

SPAR & CHURCH YOUTH BASEBALL & SOFTBALL RULES
2010

SECTION I
ADMINISTRATIVE PROCEDURES

TEAM ENTRY INFORMATION:

1. Entry fee: **\$10.00** per child.
2. All players require a parental permission slip and birth certificate on file in the SPAR Athletic Office.
3. A child will not be placed on the roster until the permission slip, birth certificate and entry fee are received at the SPAR Athletic Office. A certified roster will be given to the coach after this information is complete. The coach must have this roster and his/her NYSCA I.D. card available at each game.
4. Rosters, permission slips, birth certificates and entry fees must be turned in to the SPAR Athletic Office **no later than** 4:30 p.m. on the dates listed below. The start of league play is also listed.

<u>League</u>	<u>Registration Deadline</u>	<u>Season Begins</u>
Boys/Girls' Slow & Fast Pitch Softball	Thursday, March 19	Monday, April 5
T-Ball & Machine Pitch (Ages 5-10)	Thursday, March 19	Monday, April 5
Boys' Baseball (Ages 11 & older)	Thursday, March 19	Monday, April 5

NOTE: To accommodate players who are currently playing with a high school team, girls' 14/16/18-Under fast pitch will begin at the completion of the high school regular season.

5. Team coaches/managers are required to turn in any date(s) that their team will not be able to play. SPAR will **attempt** to honor these requests, however there is no guarantee. After the schedules have been drawn up, **NO GAMES WILL BE RESCHEDULED EXCEPT FOR RAIN OUTS OR AN EXTREME EMERGENCY.**

AGE REQUIREMENTS:

1. Players will be placed on teams according to age, not school grade. Player ages are determined based on the cutoff dates listed below. A chart is provided in your registration package to assist in determining the child's age division. **Please refer to rules for each age group to determine player eligibility.**
 - a. Baseball: Cannot turn next higher age before April 1, 2010.
 - b. Softball: Cannot turn next higher age before January 1, 2010.
2. It is the **coach's** responsibility not to put players on the roster who are not of proper age.
3. **Softball players may play up one age group / T-Ball and baseball players one year. PLAYERS CANNOT PLAY DOWN TO A LOWER AGE GROUP.**

ROSTER INFORMATION:

1. ***Roster size is limited to 20 players.***
2. A player **cannot** be added to a roster at game time. This addition must be made at the SPAR Athletic Office no later than 5:00 p.m. on the day of the game. **NO ADDITIONS WILL BE TAKEN BY TELEPHONE.** The player must have a signed permission slip, birth certificate and entry fee before he/she can be added to the roster. Deletions must also be made at the SPAR Athletic Office.
3. Players cannot be added to the roster after the following dates:
 - a. Baseball: March 19, 2010
 - b. Softball: March 19, 2010

NOTE 1: Roster additions and/or deletions must be made by the coach or assistant coach only.

NOTE 2: For organizations that pay the registration fee for all of their teams, they will be charged for all players listed on the roster on the dates listed, above.

4. **Players may not change teams after the 16 April 2010.** Changes may be made either at the player's/parent's request or the coach's decision to dismiss the player. If a player voluntarily requests a change he/she must come to the SPAR Athletics Office with proper identification. If a player is dismissed by a coach, the coach must sign a release form. This form will be attached to and the player's name added to the new team's roster.
5. **PLAYERS CANNOT PLAY ON ANOTHER TEAM INCLUDING SPAR, CHURCH, DIXIE OR LITTLE LEAGUE.** If a player is found guilty of playing for another SPAR team other than the team he/she is registered with, he/she will be suspended from league play for the remainder of the season. The coach is also subject to suspension. A team guilty of playing a non-rostered player will have every game that he/she illegally participated in forfeited. (**Exception:** Girls may play on one slow pitch team and one fast pitch team).

FORFEITURES:

1. Games will be forfeited if a team is not ready to play (on the field or in the dugout) at scheduled game time. There is a ten (10) minute grace period for the **first** scheduled game of the day **only**. The 10 minutes will count as part of the teams' playing time.
2. Any team that forfeits two (2) consecutive games, or a total of three (3) games during the season may be dropped from the league. Entry fee will **NOT** be refunded.
3. **Please refer to rules for each age group regarding starting a game with less than the required number of players.** If the team loses a player for any reason other than an ejection, the game will continue. When the player who has left the game is scheduled to bat, the next batter in the lineup will bat. The team will not be charged with an out. The player who left the game (for other than an ejection) will be allowed to re-enter the game in his/her original position in the batting order. The coach must notify the umpire-in-chief of the exit and re-entry. If the number of players falls below the minimum, the game is forfeited.

PROTEST PROCEDURES:

1. If a game is being protested, the manager must tell the umpire-in-chief that the game is being played under protest. The umpire in chief will then notify the scorekeeper who will annotate the inning, team protesting, number of outs, number/location of base runners, and the player being protested. **The protest must be lodged prior to the end of the game. The game will then be completed.**
2. The manager must turn in a formal letter of protest accompanied by a \$25.00 fee to the SPAR Athletic Office no later than 5:00 p.m. the day following the game (5:00 p.m. Monday for Friday or weekend games). If the protest is upheld, the \$25.00 will be refunded.
3. **No judgment decision or rule interpretation can be protested; only player eligibility and misapplication of a SPAR rule.** Misapplication of a SPAR rule will be decided on-site.
4. Any player found ineligible during the course of the season will have every game in which he/she participated forfeited.

COACHES' RESPONSIBILITIES:

1. At every scheduled SPAR league game, the coach will be required to have the team's certified SPAR roster in his/her possession. The coach must produce this roster to any umpire or SPAR official if asked to do so. If this roster is not produced when requested, the game may be forfeited. Additionally, **ALL COACHES MUST DISPLAY THEIR NYSICA I.D. BADGE DURING THE GAME.**
2. Any coach guilty of playing an ineligible player will be suspended from coaching for the remainder of the season. All games in which an ineligible player participates will automatically be forfeited.
3. It will be the duty of the team coach to assist in keeping all parents and spectators under control and out of the dug-outs. Only the players, 3 coaches and one bat boy are allowed in the dug-out.
4. There will be **NO SMOKING** on the playing field or in the dug-outs. This also includes **SMOKELESS TOBACCO PRODUCTS.**
5. Starting line-ups are to be given to the scorekeeper at least ten (10) minutes prior to game time. As a minimum, the player's first initial, last name and uniform number must be listed. Nicknames are not to

be used.

COACH/PLAYER CONDUCT:

1. Any coach or player ejected from a game for any reason may not participate in the team's next game until he/she has met with the SPAR Youth Sports Administrator. If a coach or player is ejected twice during the season, he/she will be suspended for the remainder of the season.
2. Any player or coach ejected from a game for fighting may subject the entire team to disqualification from the league for the remainder of the season. The entry fee **WILL NOT** be refunded.
3. Any coach or player who physically or verbally abuses any SPAR official (including umpires) will be suspended indefinitely from coaching or playing in any SPAR Athletic Program.
4. Coaches/managers will be allowed in the coach's boxes until their actions become detrimental to the game.

GENERAL INFORMATION:

1. SPAR will provide the following equipment for each game:
 - a. Game balls (see specific league rules).
 - b. Five (5) approved batting helmets **per field**. These helmets are for use by **all** players on either team.
 - c. One (1) batting tee (T-Ball) or one (1) pitching machine (Machine Pitch).
2. All metal bats must have legal tape or rubber on the handle.
3. No one is allowed behind the backstop directly behind the umpire and scorekeeper.
4. **CHURCH LEAGUE ONLY:** Prayer, led by the home team coach, will be held before each game.
5. League standings for 9-18 year old teams will be updated weekly and posted at Cargill Park, Southern Hills, in the SPAR Athletic Office and on the SPAR Athletic Web page.

STANDINGS WILL NOT BE POSTED OR KEPT FOR 5-8 YEAR OLD TEAMS.

THE EMPHASIS WILL BE PLACED ON PLAYER PARTICIPATION, LEARNING THE GAME AND HAVING FUN.

6. If requested, certificates for each player will be presented at the end of the season. If a post season tournament is conducted, 1st and 2nd place team trophies will be awarded.
7. SPAR reserves the right to make any changes for the betterment of the league or for the safety of the children.

HIV/Hepatitis B - Bleeding Player

Any player who is bleeding from the nose, mouth, or open wound will be governed by the injured player rule.

Any player with an excessive amount of blood on his/her uniform will be removed from the game until the uniform has been changed. The player cannot re-enter the game until permission is granted by the umpire.

IF IT RAINS, PLEASE CALL 673-7755 AFTER 3:00 P.M. ON WEEK DAYS and AFTER 8:00 A.M. ON SATURDAY; TO DETERMINE IF GAMES HAVE BEEN CANCELED. DO NOT CALL THE SPAR ATHLETICS OFFICE.

SPAR WILL NOT ATTEMPT TO CONTACT THE COACHES.

3. **BATTING:**

- a. Teams will bat all batters per inning. **ALL** children will be listed in the batting order and will bat when their turn comes up.
- b. The on-deck batter will use the on-deck circle closest to his/her dugout.
- c. The batter will be allowed to swing at the ball for a maximum of 7 swings. On the 7th swing, if the child fouls the ball, the child is out. If the tee is knocked over, it will count as a strike and the batter will not advance. If the batter hits a fly ball (fair or foul), and the tee is knocked over, the batter will be out if the ball is caught.
- d. The batter will not be permitted to bunt or take a half-swing. If, in the umpire's judgment, the batter does not take a full swing, he/she may call the batter back to swing again, calling the hit ball foul.
- e. A semi-circle will be drawn 3 feet in front of the edge of home plate and a batted ball must advance beyond this line, or it will count as a foul ball.
- f. One (1) warning will be given to a child who slings a bat. If a child slings the bat a second time, **THE CHILD IS OUT**, the ball becomes dead, and runners cannot advance.
- g. The infield fly rule **WILL NOT** be in effect.

4. **BASE RUNNING:**

- a. Runners must hold their base until the ball is hit; they cannot steal bases. If a runner leaves the base before the ball is hit, the umpire will declare a dead ball and all runners must return to the base they previously occupied.
- b. Base runners may not advance once the ball has been carried back into or through the pitching circle by any defensive player. The play is dead when a defensive player has possession within the circle. When the ball is hit back to the pitcher in the circle, defensive plays can be made and runners can advance.
- c. Slash marks will be placed between bases. If the umpire rules that a runner was more than half way to 2nd, 3rd or home when the ball becomes dead, the runner will advance to that base.
- d. A batter/base runner may advance a maximum of one (1) bases from the base he/she forced to at the time the ball is hit on any overthrow to first base that remains in the field of play. The batter/base runner advances to each base at the risk of being put out and must advance without any physical assistance (touching) from a coach. **Example:** The batter may advance no further than second base; a runner on first base may advance no further than third base; runners on second or third base may attempt to score.
- e. Umpires will use their judgment on running out of the baseline when it does not interfere with the play.
- f. **Base runners may stay on the base even if they are placed/thrown out.**

5. **OTHER:**

- a. SPAR will furnish the following for each game.
 - (1) Game balls. The official ball is the **COOPER T-BALL**.
 - (2) Batting Tee.
 - (3) One set of five helmets will be available for use at each field. These helmets are available for use by either or both teams.

3. BATTING:

- a. Teams will bat 10 batters **or** 3 outs per inning, whichever occurs first. **ALL** children will be listed in the batting order and will bat when their turn comes up. **ALL** players listed in the batting order will play defensively for at least one inning.

Note: If the scorekeeper notices that a player is batting out of order, he/she will notify the umpire who will then ensure the proper batter comes to the plate. The correct batter will be allowed the prescribed number of pitches.

- b. The on-deck batter will use the on-deck circle behind the batter.
- c. Bunting is **NOT** permitted.
- d. Umpires will call balls and strikes; however, no base on balls will be awarded. Each batter is allowed a maximum of five (5) pitches to hit the ball. **If the 5th pitch is fouled the batter will be given one more opportunity.**
- e. Ball hitting the pitching machine:
Batted ball - batter is awarded one base; all runners advance one base.
Thrown ball (dead ball) runners cannot advance unless past the slash mark when the ball hits the machine.
- f. One (1) warning will be given to a child who slings the bat. If the child slings the bat a second time, the **CHILD IS OUT**, the ball becomes dead, and runners cannot advance.
- g. The infield fly rule **WILL NOT** be in effect.

4. BASE RUNNING:

- a. Runners must hold their base until the ball is hit; they cannot steal bases. If a runner leaves the base before the ball is hit, the umpire will declare a dead ball and all runners must return to the base they occupied prior to the pitch.
- b. Base runners may not advance once the ball has been carried into or through the pitching circle by a defensive player. The play is dead when a defensive player has possession within the circle. When the ball is hit back to the pitcher in the circle, defensive plays can be made and runners can advance.
- c. Slash marks will be placed between bases. If the umpire rules that a runner was more than half way to 2nd, 3rd or home when the ball becomes dead, the runner will advance to that base.
- d. A runner is out if he does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.
- e. A batter/base runner may advance a maximum of two (2) bases from the base he/she occupies at the time the ball is hit on any overthrow to first base that remains in the field of play. The batter/base runner advances to each base with risk of being put out and must advance without any physical assistance (touching) from a coach. **Example:** The batter may advance no further than second base; a runner on first base may advance no further than third base; runners on second or third base may attempt to score.
- f. Runners cannot advance on a dropped 3rd strike.
- g. Umpires will use their judgment on running out of the baseline when it does not interfere with play.

5. OTHER:

- a. SPAR will furnish the following for each game.
 - (1) Game balls. The official ball is the **DeBeer 80 Jr.**
 - (2) One set of five helmets will be available for use at each field. These helmets are available for use by either or both teams.

3. BATTING:

- a. Teams will bat 10 batters **or** 3 outs per inning, whichever occurs first. **ALL** children will be listed in the batting order and will bat when their turn comes up. **ALL** players listed in the batting order will play defensively for at least one inning.

Note: If the scorekeeper notices that a player is batting out of order, he/she will notify the umpire who will then ensure the proper batter comes to the plate. The correct batter will be allowed the prescribed number of pitches.

- b. The on-deck batter will use the on-deck circle behind the batter.
- c. Bunting is **NOT** permitted.
- d. Umpires will call balls and strikes; however, no base on balls will be awarded. Each batter is allowed a maximum of five (5) pitches to hit the ball. **If the 5th pitch is fouled the batter will be given one more opportunity.**
- e. Ball hitting the pitching machine:
Batted ball -batter is awarded one base; all runners advance one base.
Thrown ball (dead ball) runners cannot advance unless past the slash mark when the ball hits the machine.
- f. One (1) warning will be given to a child who slings the bat. If the child slings the bat a second time, the **CHILD IS OUT**, the ball becomes dead, and runners cannot advance.
- g. The infield fly rule **WILL NOT** be in effect.

4. BASE RUNNING:

- a. Runners must hold their base until the ball is hit; they cannot steal bases. If a runner leaves the base before the ball is hit, the umpire will declare a dead ball and all runners must return to the base they occupied prior to the pitch.
- b. Base runners may not advance once the ball has been carried into or through the pitching circle by a defensive player. The play is dead when a defensive player has possession within the circle. When the ball is hit back to the pitcher in the circle, defensive plays can be made and runners can advance.
- c. Slash marks will be placed between bases. If the umpire rules that a runner was more than half way to 2nd, 3rd or home when the ball becomes dead, the runner will advance to that base.
- d. A runner is out if he does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.
- e. A batter/base runner may advance a maximum of two (2) bases from the base he/she occupies at the time the ball is hit on any overthrow to first base that remains in the field of play. The batter/base runner advances to each base with risk of being put out and must advance without any physical assistance (touching) from a coach. **Example:** The batter may advance no further than second base; a runner on first base may advance no further than third base; runners on second or third base may attempt to score.
- f. Runners cannot advance on a dropped 3rd strike.
- g. Umpires will use their judgment on running out of the baseline when it does not interfere with play.

5. OTHER:

- a. SPAR will furnish the following for each game.
 - (1) Game balls. The official ball is the **DeBeer 80 Jr.**
 - (2) One set of five helmets will be available for use at each field. These helmets are available for use by either or both teams.

SECTION II
2010 PLAYING RULES
11-12 YEAR OLD BASEBALL

AGE REQUIREMENTS:

1. A child cannot become 13 before April 1, 2010.
2. It is the coach's responsibility not to put players on the roster who are not of proper age.

PLAYER EQUIPMENT:

1. For player identification, it is **MANDATORY** that all players wear a number on their game jersey; please, no duplicate numbers. Personal names are optional. Game jerseys must be similar in color.
2. No steel cleats are permitted. **ATHLETIC SHOES MUST BE WORN.**
3. Double flap **NOCSAE approved** helmets with face guards will be mandatory for all those batting, running bases, and waiting in the on-deck circle.
4. It is **MANDATORY** that all catchers wear a complete set of catching gear, including catcher's helmet, throat protector and protective cup. An extended wire protector may be worn in lieu of an attached throat protector. Any player warming up a pitcher must wear a mask with a throat protector.

GAME REGULATIONS: High School Federation rules will be followed, except as amended below.

1. **GENERAL:**

- a. Duration of games: All games will be 1 ½ hours in duration, or six (6) innings, whichever comes first. No new inning may begin after 75 minutes have elapsed. If the game is suspended before 3 complete innings due to rain, darkness, etc., it will be replayed in its entirety.
- b. If the game is tied at the end of 6 innings or regulation time, it will end in a tie. Each team will be awarded ½ game won and ½ game lost.
- c. The ten (10) run rule is in effect after five (5) innings, or 4½ innings if the home team is ahead.
- d. A team must have at least eight (8) players to start a game, but may finish with seven (7) players. If a team begins play and wishes to add an additional player(s), his name must be added to the bottom of the lineup. This addition(s) may be made anytime during the game.
- e. If a child is dressed in uniform and sitting in the dug-out, he **MUST** play. If being disciplined, the child is **NOT** to sit in the dug-out with the team. Failure to comply with this rule results in a forfeit of that game.
- f. Free defensive substitutions may be used in each game

2. **PITCHING:**

- a. Pitching and base distances: **46 feet - Pitching Distance**
60 feet - Base Distance
- b. The pitching of one (1) pitch shall constitute an inning pitched.
- c. A pitcher shall not pitch more than six (6) innings per week (Monday thru the following Saturday).
- d. Under **NO CONDITIONS**, shall a pitcher pitch in more than six (6) innings in one game.
- e. A pitcher shall not pitch in more than one game in any one day.
- f. If a pitcher pitches in four (4) or more innings in a single game, he will **NOT** be able to pitch again until he has had two (2) complete days of rest (48) hours. The rest period begins when the pitcher leaves the mound.
- g. A pitcher may be removed from the mound and put into another defensive position, then return to the mound after at least one batter has completed his turn at bat. This can be done once in every inning played. Each pitcher will be credited with an inning pitched.
- h. Any pitch or any action by the pitcher construed as a balk by the umpire shall be declared a no-pitch. The ball is dead and each base runner shall advance one base.
- i. During tournament play, the above pitching restrictions will be replaced by a complete new set

of pitching rules.

3. BATTING:

- a. Teams will bat 9 batters **or** 3 outs per inning, whichever occurs first. **ALL** players will be listed in the batting order and will bat when their turn comes up. If a player is injured when it is his turn to bat, the next scheduled batter in the lineup will bat. The team will not be charged with an out. **ALL** players listed in the batting order will play defensively for at least two innings.

Note 1: If the scorekeeper notices that a player is batting out of order, he/she will notify the umpire who will then ensure the proper batter comes to the plate. The correct batter will assume a count of 0 balls and 0 strikes.

Note 2: If the last batter of an inning is walked, he will be awarded two (2) bases. All runners will also advance two bases.

- b. The on-deck batter will use the on-deck batter's circle behind the batter.
- c. The catcher shall not be required to catch the third strike, except for a foul tip. The batter shall be out, the ball shall remain in play, and base runners shall advance at their own risk.
- d. **SPEED UP RULE:** The defensive team catcher or coach may request the batter be awarded an intentional base on balls. The ball is dead once the request is made.

4. BASE RUNNING:

- a. All runners must hold their base until the pitch has reached the plate. If a runner leaves the base before the pitch reaches the plate, the base umpire shall declare a dead ball and call the runner out.
- b. Any runner is out when he does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
- c. **SPEED UP RULE:** If the catcher reaches base or is on base when the second out is recorded, he may be replaced as a runner by his teammate who made the last out. This will allow the catcher time to put his gear on prior to the start of the next inning.

5. OTHER:

- a. SPAR will furnish the following for each game.
 - (1) Game balls. The official ball is the **Diamond DDY-1**.
 - (4) One set of five helmets with face guards will be available for use at each field. These helmets are available for use by either or both teams.

SECTION II
2010 PLAYING RULES
13-14 YEAR OLD BASEBALL

AGE REQUIREMENTS:

1. A child cannot become 15 before April 1, 2010.
2. It is the coach's responsibility not to put players on the roster who are not of proper age.

PLAYER EQUIPMENT:

1. For player identification, it is **MANDATORY** that all players wear a number on their game jersey; please, no duplicate numbers. Personal names are optional. Game jerseys must be similar in color.
2. No steel cleats are permitted. **ATHLETIC SHOES MUST BE WORN.**
3. Double flap **NOCSAE approved** helmets with face guards will be mandatory for all those batting, running bases, and waiting in the on-deck circle.
4. It is **MANDATORY** that all catchers wear a complete set of catching gear, including catcher's helmet, throat protector and protective cup. An extended wire protector may be worn in lieu of an attached throat protector. Any player warming up a pitcher must wear a mask with a throat protector.

GAME REGULATIONS: High School Federation rules will be followed, except as amended below.

1. **GENERAL:**

- a. Duration of games: All games will be two (2) hours in duration, or seven (7) innings, whichever comes first. No new inning may begin after 1 hour and 45 minutes has elapsed. If the game is suspended before 3 complete innings due to rain, darkness, etc., it will be replayed in its entirety.
- b. If the game is tied at the end of 7 innings or regulation time, it will end in a tie. Each team will be awarded ½ game won and ½ game lost.
- c. The ten (10) run rule is in effect after five (5) innings, or 4½ innings if the home team is ahead.
- d. A team must have at least eight (8) players to start a game, but may finish with seven (7) players. If a team begins play and wishes to add an additional player(s), his name must be added to the bottom of the lineup. This addition(s) may be made anytime during the game.
- e. If a child is dressed in uniform and sitting in the dug-out, he **MUST** play. If being disciplined, the child is **NOT** to sit in the dug-out with the team. Failure to comply with this rule results in a forfeit of that game.
- f. Free defensive substitutions may be used in each game

2. **PITCHING:**

- a. Pitching and base distances: **54 feet - Pitching Distance**
75 feet - Base Distance
- b. The pitching of one (1) pitch shall constitute an inning pitched.
- c. A pitcher shall not pitch more than ten (10) innings per week (Monday thru the following Saturday).
- d. Under **NO CONDITIONS**, shall a pitcher pitch in more than nine (9) innings in one game.
- e. A pitcher shall not pitch in more than one game in any one day.
- f. If a pitcher pitches in four (4) or more innings in a single game, he will **NOT** be able to pitch again until he has had two (2) complete days of rest (48) hours. The rest period begins when the pitcher leaves the mound.
- g. A pitcher may be removed from the mound and put into another defensive position, then return to the mound after at least one batter has completed his turn at bat. This can be done once in every inning played. Each pitcher will be credited with an inning pitched.
- h. Any pitch or any action by the pitcher construed as a balk by the umpire shall be declared a no-pitch. The ball is dead and each base runner shall advance one base.
- i. During tournament play, the above pitching restrictions will be replaced by a complete new set

of pitching rules.

3. BATTING:

- a. Teams will bat 9 batters **or** 3 outs per inning, whichever occurs first. **ALL** children will be listed in the batting order and will hit when their turn comes up. If a player is injured and it's his turn to bat, the next scheduled batter in the lineup will bat. The team will not be charged with an out. **ALL** players listed in the batting order will play defensively for at least two innings.

Note 1: If the scorekeeper notices that a player is batting out of order, he/she will notify the umpire who will then ensure the proper batter comes to the plate. The correct batter will assume a count of 0 balls and 0 strikes.

Note 2: If the last batter of an inning is walked, he will be awarded two (2) bases. All runners will also advance two bases.

- b. The on-deck batter will use the on-deck batter's circle behind the batter.
- c. The catcher shall not be required to catch the third strike, except for a foul tip. The batter shall be out, the ball shall remain in play, and base runners shall advance at their own risk.
- d. **SPEED UP RULE:** The defensive team catcher or coach may request the batter be awarded an intentional base on balls. The ball is dead once the request is made.

4. BASE RUNNING:

- a. Any runner is out when he does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
- b. **SPEED UP RULE:** If the catcher reaches base or is on base when the second out is recorded, he may be replaced as a runner by his teammate who made the last out. This will allow the catcher time to put his gear on prior to the start of the next inning.

5. OTHER:

- a. SPAR will furnish the following for each game.
 - (1) Game balls. The official ball is the **Diamond DDY-1**.
 - (2) One set of five helmets with face guards will be available for use at each field. These helmets are available for use by either or both teams.



2010 YOUTH T-BALL / BASEBALL

PLEASE COMPLETE AND RETURN TO THE SPAR ATHLETICS DEPARTMENT

(Team Entry Deadline: March 19, 2010)

SEASON BEGINS APRIL 5, 2010

Child's Name: _____

Birth Date: _____

Address: _____

Apt: _____

City: _____

Zip: _____

Phone No.: _____

Coach: _____ School & Grade: _____ / _____

1. A child may play UP one age division but **cannot play down**.
2. **It is the coach's responsibility not to place players on the roster who are not of the proper age.**

Age Divisions

- 4 - 5 year old: must be 4 by April 1, 2010
cannot be 6 before April 1, 2010
- 5 - 6 year old: cannot be 7 before April 1, 2010
- 7 - 8 year old: cannot be 9 before April 1, 2010
- 9 - 10 year old: cannot be 11 before April 1, 2010
- 11 - 12 year old: cannot be 13 before April 1, 2010
- 13 - 14 year old: cannot be 15 before April 1, 2010

I, the parent or guardians of the above named child, give my permission for him/her to participate in the Shreveport Public Assembly & Recreation (SPAR) T-Ball / Baseball Program. I will not hold SPAR, the City of Shreveport, nor any official responsible if my child is injured while engaging in this sport. I understand the hazards and dangers involved in the sport and will use my own insurance, if needed. I also agree to provide a copy of my child's birth certificate which will be kept on file at the SPAR Athletic Office.

Parent or Guardian Signature

Date

ADDITIONAL COACHES

ASST. COACH'S NAME: _____

HOME ADDRESS: _____ (Street) _____ (Apt #)

_____ (City) _____ (Zip Code)

W/PHONE: _____ CELL PHONE: _____ FAX: _____

H/PHONE: _____ PAGER: _____ EMAIL: _____

ASST. COACH'S NAME: _____

HOME ADDRESS: _____ (Street) _____ (Apt #)

_____ (City) _____ (Zip Code)

W/PHONE: _____ CELL PHONE: _____ FAX: _____

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