



City of Henderson Youth Baseball & Softball



2020 Rules and Guidelines

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Revised 2/20

National Standards for Youth Sports

CHILD CENTERED POLICIES AND PHILOSOPHIES

Youth sports programs must be designed and administered so that every child, regardless of their abilities, has an opportunity to have a positive youth sports experience from their participation.

VOLUNTEERS

To ensure that everyone involved strives to make the youth sports program safe, positive and fun for all children, all administrators, coaches and parents must receive information about the program's philosophy, policies and procedures, as well as specific knowledge required for each position.

PARENTS

Parents/guardians must take an active and positive role in their child's youth sports experiences.

SAFE PLAYING ENVIRONMENT

Youth sports programs must provide safe playing facilities and equipment, healthful playing situations and be ready for emergencies, should the need arise.

Source: National Alliance for Youth Sports, 2017

SECTION I: GENERAL LEAGUE INFORMATION

A. RULEBOOK OVERVIEW

The purpose of this document is to provide all participants in the City of Henderson youth baseball/softball program with an overview of our rules and regulations. All games are conducted in accordance with the current Little League Baseball and NSA Softball rules of the game and decisions as modified by the City of Henderson in effect as of Dec. 31, 2018. Any issues not specifically addressed in these guidelines will be governed by the City of Henderson. The program coordinator reserves the right to modify, adjust or omit any rule in this document to enhance the quality of the program. A complete copy of all City of Henderson regulations and guidelines is available by contacting the Sports office.

B. DIVISION SETUP

Each participant is assigned to a division based on their date of birth.

1. The aging date for the 2020 youth baseball/softball season is Sept. 30, 2019.
2. No player may play in a division other than the one they are assigned based on their date of birth unless approved by the program coordinator.
3. Divisions are broken down into zones determined by ZIP codes. Zones may be combined based on registration numbers.
 - a. Zone 1: 89002, 89005, 89011 89009 and 89015 ZIP codes.
 - b. Zone 2: 89011, 89014, 89074 and Las Vegas ZIP codes (except 89123 and 89183).
 - c. Zone 3: 89012, 89044, 89052, 89053, 89123 and 89183 ZIP codes.

Division	U6	U8	U10	U12	U14	U19
Age	5	6-7	8-9	10-11	12-13	14-18

C. SEASON TIMELINE

1. All practices begin (depending on field availability) the week of March 9. Practices will be 90 minutes in duration. Coaches may hold practice up to twice per week in the preseason, and once per week during the season.
2. First game for all divisions is scheduled to be played the week of March 23 and ends with the last game played the week of May 18.
3. Please note the timeline may be adjusted due to unforeseen circumstances that alter availability of allocated field space.

D. JURISDICTION

1. FIELDS

The City of Henderson maintains jurisdiction over fields during programmed events. Participants will respect and honor the rules and regulations set forth by the City of Henderson.

2. UMPIRE AND STAFF AUTHORITY

Coaches, parents, spectators, and players are reminded that the umpire and City of Henderson staff are the authority in control of the field, including surrounding park areas from the time they arrive until the time they leave the field. The umpire is empowered to enforce these rules and regulations.

E. TEAM CONDUCT

1. COACHES' RESPONSIBILITIES

Each team must have one coach designated as the head coach and may have up to one assistant coach. In the event that the head coach is ejected from the game, then the assistant coach will be designated as the head coach. A substitute coach may be granted with permission from the program coordinator.

- a. All coaches must be NYSCA certified before the first game of the season.
- b. Coaches must stay off the field and on their respective sides of the field.
- c. Coaches must behave responsibly and may not shout at the umpire or otherwise interfere with the game.
- d. Coaches should limit specific instructions during the game and do the majority of their coaching during practice.
- e. No voice amplification devices are allowed.
- f. Alcohol, tobacco and illegal drugs are prohibited.
- g. Head coaches are responsible for their own conduct as well as the conduct of their assistant coaches, players, and spectators affiliated with the team.
- h. Coaches along with umpires should make every effort to ensure the games are safe and fair.
- i. After the games please make sure all trash is picked up around your dugout.
- j. Both teams must line up for post-game handshakes.

2. SPECTATORS' RESPONSIBILITIES

All individuals who are not coaches, players, officials, or City of Henderson employees are considered to be spectators from the time they enter the field until the time they leave. This league is designed to promote fun and fundamentals. Below are some simple rules that should be observed by spectators

- a. Shouting at players from the sidelines is not permitted; it is the coach's responsibility to direct the players.
- b. Parents are encouraged to cheer for their child's team. They should refrain from any disparaging or discouraging comments.
- c. Avoid obvious displays of anger.
- d. Display good sportsmanship.
- e. Do not shout insults at the umpire. The umpire has authority to stop the game if the crowd becomes discourteous.
- f. Absolutely no smoking, tobacco or alcoholic beverages are permitted at any game.
- g. All non-playing children must be supervised at all times.
- h. All posted facility rules apply.

3. FIELD RULES

- a. During batting practice pitch only from the pitcher's mound, not from the grass. To reduce distance, move the batter in front of home plate.
- b. No soft or hard pitch or batting balls against fences or backstop.
- c. No digging holes in the grass with cleats

F. DISCIPLINARY PROCEDURES

1. PLAYERS DISCIPLINED BY THE COACH

While the City of Henderson recognizes discipline is a key ingredient to the success of a team, no coach can prevent a player from participating in a game without prior approval from the City of Henderson. Any coach who feels a player's playing time should be restricted due to tardiness, absenteeism, behavior, or any other reason should discuss the matter with the program coordinator prior to the game.

2. PLAYERS EJECTED BY THE OFFICIAL

All players ejected off the field by the umpire cannot participate in the remainder of the game. Such players are allowed to remain on the bench provided they do not, in the opinion of the umpire, further disrupt the game. Any player dismissed from the field by the umpire will be suspended for one or more subsequent games, subject to review by the program coordinator.

In all cases where a player is sent off the field, the umpire must submit a written report to the program coordinator within 24 hours, upon request.

3. EJECTION OF COACHES

The umpire or league representative may eject any coach from the vicinity of the facility for the remainder of the game if they feel the coach's behavior is inappropriate. The game will not resume until the coach complies with the ejection. If the umpire or league representative decides to abandon or terminate the game because a coach fails to leave the immediate vicinity after being ejected, the program coordinator will decide the outcome of the game. The umpire shall verbally inform the head coach of the ejection and all implications that may apply.

Any coach ejected by the umpire or league representative will be suspended for one or more subsequent games, subject to review by the program coordinator. In all cases where a coach is ejected, the umpire or league representative must submit a written report to the program coordinator within 24 hours.

4. EJECTION OF SPECTATORS

The umpire or league representative may eject any spectator from the vicinity of the field for the remainder of the game if they feel the spectator's behavior is inappropriate. The game will not resume until the spectator complies with the ejection. If the umpire or league representative decides to abandon or terminate the game because a spectator fails to leave the immediate vicinity after being ejected, the program coordinator will decide the outcome of the game. Any spectator ejected by the umpire or league representative will be suspended for one or more subsequent games, subject to review by the program coordinator. In all cases where a spectator is ejected, the umpire or league representative must submit a written report to the program coordinator within 24 hours upon request.

G. SUSPENDED OR POSTPONED GAMES

In the event a game is not completed in regulation time for any reason (including insufficient players, or abandonment or termination by the official), all relevant facts must be submitted to the program coordinator for review. The program coordinator has the option to:

1. Schedule the game to be replayed, thus nullifying the original game.
2. Continue playing the game at a later date with the score and elapsed time starting as it was when the game was terminated or abandoned.
3. Accept the score of the game at the moment it ended as the final score.
4. Award both teams a tie.
5. Award one team a win and the other a loss.

The program coordinator's decision is final and under no circumstances can a match be protested by a coach, spectator or player.

H. SCHEDULING

1. Games requiring rescheduling due to weather conditions, field conditions or other unforeseen problems will be rescheduled at the earliest open date when (and where) feasible. If these games cannot be conveniently rescheduled before the conclusion of the season, they will only be played if they would have a bearing on first place in the final league standings.
2. Cancellations will only be made by the City of Henderson. No other cancellation request will be honored.

I. QUALITY OF UMPIRES

All umpires have different styles of umpiring and different levels of experience. Coaches, spectators, and players must make allowance for these differences and realize that umpires are

part of the game. The final outcome of a game is rarely determined by an umpire's actions or inactions. Any concerns regarding umpiring should be filtered through the head coach of the team and discussed with either the site lead or program coordinator at an appropriate time. Umpires will consist of Vegas Valley Baseball and NSA-contracted umpires.

J. EQUIPMENT

1. COACHES' EQUIPMENT RESPONSIBILITIES

The City will provide equipment to coaches. After the last game of the season, all equipment must be returned. Equipment not returned to the Sports office will be the responsibility of the head coach. Coaches may be held financially responsible for any damaged, lost or stolen equipment.

2. PLAYERS' EQUIPMENT RESPONSIBILITIES

- a. Each player must wear the City-issued shirt and hat or visor. Uniform shirts must be tucked in and shoelaces must be securely tied.
- b. A player may not wear anything that could be dangerous to themselves or to another player, including orthopedic casts (even if cushioned), rings, watches, jewelry, and hair clips. Hair ties must be soft in texture. Exception: Prescription eyeglasses that appear to be reasonably safe.
- c. Uniforms may not be altered in any way (excluding city-approved sponsorship logos printed by the uniform vendor).
- d. Sweatpants, jeans and baseball pants are acceptable.
- e. In the U6 and U8 Divisions, pants and shorts are allowed.

Division	Size Baseball
U19 Boys	L.L. Baseball
U15/U12 Boys	RIF – 10
U10 Boys	RIF – 5
U6/U8	RIF – 1
U10/U14/U12/U10 Girls	11" Softball

- f. *It is mandatory that all baseball players wear a protective cup.*
- g. All batters, runners and player base coaches are required to wear Little League-approved protective headgear at all times. If the protective headgear should become intentionally dislodged while the player is running or advancing from one base to another, the player will be called out immediately.
- h. Helmets must meet NOCSAE specifications.
- i. All catchers must wear full protective gear when on defense and when warming up with a pitcher. The mask must have the "dangling" throat guard. Skull caps are not permitted.
- j. *No metal, hard plastic or polyurethane spikes similar to metal are allowed.*
- k. If a player is wearing an ineligible uniform, City of Henderson reserves the right to allow that player to participate in the game as a legal player if they feel it is safe and fair to do so. Officials, coaches and game monitors should be notified if a player is out of uniform before the player enters the game. A game cannot be protested due to a player being out of uniform. City of Henderson and game officials will be the sole determining factor whether a player is deemed eligible or ineligible.

3. GAME BALLS

Game balls are provided by the City of Henderson Sports office on game days. Teams are responsible for providing their own warmup balls before games. Reduced Injury Factor (RIF) baseballs are used.

K. FORFEITS AND PROTESTS

An umpire will call a forfeit when a team has fewer than eight players at the end of a five-minute

1. A double forfeit is called when neither team has the allotted number of players at the end of the five-minute grace period from the scheduled starting time.
2. The score of a forfeited game or game won by default is 1-0.
3. Using ineligible players or misrepresentation in any form including name, numbers or equipment results in a forfeit.
4. No protests are allowed in the City of Henderson youth baseball league. The purpose of this program is to foster skill development and positive attitudes among the players. All rule disagreements must be settled at the time of dispute.

L. PLAYER PARTICIPATION REQUIREMENTS

1. MINIMUM PLAYING TIME

Every player must play at least six defensive outs and must bat at least once in every game.

2. PLAYER SUBSTITUTION GUIDELINES

Player participation is controlled through proper substitution procedures:

- a. Late-arriving player: If the player arrives after the beginning of the game, the player is not guaranteed the minimum playing time.
- b. Player injury: If a player is injured and play has been stopped by the umpire, the coach may choose to provide a substitute for the player.

M. COACHING TACTICS

- N. The overall object is for players to enjoy the game and strive to do their best at every level. Coaches should recognize that the primary goal of the City of Henderson Youth Sports program is to teach fundamentals and sportsmanship in a safe setting. Coaches should keep practices engaging and play each player at a variety of positions giving them the best chance to succeed. U6 and U8 practices should focus on fun activities and the basics of baseball. Coaches in the U10 to U19 divisions should introduce tactical thinking and strategy based on their division's skill level. The key to being a successful coach is not determined by your record, but by creating an environment that allows players to learn and fall in love with the sport.

O. MISCELLANEOUS

1. City of Henderson teams will not be endorsed nor will they be encouraged to go into any post-season tournament other than those included in the City of Henderson program.
2. Please recognize that the City of Henderson does not carry medical accident insurance for injuries sustained in its recreation programs or facilities. The cost of such could make program costs prohibitive. Our league recommends that you review your own health insurance policy coverage.
3. Coach Minimum Age Requirement
 - a. All head and assistant coaches must be at least 16 years old. We must have a parent/guardian signature if ages 16 or 17.
 - b. If under the age of 16, the applicant must be approved by the Recreation program coordinator.

SECTION II: BASEBALL-SPECIFIC INFORMATION

A. FIELD OF PLAY

Field sizes are subject to change at the league's discretion.

DIVISION	PITCHING	BASE	BOX	PLATE TO	CHALK BASE LINES
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	BOUND TO HOME PLATE	LENGTH	(WIDTH X DEPTH)	BOX (DISTANCE)	
U19	60 feet 6 inches	90 feet	4 feet x 6 feet	6 inches	Home plate to grass
U15	54 feet	80 feet	4 feet x 6 feet	6 inches	Home plate to grass
U10/12	46 feet	60 feet	3 feet x 6 feet	4 inches	Home plate to grass
U8	30 feet	60 feet	No box	No box	No
U6	30 feet	60 feet	No box	No box	No

1.

B. RULES

1. Play in the City of Henderson's Youth Baseball League is governed by the current edition of "Official Regulations and Playing Rules of Little League Baseball" with the city's rules supplement taking precedence when applicable and necessary.
2. FIELD RULES
 - a. Game warmups should be done beyond first and third base.
 - b. Clean dugouts after each practice and game. Use trash receptacles.
 - c. No on-deck batters and outside dugout warmup batters are allowed.
 - d. The only player with a bat should be the player at bat.
 - e. Base coach consists of either one eligible player in uniform with helmet and one adult coach, or two adult coaches.
 - f. CHATTERING (CHANTING) against the opposing team is prohibited. In accordance with good sportsmanship, teams should motivate themselves in a positive manner and not intimidate, ridicule or distract the opposing team with chatter.
3. END OF GAME – COACHES INITIALS ON SCORECARDS
 - a. After every completed U10– U19 baseball game, both head coaches must initial to approve the score of the game from the umpire.

C. TIME LIMIT

DIVISION	NO NEW INNING WILL START AFTER	DROP DEAD TIME RULE	OFFICIAL GAME TIME (DUE TO WEATHER & OTHER)
U10B & U12B	90 minutes (1:30)	105 minutes (1:45)	60 minutes (1:00)
U15B & U19B	105 minutes (1:45)	120 minutes (2:00)	75 minutes (1:15)

1. If the home team is batting and in the lead, the score at that time remains; otherwise, the score reverts to the previous inning.
2. If it appears to the umpire that a team is purposely delaying the game to reach the drop-dead time, the umpire can speed up the game by calling players out or declaring a forfeit after issuing a warning. U8 league will have no goalie.

D. NUMBER OF PLAYERS

Each player must be listed on the team's official roster to participate. A team that cannot supply the minimum number of qualified players (seven players) within five minutes of the scheduled start time will forfeit the game. Minimum numbers are subject to change at the league's discretion. Both teams must finish the game with a minimum of seven eligible players.

E. BASEBALL PITCHING

1. The City of Henderson, in accordance with Little League Baseball, has determined that the actual number of pitches thrown is a safer way to regulate pitching in youth baseball.
2. In the best interest of young players' development, curve ball pitching is not allowed in the

- U12 divisions. Determination of pitches is at the sole discretion of the umpire.
3. A pitcher must be removed from the mound when the limit for their age group (as noted below) is reached.
 4. Pitching limits for players by division:
 - a. 16/U19 Division: 90 pitches per day
 - b. U15 Division: 80 pitches per day
 - c. U12 Division: 70 pitches per day
 5. Pitchers must adhere to the following requirements:
 - a. 66 or more pitches in a day: four calendar days of rest must be observed.
 - b. 51-65 pitches in a day: three calendar days of rest must be observed.
 - c. 36-50 pitches in a day: two calendar days of rest must be observed.
 - d. 21-35 pitches in a day: one calendar day of rest must be observed.
 - e. 0-20 pitches in a day: no rest is required.
 6. Exception: If a pitcher reaches the limit imposed for their division while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - a. That batter reaches base.
 - b. That batter is put out.
 - c. The third out is made to complete the half inning.
 7. Pitcher and catcher rule
 - a. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
 - b. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day (one pitch counts as one inning).
 8. If a pitcher is removed from the mound, they cannot return to the mound for the rest of the game.
 9. Each team must designate a scorekeeper as official pitch count recorder. The pitch count recorder must provide current pitch count for any pitcher when requested by either manager or any umpire; however, the home team is the official book of record.
 10. Pitches delivered in games declared as ties or suspended are charged against the pitcher's eligibility.
 11. If the manager or coach calls a second timeout to visit the pitcher, the pitcher must be removed from the mound.
 12. Balk rule:
 - a. There is a no balk rule in the U10 and U12 divisions.
 - b. Balks are allowed in U15 & U19 divisions. There is one warning before a balk is enforced. If a balk occurs and there is a player on third base, that player can go to home base.
 13. An umpire or city staff member has the right to remove a pitcher for safety reasons

F. SLIDE OR AVOID RULE

If a runner is advancing from one base to another, they must take all measures to avoid a collision with a defensive player by either sliding or avoiding the play.

G. U6 (T-BALL) & U8 (COACH PITCH) GUIDELINES

1. BATS
Must be Little League certified T-ball bats only.
2. DURATION OF GAME
 - a. Game time: 60 minutes.
 - b. No score is kept.
3. UMPIRES
Each inning, the manager of the offensive team will umpire. City staff will substitute when necessary.

4. PLAYING THE GAME

a. DEFENSIVE

- i. Each team will field all players on their roster on defense.
- ii. The infield fly rule will not be enforced
- iii. U6 DIVISION: T-BALL
 - a. Players must be at least 10 feet away from the tee.
 - b. Overthrows: The runner does not advance
- iv. U8 DIVISION: COACH PITCH
 - a. All players except the pitcher and catcher may be positioned.
 - b. No player can be in front of the coach on the pitcher's mound.
 - c. Overthrows: The runner does not advance
 - d. The catcher must wear a batting helmet while behind the plate.

b. END OF AN INNING

- i. The side is retired after a team has sent their entire lineup to bat or the maximum number of players between two teams. Example: If Team A has seven players and Team B has ten players, both teams will bat ten players each inning.
- ii. When the last batter comes to the plate, the offensive coach must inform the defensive team's last batter.
- iii. Encourage the last batter to run as far as possible, without running into an obvious out.

c. BATTING

- i. Changing the batting order from game to game is encouraged.
- ii. Batting order includes all players present.
- iii. There is no on-deck batter.
- iv. U6 DIVISION: T-BALL
 - a. There are no strikeouts. After the third swing the manager or coach can assist the hitter.
 - b. A hit is any ball that moves farther than 6 feet from the batting tee.
 - c. The coach of the offensive team is the only person to place the ball on the tee.
- v. U8 DIVISION: COACH PITCH

There are no called strikes or balls. Five pitches maximum per batter. If after five pitches the batter has not hit the ball in play, a tee will be placed for the batter to take one swing.

d. BASE RUNNING

- i. Runners will not leave the bases until the ball is batted.
- ii. Runners may advance only as a result of a hit ball.

e. BASE COACHES

- i. The coach must instruct and guide players during the progress of the game.
- ii. Base coaches, who must be adults, cannot touch the base runner at any time.

f. SPECIAL RULES

- i. Catchers may use a regular playing mitt.
- ii. The coach of the offensive team is responsible for positioning the catcher. Keep the catcher at least 6 feet from the tee to avoid being hit by the bat.

H. U10 GUIDELINES

1. BATS

All bats must be Little League certified 2¼-inches in diameter and must be approved and labeled by a Recreation coordinator or site leader.

2. NUMBER OF PLAYERS

Maximum of nine players on the field. A team may start the game with seven players and still constitute an official game.

3. PLAYING THE GAME

a. PLAYING TIME AND SUBSTITUTIONS

- iii. Every player must play at least six defensive outs in the field.
- iv. All defensive substitutions must be made before the first pitch of the third inning.

b. OFFENSIVE RULES

Pitching machine will be used. The offensive coach will be giving the pitches to the player.

- v. Five pitches – three swinging strikes is a strike out.
- vi. No base lead offs.
- vii. No base steals.
- viii. No walks.
- ix. If the batter hits the ball and contacts either the machine or the coach on the field, it will be a dead ball. The batter will be awarded first base. If there are runners on base, they can only advance if forced from the batter awarded first base.
- x. Players can only advance one base on an overthrow during a live play.
- xi. Each game will be no more than six innings, unless one team is leading by ten runs at the end of four innings.
- xii. Each team is allowed to score a maximum of five runs in the first three innings.
- xiii. There is no limit thereafter.
- xiv. The batting lineup consists of all players.
- xv. The infield fly rule is enforced.
- xvi. Standings are recorded.
- xvii. An on-deck batter is not allowed.

c. STEALING BASES

- i. All runners must remain in contact with the base until the ball is hit.
- ii. Runners may not steal home.
- iii. Runners on third base may advance only if one of the following occurs on batted ball, bases loaded walk or hit batter.

d. DEFENSIVE RULES

- iv. All defensive plays that are made from a defensive player and touches the pitching machine, the throw is a dead ball – safe. If there are runners on base, they can only advance if forced from the batter awarded first base.
- v. There will be a catcher in position catching the pitches.
- vi. If the pitching machine malfunctions, we will have an extra one available.
 - a. In case a pitching machine is not available, the coach will be pitching to the players.

I. U12 GUIDELINES

1. BATS

All bats must be Little League certified 2¼-inches in diameter and must be approved and labeled by a Recreation coordinator or site leader.

2. NUMBER OF PLAYERS

Maximum of nine players on the field. A team may start the game with eight seven players and still constitute an official game.

3. PLAYING THE GAME

a. PLAYING TIME AND SUBSTITUTIONS

- i. Every player must play at least six defensive outs in the field.
- ii. All defensive substitutions must be made before the first pitch of the third inning.

b. STEALING BASES

- i. All runners must remain in contact with the base until the ball crosses home plate. No base lead-offs.
- ii. Players advancing early will be called out.
- iii. Runners may steal only one base per pitch.

- iv. Runners may not steal home.
- c. **RUNNERS ON THIRD BASE**
Runners on third base may advance at their own risk if one of the following occurs:
 - i. Advance on a batted ball.
 - ii. Bases loaded walk or hit batter.
- d. **OFFENSIVE RULES**
 - i. Each game will be no more than six innings, unless one team is leading by ten runs at the end of four innings.
 - ii. Each team is allowed to score a maximum of five runs in the first three innings. There is no limit thereafter.
 - iii. The batting lineup consists of all players.
 - iv. Drop-ball third-strike rule is not allowed.
 - v. The infield fly rule is enforced.
 - vi. Standings are recorded.
 - vii. An on-deck batter is not allowed.

J. **U15 GUIDELINES**

- 1. **BATS**
All bats must be Little League certified, 2¼" - 25/8" diameter and must be approved and labeled by a Recreation coordinator or site leader.
- 2. **NUMBER OF PLAYERS**
Maximum of nine players on the field. A team may start the game with seven players and still constitute an official game.
- 3. **PLAYING THE GAME: OFFENSIVE RULES**
 - a. Each game will be no more than seven innings unless one team is leading by 10 runs at the end of four complete innings.
 - b. Each team is allowed to score a maximum of five runs in the first three innings. There is no limit thereafter.
 - c. The batting lineup will consist of all players.
 - d. Drop-ball third-strike rule is enforced.
 - e. The infield fly rule is enforced.
 - f. On-deck batter is allowed only if the circle has been chalked on the field.
 - g. Standings are recorded.
 - h. **SLIDING RULE:** No head first slides into the next base. You will be called out.
 - i. They can slide back head first back to base.

SECTION III: SOFTBALL-SPECIFIC INFORMATION

A. FIELD OF PLAY

Field sizes are subject to change at the league's discretion

DIVISION	PITCHING MOUND	BASE LENGTH	BOX (WIDTH X	PLATE TO BOX	SAFETY LINE	COMMITMENT LINE	FIELD ARC
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			DEPTH)	(DISTANCE)			
U19	46 feet	90 feet	4 feet x 6 feet	6 inches	Perpendicular from home plate	30 feet	125 feet
U14	46 feet	80 feet	4 feet x 6 feet	6 inches	Perpendicular from home plate	30 feet	125 feet
U12	35 feet	60 feet	4 feet x 6 feet	4 inches	Perpendicular from home plate	30 feet	None
U10	35 feet	60 feet	4 feet x 6 feet	4 inches	Perpendicular from home plate	30 feet	None

B. RULES

1. Play in the City of Henderson's Youth Softball League is governed by the current edition of "Official Regulations and Playing Rules of National Softball Association" with the city's rules supplement taking precedence when applicable and necessary.
2. FIELD RULES
 - a. GAME WARM-UPS should be done beyond first and third base.
 - b. Clean dugouts after each practice and game. Use trash receptacles.
 - c. No on-deck batters and outside dugout warm-up batters are allowed. The only player with a bat should be player at bat.
 - d. CHATTERING (CHANTING) against the opposing team is prohibited. In accordance with good sportsmanship, teams should motivate themselves in a positive manner and not intimidate, ridicule or distract the opposing team with chatter.
3. END OF GAME – COACHES INITIALS ON SCORECARDS
 - a. After every completed U10–U19 baseball game, both head coaches must initial to approve the score of the game from the umpire.

C. TIME LIMIT

DIVISION	NO NEW INNING WILL START AFTER	DROP-DEAD TIME RULE	OFFICIAL GAME TIME (DUE TO WEATHER & OTHER)
U10G-U19G	60 minutes (1:00)	70 minutes (1:10)	45 minutes (0:45)

1. If the home team is batting and in the lead, the score at that time remains; otherwise, the score reverts to the previous inning.
2. If it appears to the umpire that a team is purposely delaying the game to reach the drop-dead time, the umpire can speed up the game by calling players out or declaring a forfeit after issuing a warning.

D. NUMBER OF PLAYERS

Each player must be listed on the team's official roster to participate. A team that cannot supply the minimum number of qualified players (seven players) within five minutes of the scheduled start time will forfeit the game. Minimum numbers are subject to change at the league's discretion. Both teams must finish the game with a minimum of seven eligible players.

E. BATS

All bats must be softball bats with NSA 2012 logo and BPF 1.20

BARREL (TYPE)	DIAMETER	LENGTH	LABEL REQUIREMENTS
Alloy/aluminum	2 ¼ " – 2 5/8"	34" or less	BPF 1.20 and NSA 2012 logo
Alloy/aluminum	2 ¼ " – 2 5/8"	34" or less	Softball BPF 1.20 or less

F. COMMITMENT LINE RULE

1. Plays at home are always a force out. A perpendicular line of 6 feet is drawn 30 feet from home plate on the third base foul line. If a runner advances past the line they must
2. There is a line drawn from home plate to the backstop pole on the third base line.
The runner has the option of crossing anywhere on the line before the force play is made.
All plays at home will automatically be a force out. There will be no sliding across the line.
If players slides across the line or touches home plate, they will be called out.

G. SLIDE OR AVOID RULE

If a runner is advancing from one base to another, they must take all measures to avoid a collision with a defensive player by either sliding or avoiding the play.

H. U10 GIRLS SOFTBALL GUIDELINES

PLAYING THE GAME

1. PLAYING TIME AND SUBSTITUTIONS

- a. Every player must play at least six defensive outs in the field.
- b. All defensive substitutions must be made before the first pitch of the third inning.

2. PITCHING RULES

- a. The pitching rubber will be placed 11 feet in front of the existing rubber or 35 feet from home plate.
- b. Coaches pitch to their own teams.
- c. The team designates a pitcher to play on defense
- d. Only one coach pitches to their team. (No other coach can be on the field)
- e. There are no called strikes and balls. Each batter will receive five pitches maximum, unless a fair ball is in play. Foul balls do count as a pitch towards the five pitches.
- f. U10G coaches pitch to their players.
 - i. If a coach delays on the mound, a first warning is given.
 - ii. If the coach delays on the mound, there is a second warning, and the coach loses the right to pitch to their team for the remainder of the game and will be in the dugout.
 - iii. If there is not another certified coach, the team forfeits the game. The rest of the game will be a scrimmage.

3. OFFENSIVE RULES

- a. Each team is allowed to score a maximum of five runs int the first three innings. There is no limit thereafter.
- b. Bases on overthrows will be awarded in the following manner:
 - i. An overthrow to any base that results in a live dropped or missed ball, a runner may advance only one additional base at their own risk. Additionally, runners may not advance more than one base even if a second put-out attempt is made.
 - ii. The ball is considered live until the umpire rules it "dead."
- c. Sliding into bases is not allowed.

4. DEFENSIVE RULES

- a. On defense, a team must have a minimum of four players in the outfield grass area.
- b. Once the ball is hit into play, outfield players may enter into the dirt area.
- c. In the event a team has fewer than 10 players, the following occurs: nine defensive players equal a minimum of three players in the outfield area; eight defensive players equal a minimum of two players in the outfield in the outfield area.

I. U12 Girls Softball Guidelines

1. PITCHING RULES

- a. The pitcher shall take a position with one or both feet in contact on the chalk line which is 11 feet in front of the original pitcher's mound and 35 feet distance from home plate.
 - i. The ball must be pitched underhand at a slow speed, arch at least six feet upon leaving the pitcher's hand and rise higher than 10 feet above the ground while the foot is on the pitching rubber mound (U12 Softball – the chalk line).

2. OFFENSIVE RULES

- a. Each game will be no more than seven innings unless one team is leading by ten runs at the end of five innings.
- b. Each team is allowed to score a maximum of five runs per inning in the first three innings. There is no limit thereafter.
- c. The infield fly rule is enforced.
- d. Players will play with a four-ball, two-strike count (four balls constitute a walk and two strikes constitute a strikeout).
 - i. Each Batter starts with one no ball and one strike count (0-1).
 - ii. After two strikes a batter can hit as many foul balls.
- e. All runners must remain in contact with the base until the ball crosses home plate.No base lead-offs.
- f. Sliding Rule: Players are allowed to slide into second or third base only.
 - i. Any head sliding into any base is an out!
 - ii. Players cannot slide into first base or home plate. You will be called out!
 - iii. No sliding allowed crossing the last commitment line.You will be called out!

3. DEFENSIVE RULES

- a. On defense, a team must have a minimum of four players in the outfield grass area.Once the ball is hit into play, outfield players may enter into the dirt area.
 - i. In the event a team has fewer than 10 players, the following occurs: nine defensive players equal a minimum of three players in the outfield area; eight defensive players equal a minimum of two players in the outfield area.

J. U14-U19 Girls Softball Guidelines

1. PITCHING RULES

The pitcher shall take a position with one or both feet in contact with the pitcher's plate. The ball must be pitched underhand at a slow speed, arch at least six feet upon leaving the pitcher's hand and rise higher than 10 feet above the ground while one foot is on the pitching rubber mound.

2. OFFENSIVE RULES

- a. Each game will be no more than seven innings unless one team is leading by 10 runs at the end of five innings.
- b. Each team is allowed to score a maximum of five runs per inning in the first three innings. There is no limit thereafter.
- c. The infield fly rule is enforced.
- d. Players will play with a three-ball, two-strike count (three balls constitute a walk and two strikes constitute a strikeout).
 - i. Each batter starts with one ball and one strike count.
 - ii. After two strikes batter can hit as many foul balls.
- e. All runners must remain in contact with the base until the ball crosses home plate.No base lead-offs.

- f. Sliding Rule: Players are allowed to slide into 2nd or 3rd base only.
 - i. Any head sliding into any base is an out.
 - ii. Players cannot slide into first base or home plate. They will be called out.
 - iii. No sliding allowed crossing the last commitment line. They will be called out.
- 3. DEFENSIVE RULES: U14 & U19 SOFTBALL ONLY

An arc will be drawn on the outfield, 120 feet from home plate. Outfields on the grass must be behind the arc for all batters. The fielders behind the arc may move across the arc line after the ball has been hit by a batter. If a fielder crosses the line early, the batter will be awarded first base (delayed dead ball).

SECTION IV: OTHER INFORMATION

A. Terminology

BALK	An illegal movement by the pitcher with a runner or runners on base.
BALL	A pitch or partial delivery that does not enter the strike zone and meets one of five criteria.
BASE ON BALLS	An award of first base granted to a batter who, during their time at bat, receives four pitches outside the strike zone.
BATTER	The offensive player positioned in the batter's box.
BATTER'S BOX	The area within which the batter is positioned when at bat.
BATTER-RUNNER	A term that identifies the offensive player who has just finished the time at bat and is either put out or becomes a runner before the play ends.
BENCH OR DUGOUT	The area reserved for team personnel in proper uniform engaged in the game.
BUNT	A legally batted ball, not swung at but intentionally met with the bat and tapped within the infield.
CATCHER'S BOX	The area the catcher occupies until the pitcher releases the ball.
CHECKED SWING	Checked swing is called a strike if the barrel head of the bat crosses the front edge of home plate or the batter's front hip.
DEAD BALL	A ball not in play because the play legally has been suspended temporarily.
DEFENSE	The player or team not at bat and in the field.
DOUBLE PLAY	A play by the defense in which two offensive players are put out as a result of continuous action, provided there is no error between the outs.
FAIR BALL	A legally batted ball that settles on or over fair territory.
FIELDER'S CHOICE	The act of a fielder who, in playing a fair ground ball, attempts to or does retire another base runner rather than throwing to first base to put out the batter-runner.
FLY BALL	A batted ball that goes high in the air directly off the bat.
FORCE PLAY	A play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.
FORFEITED GAME	A game declared ended and awarded to the offended team by the umpire.
FOUL BALL	A batted ball that: <ul style="list-style-type: none"> a. Settles on foul territory between home plate and first base or third base. b. Bounds past first or third base on or over foul territory. c. First touches foul territory beyond first or third base.

	d. First touches a player, umpire or any object not part of the playing field while over foul territory.
FOUL TIP	A batted ball that travels directly from the bat to the catcher's hands and is caught legally by the catcher. It is a strike and the ball is in play.
ILLEGAL BAT	A bat that does not display the approved certification mark, or in the umpire's judgment or upon appeal of the opposing team, has been altered so as to affect the distance factor, or cause an unusual reaction on the ball.
ILLEGAL PITCH	A pitch delivered to the batter without the pitcher's pivot foot in contact with the pitcher's rubber or the pitcher making a quick return pitch. With no runner(s) on base, it is a ball; with a runner(s) on base, it is a balk.
ILLEGALLY BATTED BALL	A ball hit by the batter with one or both feet on the ground and entirely outside the batter's box, or a ball hit with an illegal bat.
INFIELD FLY	A fair fly ball (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort, when first and second or first, second and third bases are occupied before two are out. The pitcher, catcher and any outfielder who is positioned in the infield on the play are considered infielders for the purpose of this rule. In the case of a declared or undeclared infield fly, the ball is live and runners may advance at their own risk. If a declared infield fly becomes a foul ball, it is treated the same as any foul.
INNING	That portion of a game in which the teams alternate on offense and defense and in which there are three outs for each team. Each team's time at bat is a half-inning.
PINCH HITTER	An eligible substitute player who is not listed in the lineup and bats for a player listed in the lineup.
PINCH RUNNER	An eligible substitute player who is not listed in the lineup and who runs for a player who has reached base.
RUN DOWN	The act of the defense in an attempt to put out a runner between bases.
SAFE	A declaration by the umpire that a runner who is trying for a base is entitled to that base by virtue of reaching it before being tagged or forced out.
STRIKE	A legal pitch when so called by the umpire, which <ul style="list-style-type: none"> a. Is struck at by the batter and is missed. b. Is not struck at, if any part of the ball passes through any part of the strike zone. c. Is fouled by the batter when the batter has fewer than two strikes. d. Is bunted foul. e. Touches the batter as the batter swings at it. f. Touches the batter in flight in the strike zone. g. Becomes a foul tip.
STRIKE ZONE	The area over home plate from the bottom of the kneecaps to the midpoint between the top of the shoulders and the top of the uniform pants. The strike zone is determined from the batter's stance as the batter is prepared to swing at a pitched ball.
	TAG The action of a fielder in touching a base with any part of the body while holding the ball securely and firmly in the hand or glove or touching a runner with the ball or with the glove while

TRIPLE PLAY

holding the ball securely and firmly in that hand or glove.

A continuous play by the defense in which three players are put out without an error between the outs.

NEVADA REVISED STATUTE

NRS 199.300 Intimidating public officer, public employee, juror, referee, arbitrator, appraiser, assessor or similar person.

1. A person shall not, directly or indirectly, address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce such a person contrary to his or her duty to do, make, omit or delay any act, decision or determination, if the threat or intimidation communicates the intent, either immediately or in the future:
 - a. To cause bodily injury to any person;
 - b. To cause physical damage to the property of any person other than the person addressing the threat or intimidation;
 - c. To subject any person other than the person addressing the threat or intimidation to physical confinement or restraint; or
 - d. To do any other act which is not otherwise authorized by law and is intended to harm substantially any person other than the person addressing the threat or intimidation with respect to the person's health, safety, business, financial condition or personal relationships.
2. The provisions of this section must not be construed as prohibiting a person from making any statement in good faith of an intention to report any misconduct or malfeasance by a public officer or employee.
3. A person who violates subsection 1 is guilty of:
 - a. If physical force or the immediate threat of physical force is used in the course of the intimidation or in the making of the threat:
 - i. For a first offense, a category C felony and shall be punished as provided in NRS
 - ii. For a second or subsequent offense, a category B felony and shall be punished by imprisonment in the state prison for a minimum term of not less than 2 years and a maximum term of not more than 10 years, and may be further punished by a fine of not more than \$10,000.
 - b. If no physical force or immediate threat of physical force is used in the course of the intimidation or in the making of the threat, a gross misdemeanor.
4. As used in this section, "public employee" means any person who performs public duties for compensation paid by the State, a county, city, local government or other political subdivision of the State or an agency thereof, including, without limitation, a person who performs a service for compensation pursuant to a contract with the State, county, city, local government or other political subdivision of the State or an agency thereof.

COACHES' CODE OF ETHICS

I hereby pledge to live up to my certification as an NYSCA* coach by following the NYSCA Coaches' Code of Ethics:

- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
- I will do my best to provide a safe playing situation for my players.
- I promise to review and practice first-aid principles needed to treat injuries of my players.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will provide a sports environment for my team that is free of drugs, tobacco and alcohol, and I will refrain from their use at all youth sports events.
- I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.
- I will use those coaching techniques appropriate for all of the skills that I teach.
- I will remember that I am a youth sports coach, and that the game is for children and not adults.

**National Youth Sports Coaches Association*