



# Parks and Recreation Youth Sport Bylaws

## Table of Contents

Youngsville Parks and Recreation Objectives .....	3
Effective Date.....	3
Administrative Rules .....	3
Admin.....	4
Website Information .....	4
Communication.....	4
Facility Location .....	4
Facility Use .....	5
Protest.....	5
Audio/Video .....	6
Inclement Weather.....	6
Pandemic Protocol.....	6
Registrations .....	6
Registration Fee .....	6
Player Eligibility.....	7
Player Equipment.....	7
Scheduling Games.....	8
Rules and Regulations.....	8
Injured Players .....	8
Suspension Policy.....	8
Playoffs/Championship game .....	8
Survey.....	8
All-star nominations/selection.....	9
Coaches Code of Conduct .....	13
Parent Code of Conduct.....	15
Youth baseball rules.....	19
Youth softball rules .....	36
Youth basketball rules.....	43

## Town of Youngsville Youth Recreation Sports

### Department Mission Statement

The Town of Youngsville department of Parks and Recreation is essential to the well-being and quality of life of every individual and family in and around the town. Our mission is to enrich the lives of our citizens by offering quality recreational opportunities to youth and adults while pursuing the preservation and enhancement of our natural, cultural, and historic resources.

The objectives of these leagues are...

- To bring the community together.
- To promote a positive environment.
- To develop each player's skill, leadership, sportsmanship, and character.

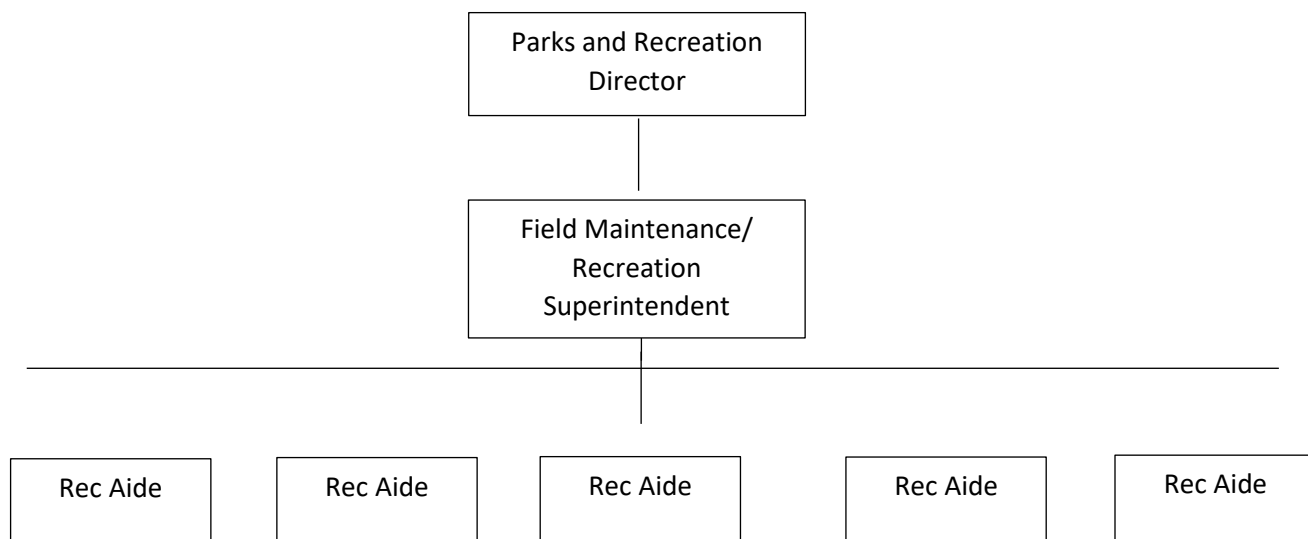
**Effective Date:** These bylaws are in effect for the Youngsville youth recreation leagues as of March 13, 2023.

### Administrative Rules:

Youngsville Parks and Recreation (YPR) is responsible for the following actions for each season...

1. Prepare game fields, facilities, and schedules.
2. Provide umpires/officials.
3. Provide awards for the end of the season.
4. Host a coaches meeting after player evaluations are completed
  - a. Conduct player draft(s) for team rosters.
  - b. Review league rules, expectations, and codes of conduct
  - c. Distribute equipment.
    - i. Baseball gear includes catcher's equipment (coach and kid pitch), baseballs, and tees (t-ball)
    - ii. Basketball gear includes basketballs only.
5. Place uniform orders and distribute them to the head coaches.
6. Provide scorekeeping for each game.
7. Track league standings.

**Admin:**



**Website Information:**

The Town of Youngsville Website ([Welcome to Youngsville, North Carolina \(townofyoungsville.org\)](http://www.townofyoungsville.org)) will provide information regarding league information, schedules, rule book, and future sporting events.

**Communication:**

- Emails and phone number:
  - Parks and Recreation Director – Alysa McLaughlin
    - [amclaughlin@townofyoungsville.org](mailto:amclaughlin@townofyoungsville.org)
    - 919-925-3398
  - Supervisor and Field Maintenance – Ryan Thompson
    - [rthompson@townofyoungsville.org](mailto:rthompson@townofyoungsville.org)
    - 919-925-3388

Information regarding game schedules, practice schedules, uniforms, and weather cancellations will be communicated by YPR through the head coaches.

**Facility Locations:**

- Baseball

- Luddy Park- 200 US-1A South, Youngsville NC, 27596
- Basketball
  - Youngsville Elementary: 125 HWY 1A South Youngsville, NC 27596
  - Faith Baptist Church: 249 Holden Rd, Youngsville, NC 27596

**Facility Use:**

Luddy Park, Youngsville Elementary, and Faith Baptist Church are drug, tobacco, and alcohol-free environments. If you are seen partaking in any of these activities, you will be removed from the facility for the remainder of the day/evening.

All spectators, staff, coaches, players and officials are to abide by the Town of Youngsville’s Parks and Recreation rules while on Town Property (including Luddy Park), Franklin County facility rules must also be followed while at Youngsville Elementary School and Faith Baptist facility rules must also be followed while at Faith Baptist Church.

**Protests:**

All protests must be clearly stated to the umpire/official during the game at the time of the transgression. All protests must then be submitted in writing to the Director of Youngsville Parks and Recreation.

To protest a rule interpretation or infraction:

- a. If a coach protests a call that the umpire/official makes during a game ((\*Baseball: balls and strikes, fair or foul, safe or out, etc.) (Basketball: fouls, walks, double dribbles, carry, etc.)) written protests will not be considered for specific calls. However, patterns of inconsistent calls may be brought forward and will be addressed between YPR staff and the officiating crew(s).
- b. Protests regarding parents, coaches, or staff members, must be submitted in writing to the YPR Director within two (2) business days of the incident. A written protest should contain the following information.
  - i. The date, time, and location of the incident.
  - ii. The name of the teams.
  - iii. The information, details, and conditions.
  - iv. All essential facts.
- c. The decision on a protested game can/will result in one of the following:

- i. The protest is found invalid, no consequences will be assessed.
- ii. The protest is found valid, the proper protocol and procedures will take place.

**Audio/ Video:**

For baseball and t-ball, no electronic devices are allowed to record play or take photos of games and players from *inside* the playing field or dugout while a game is being played (you are not allowed to hang your phone on the backstop inside the fence). Coaches, families and spectators may record and take pictures from outside field fences (or court boundaries for basketball) as long as these actions are not a distraction to the players or coaches.

**Inclement Weather:**

Prior to games starting, communications regarding weather or facility delays/cancellations will be communicated from YPR staff to the coaches and then to the parents.

Once a game has started, the umpire/official has the authority to suspend the game in the event of weather conditions (safety concerns, playability, light failure, etc.). The umpire/official's decision will be final. In the event a game is postponed due to bad weather, players and spectators are encouraged to seek shelter until they receive an all clear to play or games are cancelled.

**Pandemic Protocol:**

Safety procedures for practices and games will follow current CDC protocols.

**Registrations:**

- Spring Youth Baseball: January 1 – March 10 of current year.
- Fall Youth Baseball: May 1 – July 14 of current year.
- Winter Youth Basketball: September 1 – October 7 of current year.

**Registration Fees:**

Once uniform orders are placed (immediately following the coaches meeting and draft), no refunds will be issued.

## [Town of Youngsville's Parks and Recreation Fee Schedule](#)

### **Player Eligibility**

- Birth Certificates are required to determine player age.
- Baseball: Cutoff date May 1 (player age as of May 1 determines league of play)
- Basketball: Cutoff date January 1 of the tournament year (player age as of January 1 determines league of play)
- No player may play down an age bracket. If a player wishes to play up, approval will be determined by the YPR Director.
  - Please note that a player can only play up if they are within 1 age year of the cutoff date for that league.
    - Example 1: If your daughter is 7 years old, she is not eligible to play in the kid pitch league, since that age group starts at 9 years old
    - Example 2: If your son is 10, and wishes to play in the 11-12 kid pitch league, then he would be eligible for evaluation

### **Player Equipment:**

- a. Baseball:
  - i. YPR does not provide bats.
  - ii. Players provided bats must be USA Stamped (not USSSA). Umpires will check all bats prior to each game.
  - iii. No Steel cleats are allowed.
  - iv. Players are responsible for providing their own gloves and helmets.
  - v. YPR will provide each team with a bucket of balls, catchers gear and a tee (for t-ball leagues only).
- b. Basketball:
  - i. Players are required to provide their own shoes.
  - ii. YPR will provide each coach with basketballs for practices.

**Scheduling Games:**

Games schedules are created by YPR through an automated schedule generator in RecDesk. Each team will play the same number of games during the regular season.

**Rules and Regulation:**

YPR has the right to modify or change the rules for in-house teams anytime during the season without giving the coaches prior notice.

**Injured Players:**

If a player receives an injury such as a concussion, broken bone, torn ligament/muscle, or undergoes surgery a doctor's note is required to return to play. All doctor's notes need to be submitted directly to the YPR Director. It is the coach's responsibility to directly inform the YPR Director of a player's injury or surgery.

**Suspension Policy:**

Information regarding suspension can be found in the specific sports league rules.

**Playoffs/Championship game:**

Seeding for playoff games will be determined by each team's end of the season record and winning %. Tiebreakers will be determined by YPO Director. Higher seed will be home team.

**Survey:**

YPR strives to make each league better every season. One way we do that is through the feedback we receive from parents, coaches, and spectators. We appreciate all feedback.

To find and complete the survey, go to [www.townofyoungsville.org](http://www.townofyoungsville.org) – Departments – Parks and Recreation – Recreation Sports – Youth Sport Survey – AND – Youth Sport Parent Survey Coach Evaluation





## **All-Star nomination/selection:**

### **a. Baseball**

- i. Youth baseball all-stars are evaluated during the Spring season.
- ii. You **MUST** have played in a YPR league during the Spring season to qualify for an all-star team selection.
- iii. Head coaches only (no assistant coaches), will nominate players on their team that they believe have the skill level, attitude and coachability to represent YPR and its values.
- iv. Nominations will be required no later than the 50% point of the regular season.
- v. Once all nominations are in, YPR staff will host a coaches meeting with head coaches **ONLY**. In this meeting the following determinations will be made:
  1. Nomination for head all-star coach
  2. Nomination for assistant coaches
  3. All-star player selections
- vi. Only Head Coaches in the Spring season are eligible to be on the coaching staff for all-stars. Exception: If there are not enough head coaches willing to be on the coaching roster for the all-star team, an assistant coach may be elected.
- vii. Head coaches are not allowed to vote for themselves when voting for a head coach.
- viii. If a coach has been suspended/ejected for a second time during the regular season or playoffs, they will not be eligible for all-stars.
- ix. How voting for the head coach works:
  1. Each coach will receive a ballot. On the ballot there will be a section for you to write your own name and then another spot for you to right who you vote for. Once you finish voting, the YPR staff will tally up the votes and inform all the head coaches on who will represent YPR.
  2. Being selected as all-star coach does not guarantee that coach's child a spot on the all-star roster. All players go through the same voting process.

3. If there is a tie between any of the coach's positions, another vote will happen between the participants that are tied.
- x. How voting for players will work:
1. YPR staff will create a list of all the players nominated for the all-star team. Each coach will receive a ballot with every nominated player's name. Coaches will vote for 13 players they believe will best represent YPR. YPR staff will tally votes.
  2. If there is a tie between two players, the head coach of the all-star team will make the decision.
  3. Once teams are finalized, YPR staff will give the all-star coaches a copy of the roster with the parents contact information.

**b. Basketball**

- i. Youth basketball all-stars are played at the conclusion of the winter season.
- ii. You **MUST** have played in YPR league during the current Winter season to qualify for an all-star team.
- iii. If a player has been suspended during regular season play or playoffs, they will not be eligible for all-stars.
- iv. Head coaches only (no assistant coaches), will nominate players on their team that they believe have the skill level, attitude and coachability to represent YPR.
- v. Nominations will need to be in no later than the 50% point of the regular season.
- vi. Once all nominations are in, YPR staff will host a coaches meeting with head coaches **ONLY**. In this meeting the following determinations will be made:
  1. Nomination for head all-star coach
  2. Nomination for assistant coaches
  3. All-star player selections
- vii. Only Head Coaches in the current Winter season are allowed to be on the coaching staff for all-stars. Exception: If there are

not enough head coaches willing to be on the coaching roster for the all-star team, an assistant coach may be elected.

- viii. Head coaches are not allowed to vote for themselves when voting for a head coach.
- ix. If a coach has been suspended/ejected for a second time during the regular season or playoffs, they will not be eligible for all-stars.
- x. How voting for the head coach works:
  - 1. Each coach will be given a ballot. On that ballot there will be a section for you to write your own name and then another spot for you to right who you vote for. Once you finish voting, the YPR staff will tally up the votes and inform all the head coaches on who will represent YPR.
  - 2. Being selected as all-star coach does not guarantee that coach's child a spot on the all-star roster. All players go through the same voting process.
  - 3. If there is a tie between any of the coaches positions, another vote will happen between the participants that are tied.
  - 4. If there is still a tie between coaches the YPR Director will make the decision.
- xi. How voting for the player will work:
  - 1. YPR staff will create a list of all the players nominated for the all-star team. Each coach will receive a ballot with every nominated player's name. Coaches will vote for 13 players they believe will best represent YPR. Once voting is complete, ballots are given to YPR staff who will then tally the votes.
  - 2. If there is a tie between two players, the head coach of the all-star team will make the decision.
  - 3. Once teams are finalized, YPR staff will give the all-star coaches a copy of the roster with the parents contact information.



## Code of Conduct (Coaches):



### **PURPOSE AND OBJECTIVES**

To provide a uniform code of ethics for all coaches.

To ensure that all coaches maintain the highest level of sportsmanship and conduct while guiding and teaching the youth on our sports teams.

### **SCOPE AND RESPONSIBILITY**

All coaches and support staff must comply with the guidelines in this policy.

### **POLICY AND PROCEDURES**

As a coach, I will:

1. Never knowingly permit an ineligible player to play on a team or withhold information from another coach or organization concerning potentially ineligible players on their team.
2. Conduct myself and ensure that my players, spectators, and supporters conduct themselves in a manner that is consistent with good sportsmanship – before, during and after every game.
3. Make every effort to improve my knowledge of coaching techniques so that I can teach the sport properly to my players.
4. Obtain, read, and abide by the rules and guidelines of the league.
5. Never schedule other league games or scrimmages that conflict with the regular season and / or make-up games.
6. Conduct a CAP (coaches, athletes, and parents) meeting to provide my team's parents with my coaching philosophy and practice game approach.
7. Never harass the game officials in any manner.

8. Treat game officials with respect and ensure that players, spectators, and supporters do the same.
9. Provide assistance to game officials to ensure the game is played within the spirit of good sportsmanship and by the rules.
10. Keep my players and parents informed about the rules, schedules, and league information.
11. Ensure that my players are supervised by me or another designated adult and never allow my players to be left unattended or unsupervised at a game or practice.
12. Ensure that all equipment used by my players is safe and conforms to the rules of the game. I shall not allow illegal or unsafe equipment to be used.
13. Never knowingly permit an injured player to play or return to the game without proper medical approval.
14. Refrain from using illegal drugs, alcohol, or tobacco while on town, county, or other locations supporting YPR activities (i.e. local churches).
15. Never physically, verbally, or mentally harm a child in my care or on another team.
16. Comply fully with the department's background check policy and check the department's website to verify all assistant coaches are listed on the volunteers' database as having completed a background check prior to their participation (practice and games) with the team. An assistant coach is defined as anyone given the authority to coach or instruct the team.
17. Obtain, read, and comply with the department's policies and guidelines and ensure that all assistant coaches do the same.

Coach \_\_\_\_\_  
*Print*

Coach \_\_\_\_\_  
*Sign*

Date \_\_\_\_\_

## **Code of Conduct (Parents and Spectators):**



### **PURPOSE AND OBJECTIVES**

To provide a uniform code of ethics and conduct for all parents.

To ensure that all Parents will maintain the highest level of Sportsmanship and Ethics while guiding, teaching and observing the youth that are participating in YPR leagues.

### **SCOPE AND RESPONSIBILITY**

All parents must comply with the guidelines in this policy.

### **POLICY AND PROCEDURES**

As a parent, I will:

1. Provide positive support, care, and encouragement for my child participating in youth sports by following this parents code of ethics.
2. Conduct myself in a manner that is consistent with good sportsmanship – before, during, and after every game.
3. Encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth event.



4. Place the emotional and physical well-being of my child ahead of my personal desire to win.
5. Never physically, verbally, or mentally harm a child on my team, or an opposing team.
6. Insist that my child play in a safe and healthy environment.
7. Ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed, or ability.
8. Do my best to make youth sports fun for my child, their teammates, and their opponents.
9. Remember that the game is for youth – not adults.
10. Never harass the game officials in any manner.
11. Treat game officials with respect and insist that players, spectators, and supporters do the same.
12. Require that all equipment used by my child is safe and conforms to the rules of the game.
13. Refrain from using illegal drugs, alcohol, or tobacco while on town, county, or other locations supporting YPR activities (i.e. local churches).
14. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol.
15. Require that my child's coach upholds the Youngsville Parks and Recreation coach's code of ethics.
16. Support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.

17. Help my child enjoy the youth sports experience by doing whatever I can to help, such as being a respectful fan, assisting with coaching, providing transportation, etc.

18. Obtain, read, and comply with the department's policies and guidelines.

I understand that if I display poor sportsmanship, whether during or following a game, I will be subject to partial or permanent program suspension.

Unsportsmanlike conduct is defined as, but not limited to, the following:

1. Harassment of participants, officials, or coaches.
2. Use of profane language and / or gestures.
3. Public threats or physical violence.

Regulations regarding an adult's ejection or suspension will follow the guidelines listed below:

1. I understand that if I am asked to leave a game, I will be suspended from attending the next game to be played by my child's team.
2. I understand that if I am asked to leave a second game during any one season, I will not be allowed to attend any of the remaining regular season games and the end of season tournament activities (including All Stars).
3. I understand that the Youngsville Parks and Recreation department will review all adult ejections or suspensions and may extend any suspension beyond what is stated above as deemed appropriate for the offense.

I understand that any suspension may be appealed by using the following process:

1. The suspended individual (parents, or guardians of a player) should submit in writing a detailed account of the incident to the Youngsville Parks and Recreation Director within 48 hours of the incident.
2. The statement should give names of any witnesses that observed the incident.
3. The Director will then perform an investigation and make a determination as to the penalty to be levied.

I have informed my spouse and / or any other guardian of my child about this code of ethics.

Parent/Guardian \_\_\_\_\_

*Print*

Parent/Guardian \_\_\_\_\_

*Signature*

Date \_\_\_\_\_

## Regional Youth Baseball Rules and Regulations

\*These rules serve as the foundation for YPR rules and regulations and have been modified accordingly as stated above

**1.0 Governing Rules** – North Carolina High School Athletic Association and Tar Heel Leagues Inc. rules will govern play with the exceptions covered herein.

**2.0 Player Eligibility** – All ages will be determined as of May 1, 2023.

### A. Age Categories:

3-5 years old t-ball

6-8 (8U) Year Old Coach Pitch

9-10 (10U) Year Old Midget League

11-12 (12U) Year Old Major League

13-15 (15U) Year Old Junior League

**3.0** No steel cleats are allowed (Exception: 13-15 Boys)

### 4.0 Approved Bats:

For Coach Pitch (8U), Minor Division (10U), Little Division (12U) and Junior Division (15U), the bat shall be round and made of wood or any other approved material and shall not exceed 36 inches in length or 2-5/8 inches in diameter. Bats must be USA Baseball approved and carry the USA Baseball Stamp or must be NFHS approved and carry the BBCOR stamp (High School) for use in Tar Heel Leagues. Bats may not exceed 2 5/8" in diameter nor 36" inches in length. There is no rule regarding weight / length ratio.

#### Baseball Bat Stamps



**5.0** The pitcher and catcher may have a courtesy runner at any time but it is mandatory for the catcher with two outs. The runner will be the last player to make an out in the lineup. **The catcher MUST be the catcher of record.**

**6.0** A team must have at least 7 players for a game to be official. Teams not fielding at least 7 players will forfeit the game.

**7.0** All age groups will use continuous batting. All players present at first pitch will be placed in the initial batting lineup. Late players will be added to the bottom of the lineup at any time. It is also highly recommended that each child plays at least 2 defensive innings in the field (ages 9 and up).  
\*\*\*YPR policy is that no child sits for 2 consecutive defensive innings. \*\*\*

**8.0** Any coach ejected must leave the facility immediately or the game will be ruled a forfeit. Any coach (or player) ejected will also serve at least a one game suspension at their team's next game(s). Longer suspensions are possible and will be based on the actions that caused initial ejection.

**9.0** All areas reserve the right to adjust these rules for an in-house league. All travel leagues MUST abide by these rules.

1. Field playing dimensions for 3-5:

Bases:	60 feet
Pitching Rubber	30 feet
Pitching line	4-foot
Pitching Circle	8-foot radius

2. Field playing dimensions for 6-8:

Bases:	60 feet
Pitchers Rubber	40 feet
Pitchers Rubber	4-foot line
Defensive Coach's Line	60-foot line behind 1 <sup>st</sup> and 3 <sup>rd</sup> base (Defensive coach cannot come with 60 feet of base during a live ball. Hash mark shall be on foul line)

3. Field playing dimensions for 9-10:

Bases:	60 feet
Rubber:	46 feet

4. Field playing dimensions for 11-12:

Bases: 70 feet

Rubber: 50 feet

5. Field playing dimensions for 13-15:

Bases: 90 feet

Rubber: 60 feet 6 inches

**\*\*\* Coaches are not allowed to add to their rosters at any time, for any reason. Failure to abide by this policy can/will result in coaching privileges being revoked.**

## **Suspension Policy**

The Town of Youngsville and YPR expects positive behavior and sportsmanship from coaches, players, and parents! Below is the Suspension Policy:

- No individual should refuse to follow rules instructed by the game officials or the Town of Youngsville.
- No individual should demonstrate verbal abuse or physical abuse on any player, coach, parent, official, or staff.

If an individual violates the Suspension Policy, they may be subject to penalties, depending on the severity of their actions.

- If a player is ejected from a game, that player will be removed from the game play but will be allowed to stay in the dugout and will serve a 1-game suspension. That player is not allowed to attend any team event (practice, games, team gatherings) until that suspension is completed.
- If a coach is ejected from a game, that coach has 2 minutes to leave the facility, or a forfeit will be declared. If there is not another coach on site, a parent will be allowed to step in and coach. An ejected coach must serve a 1 game suspension and is not allowed to attend any team functions (practices, games, team gatherings) until their suspension is completed.
- If a player and a coach get ejected for a second time, both the player and the coach will serve a 2-game suspension. During that suspension time, the coach and the player will not be allowed to attend any team function (games, practices, team gatherings) until the suspension is completed.
- If there is a third ejection, the player and the coach will be removed from the league for the remainder of the season.

The Town of Youngsville reserves the right to impose season-disqualification penalties at any time, should participant's behavior and action deem such disqualification necessary.

## **Player Placement**

- Players in t-ball will be placed on teams by YPR Staff.
- Players in coach pitch and up will be drafted at a coaches meeting conducted by YPR staff.
- Children who are being coached by their parent are exempt from the draft.
- Players absent may not be chosen during the selection process. Absent players names will be drawn randomly, in a round-robin manner, at the beginning of the draft.
- If the leagues are coed, girls will be drafted prior to the boys.

Draft Order: Each coach will pick a number and the number they select is the position they will pick for their draft. This draft will be conducted in a snake order (i.e, 1, 2, 3, 4, 4, 3, 2, 1, etc.)

There will be no team placement requests.

Siblings will be placed on the same team (unless otherwise directed by their guardians).

### **Selection of Head Coach and Assistant Coach**

YPR will find volunteers to serve as a head coach during the baseball season. Head coaches will be selected based on a first come, first served basis according to when registration applications were submitted. Those who register for coaching positions first will be granted, unless there is a note in their file preventing them for doing so based on previous interactions with YPR, other Parks and Recreation Departments or local law enforcement agencies. Once the head coach is selected it will be the option of the head coach to name up to 2 assistant coaches. The assistant coaches must be named no later than 3 days before practices start. Children of the head and assistant coaches are exempt from the draft.

### **Umpires**

- T-ball: coach officiated.
- Coach Pitch: 1 umpire
- Minor League: 2 umpires
- Little League: 2 umpires
- Junior League: 2 umpires
- 9-10 Softball: 2 umpires
- 11-12 Softball: 2 umpires

### **Awards**

Every player in the t-ball league will receive a medal. For age groups where playoffs take place, the championship team will of each league will receive a trophy from YPR.

### **Uniforms**

Team uniforms will be purchased and provided to each team by YPR. YPR provided uniforms are required for games. Teams shall not alter the uniforms at any time. (If you would like to wear a shirt under your jersey, it must be a solid color). Jewelry is prohibited.

### **Team Composition**

Youngsville Parks and Recreation strives to have at least 12 players per team but will adjust as necessary, depending upon of participants that register.



YPR reserves the right to add or take players away from a team's roster depending on certain situations. Only the YPR Director has authority to add or remove players.

## **T-Ball Rules (Ages 3-5)**

1. Time limit shall be fifty-five (55) minutes.
2. A regulation game shall be three (3) complete innings or fifty-five (55) minute time limit.
3. If a game is called because of the time limit, the hitter at the plate shall be allowed to finish his/her at bat.
4. Teams may play with the number of players present at the game without penalty.
5. A regulation half inning shall be when all offensive players have had one (1) at bat, regardless of any put out by the defensive team.
6. Score will not be kept, and coaches are encouraged to not keep score as well.

### Defense

1. All players shall play defense. There shall be no catcher, 1- pitcher, and 5 – infielders (the 5<sup>th</sup> infielder will play in front of the second base bag). All other players must play in the outfield grass at normal depth for t-ball. No player is to sit on the bench during defensive play. The pitcher shall be inside the pitcher's circle when the batter is hitting. Coaches are encouraged to rotate players to multiple positions to ensure players learn every position.
2. A player may not play the pitcher position for more than one (1) inning.
3. The player at the pitcher position must wear a helmet.
4. No position player shall roll the baseball to another player to achieve an out. If this occurs the runner shall be rewarded the base, he/she is attempting to advance towards.
5. The pitcher shall not run down a runner to achieve an out via tag unless that would be the normal play.
6. The ball shall be considered dead, and all base runners must stop at the base the coaches rule they are entitled when/ after an attempt play has been made.
  - a. The pitcher has possession of a thrown ball inside the pitcher's circle.
  - b. When an infielder has possession of the ball in the infield and holds the ball over their head.
  - c. When a thrown ball passes through the pitcher's circle untouched, hits the ground inside the pitcher's circle, or touches the pitcher while inside the pitcher's circle.
  - d. Any base runner caught between bases when the pitcher gains possessions of the ball in the circle are entitled to the next base if over halfway or he/she must

return to the base last occupied in less than halfway. Base runners may only advance one based on an overthrown ball during an attempted play.

- e. No infield fly rule shall be in effect for this league.
7. This league will use a soft compression ball designed specifically for t-ball (not a regulation baseball)

## **Coach Pitch Rules (8U – Ages 7-8)**

1. Coach must submit a batting order to the umpire and scorer before the game begins. All present players must be listed in the batting order and that order will not change during the game. In the event that a player leaves a game for any reason other than an ejection, the scorekeeper will be notified, and the player will be out for the remainder of the game with no penalty. No player shall sit in the dugout for two consecutive innings (defensively). Ten players are allowed on defense and must play a minimum of every other inning defensively.
2. A maximum of 5 runs or 3 outs will constitute an offensive inning.
3. Six innings will constitute a game.
4. No new inning can begin after 60 minutes has elapsed. Time should start with the first pitch of the game. Inning must be completed if home team is behind. There is no Drop-Dead time limit.
5. If, after 4 innings, a team is mathematically eliminated due to the 5 run rule, the game shall be called.
6. Intentional bunting is not allowed. Any attempted bunts will be called a strike.
7. A 4-foot line will be drawn off the side of the pitcher's rubber or an 8-foot radius circle around the pitching rubber. The defensive pitcher must have at least one foot on the line until the batter hits the ball (both feet must be inside both lines or in the circle).
8. All outfielders shall be positioned in a similar radius. No short fielder or 5 infielders will be allowed.
9. Each batter will be allowed 5 pitches or 3 strikes. There will be no limit on the number of foul balls on the third strike or the fifth pitch. The adult pitcher must pitch over handed. There are no walks based on bad pitches or batters hit by a pitch.
10. Headfirst sliding will not be allowed into any base. Penalty: Runner will be declared out. Diving back to a player's original base IS NOT considered to be a headfirst slide.
11. There will be no infield fly rule.

12. No base stealing will be allowed. A runner leaving the base before the ball reaches home plate will be removed from the base and an out will be declared. This will be a delayed dead ball call by the umpire.
13. The umpire, upon completion of the play, shall call out base runners that miss touching a base. There will be no appeals on missed bases. This will also be a delayed dead ball call by the umpire.
14. The home plate umpire's judgment will be used to rule on a runner's position at the time that timeout is called by either umpire. **The defense MUST contain the lead runner with the baseball before timeout is to be granted.**
15. The coach pitcher must stay in contact with the pitching rubber until the ball is released. Once the ball is released, he/she cannot be involved with coaching until time is called. Coach may not deceive defensive players to get ball thrown before time is called. Penalty: all runners will return to last base.
16. The coach pitcher is allowed to coach players prior to throwing each pitch and after time is called but is not allowed to coach base running once the ball has been put into play.
17. The catcher **MUST** be in a squatted catching position. Catcher must also wear a mask, helmet with earflaps, shin guards and a chest protector. Throat protectors and groin cups are highly recommended but not required.
18. If a batted ball hits the coach pitcher before the defense touches the ball, the ball will be ruled dead, and the batter will be awarded first base. All runners will advance one base **IF FORCED** (Example: In this scenario, a runner on 2<sup>nd</sup> will NOT be awarded 3<sup>rd</sup> base unless there is a runner also on 1<sup>st</sup> base. If 1<sup>st</sup> base is empty, the runner will remain on 2<sup>nd</sup> base). If the coach pitcher intentionally interferes with a batted ball, the ball will be ruled dead, the batter will be called out and all runners will return to the base they occupied before the pitch.
19. The umpire will call time **once the lead runner is contained** with the baseball.
20. If the defense chooses to have coaches on the field, they must remain in foul territory at all times and must not interfere with play at any time. The defensive coaches must remain in the outfield at all times. If a coach interferes with play, it will be the umpires' judgment as to how many bases the offensive team will be awarded.
21. This league will use a regulation baseball.

## **Minor League Rules (10U – ages 9-10)**

1. Coach must submit a batting order to the umpire and scorer before the game. All players must be listed in the batting order and that order will not change during the game. In the event that a player leaves a game for any reason other than an ejection, the scorekeeper will be notified and the player will be out for the remainder of the game with no penalty.

- If a player is ejected, an out will be recorded in the lineup each time their name appears and is scheduled to bat in the batting order.
- Six innings will constitute a complete game unless one team is ahead by ten or more runs after 4 complete innings (3.5 innings if the home team is ahead).

4. No new inning can begin after 70 minutes (one hour and 10 minutes) has elapsed. The last inning must be completed if home team is behind and still mathematically within reach. There is no Drop-Dead time limit in this scenario.

5. Players may steal once the ball reaches home plate.

6. Batters may not advance to first base on a dropped third strike. The ball, however, is not dead and all other base runners may advance at their own risk.

7. A pitcher removed from the mound may not return to the mound as a pitcher in the same game.

8. The umpire, upon completion of the play, shall call out base runners that miss touching a base. There will be no appeals on missed bases. This will be a delayed dead ball call by the umpire.

9. Any player ejected may stay in the dugout. Any further problems from the ejected player can/will result in game being forfeited.

10. Catcher must wear a mask, helmet with earflaps, shin guards and a chest protector. Throat protectors and groin cups are highly recommended, but not required.

11. The infield fly rule will be in effect for this league.

12. A maximum of 5 runs or 3 outs will constitute an offensive inning.

#### **Pitch Count**

No Pitcher shall throw more than 75 pitches in the same game or on the same day. Exception: If the pitcher reaches the pitch count limit while facing a batter, he/she may continue to pitch until the batter reaches base safely or is put out.

<b>No Rest</b>	<b>1 Day Rest</b>	<b>2 Day Rest</b>	<b>3 Day Rest</b>
1-30 Pitches	31-45 Pitches	45-65 Pitches	66+ Pitches

## **Little League Rules (12U – ages 11-12)**

1. Coach must submit a batting order to the umpire and scorer before the game. All players present must be listed in the batting order and that order will not change during the game. In the event that a player leaves a game for any reason other than an ejection, the scorekeeper will be notified, and the player will be out for the remainder of the game with no penalty.
2. If a player is ejected, an out will be recorded in the lineup each time their name appears.
3. Six innings will constitute a complete game unless one team is ahead by ten or more runs after 4 complete innings (3.5 innings if the home team is ahead).
4. No new inning can begin after 90 minutes (one hour and 30 minutes) has elapsed. Inning must be completed if home team is behind and mathematically within reach. There is no Drop-Dead time limit in this scenario.
5. Players may lead off and steal at any time.
6. Dropped third strike rule: The batter/runner shall be called out when the catcher drops the third strike and is legally put out prior to reaching first base with two outs or less than two outs and first base is not occupied at the time of the pitch.
7. No pitcher may pitch more than 2 innings per game. One pitch constitutes an inning. Pitchers who pitch 2 complete innings may not pitch again within a 48-hour window.
8. A pitcher removed from the mound may not return to the mound as a pitcher in the same game.
9. A player failing to touch a base during a live ball situation will be an appeal play and will be ruled on by the home plate umpire.
10. Any player ejected may stay in the dugout. Any further problems from the ejected player can/will result in game being forfeited.



11. Catcher must wear a mask with helmet and earflaps, throat protector (highly recommended, but not required), shin guards and a chest protector. Protective groin cups are required.

12. Balks and Infield Fly rule will be enforced in this age group.

13. A maximum of 7 runs or 3 outs will constitute an offensive inning.

## **Junior League Rules (15U – ages 13-15)**

1. Coach must submit a batting order to the umpire and scorer before the start of each game. All players present must be listed in the batting order and that order will not change during the game. In the event that a player leaves a game for any reason other than an ejection, the scorekeeper will be notified, and the player will be out for the remainder of the game with no penalty.
2. If a player is ejected, an out will be recorded in the lineup each time their name appears.
3. Seven innings will constitute a complete game unless one team is ahead by ten or more runs after 5 complete innings (4.5 innings if the home team is ahead).
4. No new inning can begin after 100 (one hour and forty minutes) minutes has elapsed. Inning must be completed if home team is behind and still mathematically within reach. There is no Drop-Dead time limit in this scenario.
5. Players may lead off and steal at any time.
6. No pitcher may pitch more than 3 innings per game. One pitch constitutes an inning. Pitchers who pitch 3 complete innings may not pitch again within a 72-hour window.7. A pitcher removed from the mound may not return to the mound as a pitcher in the same game.
8. A player failing to touch a base during a live ball situation will be an appeal play and will be ruled on by the home plate umpire.
9. Any player ejected may stay in the dugout. Any further problems from the ejected player can/will result in game being forfeited.
10. Catcher must wear a mask, throat protector, groin cup, helmet with earflaps, shin guards and a chest protector.
11. Steel cleats MAY be worn in this league. Exception: When pitching on any portable mound, players must wear tennis shoes or ceramic / molded cleats.

12. Balks and the Infield Fly rule will be enforced in this age group.

# YOUTH SOFTBALL RULES

**1.0 Governing Rules** – North Carolina High School Athletic Association and Tar Heel Leagues Inc. rules will govern play with the exceptions covered herein.

**2.0 Player Eligibility** – All ages will be determined as of January 1, 2023.

**A. Age categories:**

10U Player/Coach Pitch

12U Kid Pitch

**3.0** No steal cleats are allowed!!!

**4.0** Any approved and legal softball bat is permitted. Softball bats CAN BE composite as long as it is stamped with an ASA logo.

**5.0** FACE SHIELDS ON BATTING HELMETS ARE MANDATORY FOR ALL SOFTBALL LEAGUES!!

**6.0** No fast pitch team will play more than 3 games in one day.

**7.0** The pitcher and catcher may have a courtesy runner at any time but it is mandatory for the catcher with two outs. The runner will be the last player to make an out in the lineup. **The catcher MUST be the catcher of record.**

**8.0** All age groups will use continuous batting. All players present will be placed in the batting lineup. Late players will be added to the bottom of the lineup at any time. It is also highly recommended that each child play at least 2 defensive innings in the field (ages 9 and up).

**9.0** All players should be dressed alike (shirts and pants or shorts). Caps and visors are allowed but do not have to be worn by all team members.

**10.0** A team must have at least 7 players for a game to be official. Teams not fielding at least 7 players will forfeit the game.

**11.0** Any coach ejected must leave the facility immediately or the game will be ruled a forfeit. Any coach (or player) ejected will also serve at least a one game suspension at their team's next game(s). Longer suspension is possible and will be based on the actions that caused initial ejection.

## 10U Player/Coach Pitch Rules

1. Coach must submit a batting order to the umpire and scorer before the game. All players must be listed in the batting order and that order will not change during the game. In the event that a player leaves a game for any reason other than an ejection, the scorekeeper will be notified and the player will be out for the remainder of the game with no penalty.
2. Six innings will constitute a complete game unless one team is ahead by ten or more runs after 4 complete innings (3.5 innings if the home team is ahead).
3. No new inning can begin after 70 minutes (one hour and 10 minutes) has elapsed. Inning must be completed if home team is behind. There is no Drop Dead time limit.
4. Players may steal once the ball reaches home plate with the player pitching. No stealing is allowed when the coach is pitching.
5. Base runners are allowed to only steal/advance one base at a time, per pitch, with the player pitching. Base runners may advance as many bases as possible on a batted ball.
6. Base runners are not allowed to steal home at any time.
7. A batter may bunt with the player pitching but cannot bunt with the coach pitching. Any attempted bunt off of the coach will result in a strike being called.
8. There will be no walks (BB) in this age group, however a batter will be awarded first base if she is hit by a pitch (HBP) with the child pitching.
9. Teams will field 10 players on defense. Four of these players must be in the outfield and must play at a uniform distance. No short fielders are allowed.
10. Any player ejected may stay in the dugout. Any further problems from the ejected player can/will result in game being forfeited.
11. Batters may not advance to first base on a dropped third strike. The ball however, is not dead. Base runners may advance one base at their own risk, not to include home.
12. No pitcher may pitch more than 4 innings per game. One pitch constitutes an inning. Any pitcher can be re-entered to the mound, one time, in a game. All other positions may be substituted at the coach's discretion.

13. The player pitcher will pitch until the batter is put out or has a 4 ball count. The coach may pitch a maximum of 3 pitches unless the third pitch is fouled.

Example: Coach enters and the count is four balls, no strikes. Coach gets up to 3 pitches.

Coach enters and the count is four balls, one strike. Coach gets up to 2 pitches.

Coach enters and the count is four balls, two strikes. Coach gets 1 pitch.

14. There is no limit on the amount of foul balls allowed with two strikes.

15. If a batted ball hits the coach pitcher before the defense touches the ball, the ball will be ruled dead and the batter will be awarded first base. All runners will advance one base IF FORCED. If the coach pitcher intentionally interferes with a batted ball, the ball will be ruled dead, the batter will be called out and all runners will return to the base they occupied before the pitch.

16. The umpire, upon completion of the play, shall call out base runners that miss touching a base. There will be no appeals on missed bases. This will also be a delayed dead ball call by the umpire.

17. Maximum Runs/Inning: In the first 3 innings of play, the offensive team will bat until five runs have been scored or three outs have been recorded. After 3 innings, unlimited runs can be scored.

18. Field playing dimensions:

Bases:	60 feet
Pitchers Rubber	35 feet
Circle at Pitchers Rubber	8' Radius (16' Diameter)

19. A circle with a radius of 8 feet is to be drawn around the pitcher's plate. The defensive pitcher must have **both feet** in the circle until the batter strikes the ball (when the coach is pitching).

20. In the 9-10 Girls Division, the only illegal pitch that will be called is when a girl starts her delivery towards home plate but does not deliver the ball. If this happens, an illegal pitch will be called and a ball will be awarded to the batter and any base runner will advance one base to include home. With the coach pitching, there will be no illegal pitch.

21. Catcher must wear a, throat protector (highly recommended, but not required), helmet with earflaps, shin guards and a chest protector.
22. The infield fly rule will be in effect for this division.
23. This league will use the 11" softball (core .47)
24. One umpire can be used in 9-10 Girls Softball. That umpire will call from behind the plate. It is perfectly fine if an area chooses to use 2 umpires.

## 12U Rules

1. Coach must submit a batting order to the umpire and scorer before the game. All players must be listed in the batting order and that order will not change during the game. In the event that a player leaves a game for any reason other than an ejection, the scorekeeper will be notified and the player will be out for the remainder of the game with no penalty.
2. Six innings will constitute a complete game unless one team is ahead by ten or more runs after 4 complete innings (3.5 innings if the home team is ahead).
3. No new inning can begin after 70 minutes (one hour and 10 minutes) has elapsed. Inning must be completed if home team is behind. There is no Drop Dead time limit.
4. Players may steal once the ball leaves the pitcher's hand.
5. Teams will field 9 players on defense in this league.
6. Batters MAY NOT advance to first base on a dropped third strike. The ball is not dead. Base runners may advance at their own risk.
7. No pitcher may pitch more than 4 innings per game. One pitch constitutes an inning. Any pitcher can be re-entered to the mound, one time, in a game. All other positions may be substituted at the coach's discretion.
8. There is no limit on the amount of foul balls allowed with two strikes.
9. The umpire, upon completion of the play, shall call out base runners that miss touching a base. There will be no appeals on missed bases. This will also be a delayed dead ball call by the umpire.
10. Any player ejected may stay in the dugout. Any further problems from the ejected player can/will result in game being forfeited.
11. Field playing dimensions:

Bases:	60 feet
Pitchers Rubber	40 feet
Circle at Pitchers Rubber	8' Radius (16' Diameter)



12. In the 11-12 Girls Division, the only illegal pitch that will be called is when a girl starts her delivery towards home plate but does not deliver the ball. If this happens, an illegal pitch will be called and a ball will be awarded to the batter and any base runner will advance one base to include home.

13. Catcher must wear a mask, throat protector (highly recommended, but not required), helmet with ear flaps, shin guards and a chest protector.

14. The infield fly rule will be in effect for this division.

15. This league will use the 12" softball (core .47).

\*\*\* The farm team procedure has been dropped effective immediately. Each area can deal with team shortages on a case-by-case basis. The area directors must do this. Coaches are not allowed to add to their rosters at any time, for any reason. Failure to abide by this policy can/will result in coaching privileges being revoked.

# Youth Basketball Rules and Regulations

## Universal Playing Rules

### Governing Body

All youth basketball leagues will follow the official rules of the NCHSAA ([BKB Handbook Section 22-23.pdf \(nchsaa.org\)](#)).

### Player Placement

- Players in age groups PreK, and 5 - 6 will be placed on teams by Youngsville Parks and Recreation Staff.
- Players in age group 7 - 15 will be drafted.
- Children who are being coached by their parent are exempt from the draft!
- Players absent may not be chosen during the selection process. Absent players names will be drawn at the beginning of the draft.
- If the leagues are coed, the girls will be drafted prior to the boys.

Draft Order: Each coach will pick a number and the number they select is the position they will pick for their draft. This draft is done in a snake order.

Siblings will be placed on the same team (unless otherwise directed by their guardians).

### Selection of Head Coach and Assistant Coach

Youngsville Parks and Recreation will find volunteers at serve as a head coach during the basketball season. Those who register for coaching positions first will be granted the position. unless there is a note in their file preventing them for doing so based on previous interactions with YPR, other Parks and Recreation Departments or local law enforcement agencies. Once the head coach is selected it will be the option of the head coach to name 2 assistant coaches. The assistant coaches must be named 3 days before practices start. Children of the head and Assistant coaches are exempt from the draft.

### Officials

- PreK: one referee
- Ages 5-6: one referee
- Ages 7-8: two referees
- Ages 9-10: two referees
- Ages 11-12: two referees
- Ages 13-15: two referees

### Awards

Every player in the PreK and 5-6 age group will receive a medal. Age groups where play-offs take place, the champions of that league will receive a trophy.

### **Play-offs**

Play-offs are based on the regular season seeding. If there is a tie in the regular season seeding, it will be determined by total number of points scored in the regular season. The higher seed is the home team.

### **Uniforms**

Team uniforms will be purchased by Youngsville Parks and Recreation. The uniforms provided by Youngsville Parks and Recreation are required for games! Teams shall not alter the uniforms at any time. (If you would like to wear a shirt under your jersey, it must be a solid color) Jewelry is prohibited.

### **Team Composition**

Youngsville Parks and Recreation strives to have at least 7 players per team. Depending on the number of participants that register will determine how many players get placed on a team.

Players may be added or taken away from a team's roster depending on certain situations. Only the Parks and Recreation Director will be allowed to add or remove players.

### **Facility Rules and Regulations**

All managers, players, spectators, and persons associated with the Youth Basketball Program must obey the rules and regulations set forth by the Youngsville Parks and Recreation and the Youngsville County School Division. Violations of the following may result in disciplinary action by Parks and Recreation, the School Division, and/or law enforcement. Rules include, but are not necessarily limited to, the following:

- A. The only persons permitted on the floor during time-outs, quarters, halves, and between games will be active players and coaches, scorers, timekeepers, referees, and authorized staff.
- B. Any and all teams which use an illegal player will be subject to forcible forfeit of all games found in violation. The illegal player and coach playing an illegal player will be suspended, pending review of the incident. An illegal player is a player that is not listed on the roster but participates in a game.
- C. Players are permitted on the floor only when their team is scheduled to play.
- D. Once your game ends, you are to leave the bench area immediately to allow the next team to prepare for their game.

E. No one is permitted to enter onto public property when intoxicated or while possessing alcoholic beverages or illegal or un-prescribed drugs of any kind.

G. Smoking is not allowed on school grounds.

H. Dressing & shower rooms are off-limits to all persons involved in this program. (Specific to Faith)

I. No loitering will be permitted on school grounds.

J. Littering will not be permitted.

K. Beverages (except for water and sports drinks) and food are not permitted inside any facility.

L. Damage to property or displays of poor sportsmanship will not be tolerated. The rules and regulations are for the protection of public property.

M. The Department of Parks and Recreation reserves the right to modify any rules and regulations deemed necessary in order to conduct this league.

### **Game Schedules/ Length of Game**

- Age groups PreK and 5–6-year-old will begin at the scheduled start time (no grace period allowed). Games will consist of 4, 6-minute quarters. A regulation clock will be used, with the clock stopping on all whistles; one-minute between the quarters.
- Ages 7-8, 9-10, and 11-12 leagues will be scheduled for the start time (no grace period will be given). Games will consist of 4, 7-minute quarters. A regulation clock will be used, with the clock stopping on all whistles; 3-minute break between each quarter.

### **Tie Games**

Games that are tied at the end of regulation period (leagues ages 7 and up) will continue to overtime period(s). Overtime period will be 2 minutes long. Teams will forfeit any timeouts from regulation time and will be allowed one time out per overtime.

### **Timeouts**

Each team will receive three (3) thirty (30) second timeouts per half. Unused timeouts will not carry over to the next half (or overtime).

### **Number of Players Required**

Each team must have at least 4 players to compete in a game.

### **Mandatory Playing Time**

Each player is required to play 8 minutes. Failure to play each player 8 minutes will result in a suspension of one game. YPR scorekeepers will track player time. If a player still needs playing time in the 4<sup>th</sup> quarter, YPR staff has the authority to put the player in for the remainder of their time.

### **Misconduct (Technical Foul)**

One (1) technical foul charged on a player or coach will result in the player or coach being disqualified for the remainder of the game. Any player/coach charged with two (2) technical will be ejected from the game and must leave the facility.

### **Bench Personnel**

Only team members and 3 adult coaches are permitted on team benches.

### **Spectator Seating**

Spectators are to sit on the opposite side of the gym from the team. They are to be on the outside of the court past the court border.

### **Dunking Prohibited**

Dunking or attempting to dunk or hanging from the rim is PROHIBITED at any time. Any violation in this will result in a one game suspension and a technical foul, along with an ejection from the current game.

### **Three-Point Shot**

Three-point shot will be allowed in all age groups 7-8 and up.

### **Full Court Defense**

- 11-12 and 13-15 age groups will be allowed to play backcourt defense throughout the whole game.
- 7-8 and 9-10 age groups will be allowed to play full court defense in the second half and during overtime.
- All age groups ages 6 and under are prohibited to play full court defense.
- Penalty for Backcourt Defense Violations:
  - First violation shall result in a warning.
  - Second, and all subsequent violations will result in a technical foul assessed to the team, and not the offending player(s).

### **Conversion to Running Clock**

- If a team has a 20-point or more lead, the clock will convert to a running clock and will only be stopped for free throws and timeouts.

- While holding a 20-point lead, the defense must set up inside the 3-point arc until the lead has been reduced to less than twenty (20).

### **Game Balls**

- The home team will provide a game ball.
- PreK, 5-6, 7-8 age groups will use 27.5" basketballs.
- 9-10 age groups will use 28.5" basketballs.
- 11-12 & 13-15 age groups will use 29.5" basketballs.

### **Participants**

- Only those persons listed on the team's roster shall be allowed in the team's designated bench area.
- Unsportsmanlike conduct, profane language, use of illegal drugs, alcohol, or tobacco products in the facility shall not be tolerated. PENALTY: Ejection from the game. Youth offender must remain on the bench under adult supervision. YPR reserves the right to penalize the offender more severely if warranted.

### **Fouls, and the Bonus**

- One and One will be shot on the team's 7th Team Foul and 2 shots on the 10th team foul. Personal fouls and Team fouls will be tracked; a player may foul out of any game after their 5th Personal Foul

### **Violations in the Lane:**

- 5 seconds in the lane

### **League Specific Rules**

#### **PreK League**

- Score will be kept by the half and will be erased from the scoreboard at the conclusion of each half.
- Stealing the ball off the dribble will not be allowed throughout the season.
- Three-point shots will not be allowed.
- Free throw will be attempted at 6ft.
- Basketball Rim Height will be 6.5ft.
- Teams must always play a zone defense. Zone defense must be played inside the 3-point line. Double-teaming will not be allowed.
- Defense in the backcourt is not allowed.
- 2 Coaches are allowed on the court to assist players in positioning.

#### **Ages 5 - 6**

- Score will be kept.
- Stealing the ball off the dribble will not be allowed throughout the season.
- Three-point shots will be prohibited.
- Free throws will be attempted from 8 feet.
- Basketball Rim Height will be 7 ft.
- Teams have the option of playing man-to-man or zone. Zone defense must be played inside the 3-point line. Double team will not be allowed.
- Defense in the backcourt is not allowed.

One coach is allowed to stay on the outside of the court. They may not step into the playing area and impede the play.

#### **Ages 7 - 8**

- Score will be kept.
- Free Throws will be attempted from 12 feet.
- Basketball Rim Height will be at 8 ft.
- Teams will have the option to play zone or man-to-man defense. Zone defense must be played inside the 3-point line.

#### **Ages 9 - 10**

- Score will be kept.
- Free Throws will be attempted from 15 ft.
- Basketball Rim Height will be at 9ft.

#### **Ages 11 - 12**

- Score will be kept.
- Free Throws will be attempted from 15 ft.
- Basketball Rim Height will be at 10ft.

#### **Ages 13 - 15**

- Score will be kept.
- Free Throws will be attempted from 15 ft.
- Basketball Rim Height will be at 10ft.

## **Suspension Policy**

The Town of Youngsville expects positive behavior and sportsmanship from coaches, players, and parents! Below is the Code of conduct:

- No individual should refuse to follow rules instructed by the game officials or the Town of Youngsville.
- No individual should demonstrate verbal abuse or physical abuse on any player, coach, parent, official, or staff.

If an individual violates the Code of Conduct, they may be subject to penalties, depending on the severity of their actions.

- If a player is ejected from a game, that player will be removed from the game and will serve a 1-game suspension. That player is not allowed to attend any team event (practice, games, team gatherings) until that suspension is completed.
- If a coach is ejected from a game, that coach has 2 minutes to leave the facility, or a forfeit will be declared. If there is not another coach on site, a parent will be allowed to step in and coach. An ejected coach must serve a 1 game suspension and is not allowed to attend any team functions (practices, games, team gatherings) until their suspension is completed.
- If a player and a coach get ejected for a second time, both the player and the coach will serve a 2-game suspension. During that suspension time, the coach and the player will not be allowed to attend any team function (games, practices, team gatherings) until the suspension is completed.
- If there is a third ejection, the player and the coach will be removed from the league for the remainder of the basketball season.
- The Town of Youngsville reserves the right to impose season-disqualification penalties at any time, should participant's behavior and action deem such disqualification necessary.



