

CLOVER PARKS & RECREATION DEPARTMENT
Fall 2018 COACH PITCH BASEBALL
LEAGUE BYLAWS

ARTICLE I
Regulations

Regulations and Policies

SECTION 1. ZERO TOLERANCE POLICY

The Clover Parks and Recreation Department and have adopted a “Zero Tolerance Policy” for all coaches, players, spectators, and other persons. No profanity, fighting, heckling, disrespect, threats, alcohol or tobacco products will be tolerated. **Result: you will be banned indefinitely from all Clover Parks and Recreation Department sponsored activities and facilities.**

Participants, coaches, managers, team representatives, and spectators are expected to conduct themselves in a sportsmanlike manner, before, during, and after an event, or within 500 feet of Town of Clover property and playing areas. Coaches and parents/participants must sign a Code of Ethics.

SECTION 2. OFFENSES AND PENALTIES

- A. Designated team representatives and coaches are responsible for the conduct of themselves, team members, and other appropriate representatives at all times.**
- B. Conduct.** Conduct which may be interpreted by a staff person or game official as threatening to the administration or control, of the contest, including constant complaining, heckling, and bickering will result in immediate ejection from the contest and playing facilities for an amount of time deemed necessary by the league officials.
- C. Abusive Language.** No person involved in any league activity or facility will be allowed to use profane, vulgar, excessively loud, or abusive language. Failure to comply will result in immediate ejection from the contest and playing facility for an amount of time deemed necessary by the Clover Parks and Recreation Department.
- D. Alcoholic Beverages.** Alcoholic beverages are not allowed on Town of Clover property nor at Clover Parks and Recreation Department sponsored activities and events, including dugouts, parking lots, restrooms, etc. No person having the discernible odor of alcohol about his or her person will be allowed on Town of Clover property or at League sponsored activities and events. Failure to comply will result in immediate ejection from the contest and removal from the premises for an amount of time deemed necessary by the league. Anyone associated with a youth or adult team that is found with alcoholic beverages in the parking lot, dugouts, restrooms, etc. is in violation of the law and will result in the entire team being removed from the premises for an amount of time deemed necessary by the League.
- E. Tobacco Products.** An ordinance prohibiting the use of tobacco products and alternative nicotine products at Town of Clover Parks and Recreation facilities was adopted on November 10th, 2014. Use of any tobacco products or alternative nicotine products on or within any town park property or recreation facility may result in the removal of the person from the park or facility and imposition of a fine of not less than \$10.00 or more than \$25.00.
- F. Fighting.** Fighting in any form by any person involved in any league activity or facility will not be tolerated. Fighting shall be defined as “an act or attempted act of violence by one person towards any other person, including physical abuse and thrown objects.”

SECTION 3. SUSPENSION WILL OCCUR AS FOLLOWS CONCERNING FIGHTING AND THREATENING

- A.** Threatening a game official, participant, spectator, or representative of the League will result in immediate ejection from the contest and a one-year suspension from all league sponsored activities and facilities.
- B.** Physically striking or attempting to strike a coach, player, or spectator will result in immediate ejection from the contest and a one-year suspension from all league sponsored activities and facilities.
- C.** Physically striking or attempting to strike a game official or representative of the league will result in immediate ejection from the contest and a permanent suspension from all league sponsored activities and facilities.

SECTION 4. OTHER GUIDELINES AND PENALTIES CONCERNING YOUTH LEAGUES

- A.** If a player quits or leaves a team for any reason during the first two (2) weeks following the registration deadline, the coach must contact the Clover Parks and Recreation Department.
- B.** If an incident occurs with a participant in whom the coach feels the participant should be removed from the team, the coach must submit a written statement to the Clover Parks and Recreation Department outlining the incident and reason(s) for removal. Staff will review the information with the coach and all parties involved before any action will be taken.
- C.** If a coach, player, team representative, parent or spectator is ejected from the contest by an official, the board of directors will review the circumstances surrounding the ejection and determine the suspension. The suspension will be final. An ejection will result in a minimum one game suspension.
- D.** The Clover Parks and Recreation Department reserves the right to determine violations of the above rules, to set penalties for violations, and to set in place other rules of conduct deemed necessary for the proper administration of the program.

SECTION 5. COACHES

All coaches, including assistant coaches, must complete a volunteer application and sign a coach's code of ethics. All coaches, including assistant coaches, must be approved by the Clover Parks and Recreation Department. A maximum of four (4) coaches are allowed during regular season.

SECTION 6. TEAM ROSTERS

- A.** Clover Parks and Recreation Department will determine the process in which teams will be formed.
- B.** Registration is held on a first come first serve basis. The Clover Recreation Department will open the first two weeks of registration (Early Bird) to individuals who played and are returning to the recreation department from the previous season. After those two weeks, registration will be opened to the public. As leagues and teams begin to fill up, Clover Parks and Recreation will place individuals on a waiting list on a first-come, first-serve basis for up to two (2) weeks following the registration deadline. Any player registered or added from the waiting list after the last day of registration will have to go through the draft, they will not be allowed automatically assigned to their Spring (2015) team. If a child who is already registered and placed on a team should quit or leave the team during the two-week waiting list period, the first person on the list will be contacted and given the opportunity to register. The parent will be contacted and given forty-eight (48) hours to register, or the opportunity continues to the next name on the list. Once the two-week waiting list period has ended, no names will be accepted and no changes will be made to the teams. Player will be added to teams after the two (2) week period under certain circumstances.

SECTION 9. DRAFT GUIDELINES

- All players not assigned to a team in their assigned age group will go through a draft.
- Team preferences will not be granted for drafting leagues. Request for a specific team and players placed on the same team will not be accepted. The only guarantee of placement on the same team is brothers/sisters and head coach's child or relative (that is the reason he/she is coaching), provided that staff is made aware of this at

registration.

- When determining draft orders, Clover Parks and Recreation will take into consideration the number of participants returning to a team and returning team talent level.
- Assistant coaches are not automatically added to teams. Only head coaches' children will be automatically added to rosters without going through a draft. Assistant coaches will be determined after the drafting process and teams are created.

SECTION 10. SCHEDULING

- A. All regular season and post-season games will be scheduled by the Clover Parks and Recreation Department. Games will be scheduled Monday through Saturday. Clover Parks and Recreation will host games at the Clover Community Park and Roosevelt Park. All other participating organization will host games at their specified facilities listed on the game schedule.
- B. Every effort will be made to schedule games around conflicting dates, provided that coaches notify staff prior to scheduling preparations. Once the schedule is made, no changes will be made without the approval for the Clover Parks and Recreation Department League President.

SECTION 11. CANCELLATIONS AND MAKE-UPS

- A. Clover Parks and Recreation Department will make every effort to play all games if reasonably possible. Coaches may call the department's weather hotline at (803)-222-6700 between 4:00 p.m. – 5:00 p.m. to find out if a game will be played. If a decision has not been made, teams should report to the field and the official will make the decision.
- B. A game may be delayed, postponed, or cancelled due to lightning, heavy rain or poor field conditions. (Decisions made at the discretion of the Referee/Recreation Staff).
 - Should a game be delayed during play due to cloud to ground lightning, there will be a 15-minute delay from the last cloud to ground strike. The game shall resume play at the point in which the delay occurred.
 - All games must finish by 9:00pm. Should a weather delay push the "finish time" past the 9:00pm curfew the following rules will apply: Games interrupted due to weather or any other reason will be rescheduled and finished from the point of interruption, if less than one (1) inning has been completed the game will be rescheduled and replayed.
- C. Clover Parks and Recreation Department will contact the head coach only in the event a game is cancelled. Coaches should contact their players concerning postponed/cancelled games.
- D. All cancelled games will be rescheduled by the host organization at the earliest possible date and reschedule dates are final. Both coaches will be notified of the new date, time, and location, which may include Wednesdays, Fridays, Saturdays, and any other days that games are not normally played. Officials will be arranged by the Clover Parks and Recreation Department.
- E. In the event of a large number of cancellations, the Clover Parks and Recreation Department may have to reschedule games at the end of the regular season schedule. The Clover Parks and Recreation Department and participating organizations reserve the right to cancel games rescheduled for the end of the season that do not affect league standings.

SECTION 12. PRACTICE POLICY

- A. The Clover Parks and Recreation Department will make our facilities as readily available for practice as possible. Practices will be limited due to the number of fields available and the number of teams in our leagues. The Clover Parks and Recreation Department will set up practices for the preseason at the coaches meeting. After games begin coaches may call or come by the Clover Community Center (222-9493) at 120 Bethel Street to reserve practice

times. The Clover Parks and Recreation Department may cancel practices to reschedule make-up games. Should, teams schedule additional practice sessions elsewhere, these sessions must be reported to the Clover Parks and Recreation Department. It is the responsibility of the coach to obtain permission at a practice site not belonging to the Town of Clover. The intent is to make practice time equal, to ensure that no single team enjoys an advantage.

SECTION 13. PROTESTS

- A. Protest Procedure
 - 1. Call time-out to halt play.
 - 2. Notification of intent to protest can be made only by the team head coach.
 - 3. The protesting team must immediately notify the head umpire and all scorekeepers of the intent to file a protest.
 - 4. The head umpire and coach should make sure that the scorekeepers keep accurate records of the protest time and game situation (batter, count, runners on base, etc.).
 - 5. File an official, typewritten, protest with the protest committee (email to be provided), along with a \$50.00 protest fee, no later than twenty-four (24) hours after the time of the protest. In the event the game is scheduled on a Friday or Saturday, the protest and fee must be filed no later than 5:00 p.m. the following Monday in which the protest occurred.
- B. The protest will be reviewed and an appropriate ruling will be made as quickly as possible by the protest committee.
- C. All parties involved will be notified by the protest committee of any decision reached.
- D. Protest Fee. A fifty-dollar (\$50.00) fee shall accompany each and every protest filed. Should the protest be upheld, the fee will be refunded to the person who provided the fee. Should the protest be rejected, the filing fee will be retained and placed in the General Operating Fund of the Town of Clover.
- E. Filing Procedure. Protests filed must be typewritten and contain all of the following information:
 - 1. Date, time, and location of game
 - 2. Names of umpires and scorekeepers
 - 3. Rule in question
 - 4. Location of rule in Little League rule book
 - 5. The protested decision and circumstances surrounding the protest

ARTICLE II Rules

Section 1. The Game-In General.

- A. All players must be registered with the Clover Parks & Recreation Department.
- B. No player can turn nine (9) years of age before May 1st of the current year.
- C. The home team shall furnish three baseballs and the visiting team shall furnish two baseballs for all regular season games. All baseballs used during the course of the game must be approved by the umpire.
- D. The home team will occupy the first base dugout. (Both teams are required to keep a scorebook)
- E. Every effort will be made to have two (2) umpires present at all games including regular season and post-season games. However, the game shall be played if only one umpire is present.
- F. The Clover Parks & Recreation Department will be responsible for recording the win/loss of games
- G. Batting line-ups must be exchanged by the teams no later than ten (10) minutes prior to the scheduled game time. Line-up cards are provided by the Clover Parks & Recreation Department. All players present for the game must be in the batting order. Teams will use a continuous batting order for the entire game. In the event a player is injured, the opposing team official scorer will be notified and said player will be out for the remainder of said game with no penalty in the batting order. **Each team must notify the opposing team official scorer of any line-up changes.**

- H. Umpires have the authority to clear each field at least five (5) minutes prior to the scheduled starting time of the game. If the second game is a late start, then the game will begin as soon as possible after the first game has concluded.
- I. Coaches are to instruct their players to hustle on and off the field at all times.

Section 2. The Playing Field and Equipment.

- A. Baselines shall be sixty (60) feet.
- B. A coach of the batting team will pitch to his/her team.
- C. There will be a twelve (12) foot diameter circle pitching area. The center of the circle will be forty-six (46) feet from the back edge of home plate.
- D. Five (5) ounce-nine (9) inch baseballs will be used for all game play. One (1) dozen practice balls and one (1) dozen game balls are provided by the Clover Parks & Recreation Department.
- E. The barrel of all aluminum, metal alloy, composite, multi-piece wood bats or single-piece wood bats shall not exceed 2 5/8" inches in diameter nor exceed 33" inches in length
 Approved Bats - All non-wood bats and multi-piece wood bats must be stamped with the USA Baseball mark signifying that the bat meets the bat performance standard established by USA Baseball. USA Baseball is the national governing body of amateur baseball in the United States. Solid wood bats made from a single piece of wood do not require the USA Baseball mark but must meet the specifications in Rule 1.10(a). All bats stamped "BPF 1.15" will not be legal for play in all age divisions beginning January 1, 2018.
- F. Helmets: Must be worn by any offensive player on the playing field. Chin straps must be worn if snaps are provided on helmet. Face guards are optional.
- G. All catchers must wear full catcher protective equipment during game play. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in the catcher's box and in the squat position when the ball is pitched.
- H. Steel cleats will not be allowed during game play.

Section 3. Regulation.

- A. The completion of six (6) innings or seventy-five (75) minutes constitutes a regulation game (no new inning can begin with five (5) minutes or less).
- B. Mercy Rule: A team is winning by ten (10) runs after both teams have completed four innings (three and one-half innings (3 ½) if the home team is winning) constitutes a regulation game.
- C. If the game is tied at the end of a regulation game, the game will be declared at tie. The "International Tie-Breaker Rule" will apply during the post-season tournament. ***International Tie-Breaker Rule: each team starts the inning with the player who completed the last official at bat as a base runner on second base and with one (1) out. Only one extra inning of International Tie-Breaker game will continue in post-season play until a winner is decided.**
- D. Games interrupted due to weather or any other reason will be rescheduled unless three (3) innings have been completed (home team **must** complete their half of the third inning).
- E. All decisions made by the umpires are final.

Section 4. Live Ball and Timeout.

- A. The ball becomes live, once the batter puts the ball into the field of play by hitting the ball with the bat. Runners may not advance or leave their occupied base until the ball is hit by the batter.
- B. Timeout must be granted by the umpire for the ball to be considered dead.
- C. Timeout may be called by the umpire when:
 - a. The player pitcher has possession of the ball inside the pitcher's circle and request the umpire for timeout.
Or
 - b. After each play comes to a natural end. (Example: Lead runner has abandoned any effort to advance further)
- D. If a base runner is past the halfway mark between the bases, when timeout is granted by the umpire, the runner will be awarded the next base. If not, the runner will return to the previous base. Unless forced to advance by a trailing runner.
- E. If a player is struck by a thrown or batted ball and in the opinion of the umpire, the impact of the ball striking the player is sufficient enough to injure or incapacitate the player, the game will cease. At that point, immediate

attention will be given to the injured player and all runners will advance one base if the umpire feels the runners would have advanced to that base had not an injury occurred. Play will resume only when the umpire declares.

Section 5. Inning.

The “Eight (8) Batter Rule” will apply. ***Eight (8) Batter Rule: once the eighth batter reaches their turn at bat, there are automatically two (2) outs. The inning will continue as normal with two (2) outs until either the eighth batter scores or the third out is made. The inning will end as soon as the eighth batter crosses home plate and any run scored after the eighth batter will not count.**

- ◆ **Rule Amendment: If a visiting team enters the last inning up more than eight (8) runs the game is called. The home team will be unable to bat. If a game enters the last inning with the home team trailing by eight (8) or less runs the game will continue until the team cannot mathematically comeback. The same will apply for the home team upon entering the last inning if up by more than eight (8) runs.**

Section 6. Batter.

- A. The batter will be allowed five (5) pitches or three (3) swings before being called out (there will be no walks). On the fifth (5th) pitch, the batter must put the ball in fair play or they will be called out.
- B. The batter cannot bunt. A bunt is defined as an obvious attempt by the batter to bunt the ball, including but not limited to “squaring to bunt.” The batter shall be warned if the batter does not make contact, the batter will be called out if the batter makes contact and the ball will be dead.
- C. The batter cannot sling the bat. The batter shall be warned on the first offense, the batter will be called out on the second offense and any offense thereafter.

Section 7. Runner.

- A. The runner cannot slide into first base. The runner will be called out for sliding into first base.
- B. The runner cannot slide head first into any base. The runner will be called out for sliding head first into any base.
- C. The runner cannot lead off or steal any base. The runner will be called out for leaving the base before the batter makes contact with the ball.
- D. If a defensive player throws the ball to a defensive player at any base and the ball is overthrown and is not catchable, the runner(s) may advance one base only **with the risk of being put out**. The play is still live and all runners have the chance of being put out or tagged out. The play is dead once the runners reach the **ONE** extra base.
- E. The runner will be called out for running past a base without touching the base
- F. Two runners may not occupy a base, but if, while the ball is live, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
- F. A three (3) foot chalk line perpendicular to the base path will be drawn halfway between first base and second base, halfway between second base and third base and halfway between third base and home plate. When the ball is declared dead, the runner will advance to the next base if they are past the halfway three (3) foot chalk line and the base is unoccupied.
- G. It is mandatory that a courtesy runner is used for the catcher when there are two outs. The courtesy runner is last player that has been called out, even if it occurred in the prior inning.

Section 8. Pitcher.

- A. **Definition of Terms:**
 - 1. “Coach-pitcher” is the offensive coach who operates the pitching coach for the players on his/her team.
 - 2. “Player-Pitcher” is the defensive player playing the pitching position, except he/she does not pitch to the batter.
- B. The Coach-pitcher shall pitch from anywhere within the pitching circle to his/her team.
- C. The Coach-pitcher shall squat down on all batted balls, so as to minimize being a distraction to the defensive team. He shall remain within the pitching area unless required to move to avoid interference.
- D. The Coach-pitcher shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If the coach-pitcher intentionally interferes, the ball will be declared dead and the batter will be out. If the coach-pitcher unintentionally interferes, the ball will be declared dead and the pitch will be replayed.

- E. The Coach-pitcher may encourage the batter, but cannot instruct or coach while on the field. This shall be deemed as unsportsmanlike conduct. The coach-pitcher will not be allowed to call time out to talk to offensive players or other coaches. If the defensive team calls time out, the Coach-pitcher will be allowed to talk to offensive players and other coaches during the time out.

Section 6. Defense.

- A. Each team will play ten (10) defensive positions and every player must play at least every other inning in the field (no player shall sit in the dugout two (2) consecutive innings).
- B. All outfielders must be positioned at similar radius and must be positioned on the grass.
- C. There will be no “infield fly rule.”
- D. Teams must field the position of catcher and play four outfielders
- E. Infielders are not allowed to play in the baselines or on top of the base with runners trying to advance. All defensive infielders must play even with or behind the bases. The baseline belongs to the runner
- F. **Obstruction** – Umpire shall call or signal “OBSTRUCTION.” (Example: First Baseman standing onto of the bag)
 - a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance with out liability to be put out, to the bases they would have reached, in the umpire’s judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out.

Sections 7. Coaches.

- A. Only the head coach may represent or speak for the team.
- B. There will be a maximum of five (5) coaches in the dugout at any time during game play. There must be at least one (1) coach in the dugout at all times.
- C. Three (3) offensive coaches will be allowed on the field during game play, the “Coach-pitcher” position, first base coaching position and third base coaching position (base coaches may be either coaches or players).
- D. One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.
- E. Two (2) defensive coaches may be in the field. One (1) in the outfield for player direction and one (1) behind the catcher to assist with the retrieval of pitched balls.
- F. Coaches may not touch a player or the ball during live play. If a defensive coach touches a player or the ball during live play, the ball will be declared dead and all runners will advance one base. If an offensive coach touches a base runner during live play the runner will be declared out. Defensive coaches shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If a coach intentionally interferes, the ball will be declared dead and the batter will be out. If a coach unintentionally interferes, the ball will be declared dead and the pitch will be replayed. The coach shall be warned on the first offense, the coach will be ejected on the second offense.