are not permitted. Following a fake tag, the umpire may issue a warning to both teams. The next fake tag may then result in a free base.
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Running

1. No leadoff from a base is permitted. Runners may leave the base after the pitched ball crosses home plate. If a runner leaves the base before that point, the play is dead and the runner will return. On the first offense, the runner will be warned. After the next violation by the same runner, the umpire may call the runner out.
2. No base stealing is permitted
3. If a pitch is missed by the catcher, the runner can not advance.
4. If a play is made on a runner at a base, the runner is permitted to advance 1 base on an over throw, 1 times per series.
5. If a runner is hit by a batted ball, the runner is out, and the batter proceeds to run.
6. Runners may tag up and run on fly balls.
7. A player running through 1st and making a turn towards 2nd, can be tagged out before returning to 1st base.
8. Any player attempting to advance to another base when the opposing player has control of the ball must either slide or concede. If the runner does not do this, a warning will be given to both teams. The umpire may then call an out on the next player that attempts this.

Scoring and Reporting

1. The home team will be the official scorekeeper.
2. Both teams are to maintain a score book and agree on the run totals and number of outs. If there is a discrepancy, and the umpire feels the home scorebook is not correct, they will make a decision to adjust it or not and will continue on with the game.
3. The coach of the winning team is responsible to call in or have a designee call in, the game score and highlights within 24 hours to:

The Urbana Daily Citizen

Steve Stout

652-1337

This is very important, not only for the kids to see their names in the paper, but also to the sponsors, who donate their money to the program. Submit 2-3 names each game for each team as outstanding players and ensure all player's names are submitted by years end. Report names of sponsors in full.

Urbana Youth Baseball Little League Rules

General Game Rules

1. The umpire has complete control of the game following the first pitch, except during weather conditions called by a weather horn or a league representative. The umpire has been given the right to eject players, coaches, parents and/or spectators if they are not conducting themselves within the guidelines listed in the Rules of Conduct.
 2. The home team occupies the third base dugout.
 3. The visiting team bats first.
 4. A normal game will consist of 6 innings. No new innings will begin after 2 hours of play.
 5. All players are expected to be in full uniform, including hat, while playing. Uniforms are not to be altered.
 6. In the event a team is short players, all efforts must be made to play in order to give the kids that showed up a chance to play. There will be no automatic outs in the batting order. A team needs a minimum of seven players to play a game.
 7. A 12-run rule applies after 5 innings. If a team leads by 12 or more runs at the end of the 5th inning (4 ½ if the home team is ahead), the game is over.
 8. A half inning is over when 3 outs are made or when 6 runs have scored.
 9. In the 6th inning, and in extra innings, a maximum of 12 runs are allowed by each team.
 10. In the event of a tie, one extra inning will be played if daylight allows.
 11. Games will be called in the event of darkness, rain or extreme weather. Games are official if 4 innings are complete. (3 ½ if the home team is ahead) The game will be rescheduled on the next open field if possible. Games that are rescheduled will begin exactly where they left off, with the Home scorebook serving as the official record.
 12. No steel spikes.
 13. All catchers must wear a mask, chest protector, shin guards and a cup.
 14. Batting helmets are required on all batters, base runners and players occupying the On-Deck circle.
 15. Players must wear assigned uniform, unless playing up as a replacement player. Uniforms are not to be defaced or altered, shirts must be tucked in front and back, and hat bills must be facing forward.
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Pitching

1. Any player on the team's roster may pitch.
 2. A pitcher is limited to taking the mound a maximum of 3 consecutive innings per game. (One pitch or more equals an inning) Violation of this rule results in a forfeit.
 3. A pitcher may not return to the mound in the same game after being removed.
 4. Balks are not permitted.
 5. Breaking pitches are not permitted. (curve, slider, sinker, etc) If, in the opinion of the umpire, a pitcher violates this rule, the pitcher may be removed from the mound for the remainder of the game.
 6. A pitcher is not permitted to wear an armband or a sweatband.
 7. A pitcher will be warned after hitting 2 batters and will be removed after hitting 3 batters in a game.
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Hitting

1. A pegged batting order will be used, meaning all players present at the game are in the batting order regardless of whether they are currently in the game defensively.
2. Any player arriving after the batting order is submitted will be added to the bottom of the order.
3. If a player is injured in the judgement of the umpire, the player may be skipped in the batting rotation and later returned to the same rotation.
4. If the player leaves the game due to illness, they cannot return.
5. All bats must be stamped with Little League approval.
6. Bats with barrels over 2 ¼ inches are not permitted.
7. Four (4) balls constitute a walk. Three (3) strikes is an out.
8. Bunting is allowed, but when a batter squares to bunt, he must bunt. (no swinging)
9. If a batter throws the bat after hitting the ball, a warning will be issued. The next violation by the same player will result in an out.
10. A batter hit by a pitched ball will advance to first.
11. A batter can advance to first base on a dropped 3rd strike, including wild pitches and passed balls.

Playing Positions

1. A team will field 9 players, consisting of normal infield positions and 3 outfield positions.
 2. Free substitutions are permitted. All players must play a minimum of 3 defensive innings.
 3. No player can play more than 3 innings in any one position, with the exception of extra inning games.
 4. The infield fly will be used.
 5. Fake tags are not permitted. Following a fake tag, the umpire may issue a warning to both teams. The next fake tag may then result in a free base.
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Running

1. Leading off a base is permitted. Runners may leave the base after the pitched ball crosses home plate. If a runner leaves the base before that point, the play is dead and the runner will return. On the first offense, the runner will be warned. After the next violation by the same runner, the umpire may call the runner out.
2. Base stealing is permitted from all bases.
3. If a runner is hit by a batted ball, the runner is out, and the batter proceeds to run.
4. Runners may tag up and run on fly balls.
5. A player running through 1st and making a turn towards 2nd, can be tagged out before returning to 1st base.
6. Any player attempting to advance to another base when the opposing player has control of the ball must either slide or concede. If the runner does not do this, a warning will be given to both teams. The umpire may then call an out on the next player that attempts this.

Scoring and Reporting

1. The home team will be the official scorekeeper.
2. Both teams are to maintain a score book and agree on the run totals and number of outs. If there is a discrepancy, and the umpire feels the home scorebook is not correct, they will make a decision to adjust it or not and will continue on with the game.
3. The coach of the winning team is responsible to call in or have a designee call in, the game score and highlights within 24 hours to:

The Urbana Daily Citizen

Steve Stout

652-1337

This is very important, not only for the kids to see their names in the paper, but also to the sponsors, who donate their money to the program. Submit 2-3 names each game for each team as outstanding players and ensure all player's names are submitted by years end. Report names of sponsors in full.

Urbana Youth Baseball Pony-Prep/Pony League Rules

Rules Official National League Rules will apply except as stated herein:

- 1.) All players who are present at the start of the game must participate in at least three innings of defense and bat once.
 - 2.) Teams must field nine players if available. A game may be started and played with a minimum of eight players.
 - a.) If a ninth player shows up after the start of the game, and has been listed as a substitute, he may be inserted into the line-up in the ninth position only.
 - b.) If a team starts with nine players and for any reason must finish with eight players, no out will be assessed for the removed player's position in the line-up.
 - c.) If a team starts with eight players, no out will be assessed for the player's position in the line-up.
 - d.) If a player is not present for the start of the game, the coach is relieved of any responsibility to the player. [\[Urbana teams are responsible for players any time they are under the coach's supervision or direction.\]](#)
 - e.) Players may be pulled up from a younger division to field a full roster. Kids being pulled up must fill in all outfield positions first. All players from regular roster must be in line-up before a younger player enters. Players pulled up must bat at the bottom of the order. [\[Urbana: Rules for Replacement Players apply to Urbana teams.\]](#)
 - 3.) No more than five sixteen year olds are permitted in the game at one time.
 - 4.) A starting player may re-enter as follows.
 - a.) Re-enter for any player, anywhere in the line-up, provided the starter has sat out for two complete innings. Two innings will be calculated on a half inning basis (i.e. starter was removed in the bottom of the third inning for pinch hitter, he may re-enter in the bottom of the fifth inning.)
 - b.) Re-enter right away or at any time, without sitting out, in the same position in the line-up. This option is the same as the official Babe Ruth rule.
 - c.) A substitute may not re-enter.
 - d.) Exception: Any player may re-enter for a player who has been injured, without regard to the above guidelines, provided the re-entering player is the only available substitute.
 - 5.) The pitcher can only pitch four innings. One pitch is considered one inning.
 - 6.) The ten run mercy rule will apply.
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- 7.) All players are to slide or avoid when a play is being made at any base other than first. Failure to do so will result in the player being called out if contact is made, in the judgment of the umpire. Jumping over a fielder to avoid a tag will result in the player being called out, even if there is no contact.
 - a.) The play becomes a dead ball play and further advancement of runners will not be allowed.
 - b.) In severe cases, the offending player will also be ejected from the game. The severity is in the judgment of the umpire.
 - c.) When there is no play at any base, the catcher or the fielder shall leave the base path open. The slide rule is not in effect in this instance.
 - 8.) Steel Baseball Spikes are allowed.
 - 9.) 2 5/8 inch diameter bats can be used, with a negative drop **no greater than -3**.
 - 10.) A player will be called out for throwing the bat and/or batting helmet.
NO WARNING NEEDS TO BE GIVEN!
 - 11.) There will be no time limit enforced for any game.
Exception: The Scheduling Coordinator or Program Director has the option to use a time limit if needed for special circumstances. If a time limit is used for any reason, all games played that day will be played under the same time limit. [Urbana: Games in Urbana: No innings will start after 2 ½ hours from the start of the game.]
 - 12.) At the moment that the opposing teams exchange line-ups, those line-ups become official as it pertains to substitutes. This includes a suspended game, which is completed at a later date.
 - 13.) The Head Coach has the authority to suspend a player for one game for disciplinary reasons.
NWAA: Board of trustees' approval is not required.
GYAA: Approval by the board is required.
[Urbana: Age Group Coordinator approval is required. Any disciplinary action must be reported to the Program Director.]
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- 14.) Games once started but suspended because of darkness or rain, prior to being an official game (4 ½ innings with the home team leading), will be completed at a later date. Play will resume from the same point that play was suspended. The same line-ups will take the field as were in use at the time of the suspension. The home team scorebook will be the official one in case of disputes.
- a.) Once an inning has been started, it must be completed before the game is considered official.
 - b.) All ties will be completed, resuming at the point of suspension.
 - c.) Normal pitching rules at the time of resumption (not time of suspension) will apply, with the exception that no pitcher may pitch more than seven innings during the entire game (original and resumed play).
 - d.) A substitute who is not listed on the original line-up card is ineligible, even when the game is suspended and finished at a later date.
- 15.) When games are postponed for any reason, they will be rescheduled within five days by the Scheduling Coordinator. If out-of-town games are not scheduled within five days, the NAAA/GYAA Scheduling Coordinator will reschedule the game.
[Urbana: Consensus needs to be reached by both teams on a reschedule date. The Urbana scheduler (currently the Program Director) needs to be notified to assure the field is open. Games are not to be scheduled for after a 7 pm start on weekdays and the preference is not to play on Sundays. If a game must be scheduled on Sunday, the start time can not be before 2 pm or after 6 pm. Scheduled black-out dates apply.]
- 16.) In the umpire's judgment, if any player or coach acts in an unsportsmanlike manner or commits an intentionally flagrant act, he will be automatically ejected from the game.
[Urbana: The UYBB Coach's Code of Conduct must be complied with by all Urbana Coaches.]
- 17.) Any coach or team member creating a disturbance, using profane or insulting language, or involved in any other display of unsportsmanlike conduct during the warm-up, game or immediately following the game, may be suspended from any further participation, in any capacity, for the year. This includes parents.
- a.) Profane language by the players will not be tolerated. The age Group Coordinator must be notified. Penalties may include:
 - First Offense – ejection from the game.
 - Second Offense – ejection from the game and suspension for one game.
 - Third Offense – suspension from the program for the season.A record will be kept on file. All offenses will be reviewed by the Baseball Committee.
- [Urbana: The UYBB Coach's Code of Conduct, the Player's Code of Conduct and the Parent, Fan and Spectator Code of Conduct must be adhered to. The Program Director must be notified of all offenses. The UYBB Committee must review all situations resulting in a Third Offense and the City of Urbana Park's Superintendent must be notified.]
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- 18.) No coach or manager shall direct any remark to, or call any opposing player by name, for the purposes of distracting that player while the game is in progress.
- 19.) No one will be allowed to stand behind the backstop while the game is in progress.
- 20.) Protests: The home plate umpire must be notified that the game is being protested prior to the start of the next half-inning. Protests must be submitted in writing to the GYAA Board/NAAA Board of Trustees/UYBB Committee within 48 hours of the end of the game. A \$25 protest fee must accompany all written protests. The fee will be refunded if the protest is upheld. The decision of the Boards/Committees will be final.
- 21.) **Urbana: Scoring and Reporting**
The home team will be the official scorekeeper.
Both teams are to maintain a score book and agree on the run totals and number of outs. If there is a discrepancy, and the umpire feels the home scorebook is not correct, they will make a decision to adjust it or not and will continue on with the game.

The Urbana coach is responsible to call in or have a designee call in, the game score and highlights within 24 hours to:

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Urbana Youth Sports

Parents, Fans and Spectators

Code of Conduct

This program is for the children, for them to have fun and enjoy the game. It is designed to give them and our community a good, clean, healthy fun activity.

We strive to provide an environment that promotes responsibility, good sportsmanship, teamwork, dedication and loyalty. With that comes the responsibility for the adults to be good role models. Listed are some behavioral guidelines that are expected from parents, fans, and spectators.

- Our program is organized and operated entirely by volunteers. We do our best to provide the best program possible for our youth. Any concerns should initially be directed to a coach. If a coach cannot satisfy your concerns, contact an age group coordinator or a committee member.
- Our coaches volunteer their time, most of them at the end of a full workday, to enable this program to exist. The program works with coaches to improve coaching skills and to promote consistency, yet, as we are, they are all unique in some way. If you disagree with their teachings or coaching style, be understanding of this and consider volunteering as a coach in the future.
- Depending on the age group, we utilize volunteers, coaches and paid personnel as officials. The official's decision is final. They are faced with making judgment calls that may or may not go in favor of the team you wish. Generally, one team's fans disapprove of every call and official makes. This situation happens in all levels of sports. Remember that this is youth sports, not professional, college, or even high school. Someone must officiate these games or there would be no game. Decisions are not to be argued. No Exceptions. Contact an age group coordinator or a committee member if you must report a problem with officiating.
- Do not confront any coach or official in front of the children. It's not the time or the place.
- Cheer for your team, not against the other team. That is someone's child that you would be insulting. How would you feel if it was yours? Also remember, someday in the future, they may be playing on the same team together.
- Be sure your child attends practices. They are an important element of the program.
- Have your child at games early enough to be prepared.
- Players must stay in the designated team areas at all times, not in the bleachers.
- A great deal of effort goes into providing uniforms. Full uniforms are to be worn at all times during the games. No defacing of uniforms are permitted. (Example: Cutting off shirtsleeves.)
- If you can, ask your coach if you can be of assistance in some way.
- Do not go out on the field unless invited by the coach or league official.
- Do not coach your child from the stands. Too many people talking to them at once may frustrate them, and your advice may not be the same as they are being coached.

Failure to abide by this Code of Conduct may result in suspension or removal from the program.



Urbana Youth Sports

Conduct Pledge

For Coaches and Assistant Coaches

- I will conduct myself in a controlled, respectful and upstanding manner at all times when representing the program.
- I will refrain from swearing in the presence of children or when otherwise representing the program.
- I will be drug and alcohol free while performing coaching duties and/or representing the program.
- I will not smoke on or near a playing field. If I must smoke, I will do so in the parking lot.
- I will do my best to keep my team, my player's parents and our team's fans under control and respectful at all times.
- I will not display unsportsmanlike-like conduct.
- If I disagree with an official's call, I will not move onto the field until time is called. I will always approach the umpire in a respectful manner.
- I am responsible for the care of the equipment, and will return all equipment to a program committee member within one week after the season is over, or at a designated time. I understand that I am responsible for the replacement cost if the equipment is not returned.
- I understand that the clothes I wear while in a coaching role must be appropriate and tasteful. I will not wear muscle shirts while coaching. During games, I will wear shirts provided by the program.
- I will support the program to parents and members of the community. If I have concerns or suggestions, I will take them to my Age Group Coordinator or to the Program Committee.
- I understand that our young players look up to me and will most likely follow the example I set.
- I will not be disrespectful or inappropriate with any child, parent, fellow coach, fan or committee member while at a program function.
- I understand that if I fail to abide by these coaching guidelines, I may be removed from the program.

Coach _____ SSN _____ Equipment Bag # _____
Signature (IF REQUESTED FOR BACKGROUND CHECK)



Urbana Youth Sports

Conduct Pledge For Players

- I will behave in a positive manner.
- I will not use drugs or alcohol.
- I will not use tobacco products, including cigarettes or smokeless tobacco.
- I will not use foul or inappropriate language.
- I will not display unsportsmanlike conduct, or be disrespectful to teammates, coaches, parents or fans.
- I will not question the call of an umpire.
- I will not wear jewelry at any time, unless approved by the program committee.
- I will come to the game in complete uniform, and will wear it appropriately, shirts tucked in and hat bill facing forward. I will not deface my uniform in any way.
- I understand that if I do not stay within these guidelines, I may be suspended or removed from the program.

Player's Name _____ Date _____

Player's Signature _____

(To be held by Parent)

Urbana Youth Baseball Committee Approval

Date: May 1, 2009

Program Director: _____ Date: _____