

Participant Handbook Index

- 1. DEPARTMENT INFORMATION**
- 2. GOALS AND PHILOSOPHY**
- 3. REGISTRATION**
- 4. REFUND POLICY**
- 5. TEAM PLACEMENTS**
- 6. BASEBALL COACHES**
- 7. PRACTICES / GAME TIMES & SITES**
- 8. CANCELED GAMES**
- 9. RULES**
- 10. CONDUCT/SPORTSMANSHIP**
- 11. UNIFORM DISTRIBUTION**
- 12. EQUIPMENT**
- 13. SAFETY EQUIPMENT**
- 14. AWARDS**
- 15. POST SEASON TOURNAMENT PLAY**
- 16. COMMONLY ASKED QUESTIONS / DEPARTMENTAL RESPONSE**

1. DEPARTMENT INFORMATION

Sponsor: Carrboro Recreation and Parks Department
Address: 100 N. Greensboro St, Carrboro, 27510
Phone: 918-7364
Web site: www.townofcarrboro.org/rp
Fax: 918-4475
Weather line: 918-7373

Office hours: 8:30am- 5:00pm (Monday - Friday)
--

Staff

Anita Jones-McNair Recreation and Parks Director

Athletic Division:

Dennis M. Joines	Recreation Administrator
Craig M. Wolfe	Recreation Supervisor
Charles Harrington	Recreation Supervisor
Dana Hughes	Recreation Supervisor
Wendell Rodgers	Recreation Supervisor
Kim Andrews	Recreation Supervisor

Program Support Staff

Dianah Alston-Sanders Administrative Assistant
Melissa McBane Program Support

2. GOALS AND PHILOSOPHY

The goal of youth athletics is to provide an opportunity for all participants by developing sport skills and creating a wholesome atmosphere. Good sportsmanship and basic fundamentals are emphasized under the leadership of volunteer coaches.

3. REGISTRATION

School League registration is accepted on an individual basis with participants being placed onto teams by the school each participant attends. If there are not enough registrants to form a team of 13, players will be asked to attend a team placement session and will be added to teams to round out rosters. All participants must register for each season/program. Anyone may register male or female, to participate in the program.

Participants are registered into a particular league based upon their playing age. * If requested prior to team placements, a participant may "play up." For a participant to "play up" he/she must be in the final year of their appropriate league. The request to "play up" must be made in writing and directed to the Athletic Division.

League 13-14 years old based upon an August 31, 2009 cut-off date.

**** Special Request for team selection ****

When a registration form is filled out for a program, any special requests such as: friends to be teammates, car-pooling purposes, medical reasons, etc., must be written on the form in the "special information area." The Recreation and Parks Department will inform the coaches of these "special requests" prior to the league draft. **SPECIAL REQUESTS ARE NOT GUARANTEED. It is not mandatory for coaches to fulfill these requests; however they are encouraged to draft with them in mind.**

4. REFUND POLICY

If someone wants to cancel their registration before the season starts, they must notify the Carrboro Recreation and Parks Department in writing to be considered for a refund. A \$5 processing fee applies.

5. TEAM PLACEMENTS

The Recreation Department will designate times for team placements. Team Placement is the process used for the formation of teams in our youth athletic programs. The goal of team placements is to create a balance among all the teams in a specific league and to maintain interest among all participants by providing the fairest level of competition possible. When there are not enough players to form a complete team representing a school attended, those remaining players will be asked to attend one team placement session.

At team placements, the Recreation Department staff conducts a "mini Baseball clinic." Each participant performs specific drills to allow each coach in their league an opportunity to evaluate talent.

After all team placements, the coach's meet to draft the teams. The following is the format of how the draft is conducted:

Pre Draft Status

Registered participants are classified into two categories.

- Pre-assigned participant
- Unassigned participants

Pre-Assigned: The Recreation and Parks Department has the discretion to place any player on a team prior to team placements for the following reasons:

- Players attend the same school
- Brothers or/and sisters on the same team
- Parent becomes the HEAD coach
- Two or more players live in the same household
- Hardship or unusual circumstance approved through the Recreation and Parks Department

c. Unassigned/New Participants

Not enough players to form a complete school based team (13)

New players to the program

Players electing to attend team placements instead of going to a school based team.

III. Draft Information:

The draft is established by the number of players listed on each team roster (Pre-Assigned).

The teams with the least number of players on their rosters (Pre-Assigned) will draft ahead of those teams with more.

When teams have the same number of players on their roster, the order of the draft will flip flop giving each team a chance to draft first in each remaining round.

IV. Draft Participants: The participants in the draft will be:

- a. Head Coach
- b. Assistant Coach (s)*
- c. Designated Staff Personnel

**Note*

- a. Parents of players participating in the team placement process are requested not to attend the draft.
- b. Parents of players attending team placements may not be recruited as an assistant coach prior to the draft.
- c. Youth participants are not eligible to "sit in" on the draft.

V. The Draft

- ❑ The first two rounds each team will have one draft selection per round.
- ❑ The order will be according to roster size.
- ❑ Third round and later, the team with the least number of players will draft until it reaches the team with the next fewest.
- ❑ This process will continue until all the youth attending team placements are drafted onto teams.
- ❑ If after the last complete round of the draft there exist an insufficient number of players (undrafted) for another complete round to be conducted, these players will be selected in order determined by random draw.

VI. Post Draft Placements

- a. Any player failing to show up for team placements will be placed on a team at the Department's discretion.
- b. Late Registrants
Players signing up after the draft will be placed on teams by the Recreation Department.

*Consideration for POST DRAFT PLACEMENTS will be based on the participant's age, experience, talent and on space in the program

*Players that would have been returning to an existing team if they signed up on time may not return to the same team if this addition causes an improper balance among the teams.

*Players are added from a generated waiting list.

Questions concerning the Team Placement Process should be directed to the Recreation Supervisor at 918-7364.

6. BASEBALL COACHES

ALL coaches are volunteers! Anyone interested in coaching a team must submit an application to the Recreation and Parks Department. No team is guaranteed to a coach each season. The application is reviewed by the Recreation Supervisor with a decision being made for each coach based on coaching and/or playing experience. The coach must also be in good standing with the Department – (i.e. has not violated departmental conduct rules or been difficult to work with in previous seasons). Once being assigned as a coach, he/she is asked to attend various coach training clinics. A majority of the clinical training is completed prior to working with your child on the field. Should anyone be interested in coaching a team, please contact the Carrboro Recreation and Parks Office at 918-7364.

7. PRACTICES / GAME TIMES & SITES

Practice is held primarily once during the week (Monday-Thursday) and on Saturdays in hour and a half increments (unless indicated) during the following times and locations:

During the week: 5:30pm & 7:00pm (Hank Anderson Community Park #1 and #2)
Saturday: 9:00am, 10:30am, 12:00pm, 1:30pm, 3:00pm, 4:30pm (Hank Anderson Community Park #1 and #2)

The decision to cancel practice is up to the coach.

Practice begins Saturday, April 18th

* Tentative and subject to change

**** Games** are held during the following:

Mon/Wed/Fri: 5:45pm & 7:15pm

Saturday: 9:30am & 11:30am

Sunday: 2pm & 4pm

Hank Anderson Community Park #2

Games may begin Friday, April 30th

** All days and times subject to change.

8. CANCELED GAMES

If games are canceled by the Recreation Department, the head coach will be contacted. He / she will be responsible for notifying all parents and players of the cancellation. A message will also be left on the weather line **918-7373**. If the games are not canceled, no message will be displayed. Decisions to cancel games are based on field conditions, not forecasts.

9. RULES

H.E.C.C. Baseball League

Ball Field Sites:

Hank Anderson Community Park Fields #2
Horton Middle School Field
North Chatham Middle School Field
Stanford Middle School Field

Carrboro
79 Horton Road, Pittsboro
3380 Lystra Road, Chapel Hill
Hillsborough

League Field Dimensions

base distance	80 ft.
pitching	54 ft

Program Rules and Guidelines

I. **Playing Rules:**

All league play will be governed by rules of “**National Federation of High School Rules**” with the following exceptions and interpretations:

⇒ *A game may be considered regulation if any of the following situations occur (see Rule A sections 1-6)*

A. Regulation Game

1. Innings & Time Limit

A regulation game shall consist of 7 innings or 2 hours, whichever occurs first.

2. Application of Time Limit

Time limits in all baseball games will be applied in the following manner:

- The Time Limit shall start on the first pitch of the game.
- A game shall be considered complete once the time limit has expired or 7 innings is played, whichever comes first.
- Once the time limit has expired, play is to stop at the completion of the top half or the bottom half, if the home team is trailing.
- Games may end in a tie and will be recorded in the standings accordingly.
- A new inning has begun once the 3rd out has occurred in the preceding inning.
- No time limit will occur for the tournament championship game provided it is played on a Friday, Saturday, or Sunday.

3. Warming up between innings

- Pitchers are allocated 8 warm up pitches for the first inning. Field players may warm up infield/outfield.
- New pitchers are allocated 8 warm up pitches.
- All other innings, pitchers are allocated 5 warm up pitches.

4. Rain or Darkness:

In case of rain or darkness, a game may be considered regulation if the losing team has batted by the 5th inning.

5. Restart of Suspended Games

Games suspended due to rain, darkness, or any other circumstance, may be restarted from the point of suspension at a later date.

Games stopped for any reason and resumed at a later date will have the pitcher and number of innings applied for the rescheduled game as it were during the game previously suspended.

6. Ten Run Rule:

If a team is ahead by 10 or more runs by the 5th inning or any inning after, and the losing team has batted in that inning, a game will be declared regulation

B. Runs Per Inning Rule

A team's at bat is considered complete when a team has 3 outs or scores 7 Runs during the inning.

B1 (exception to Rule B): Teams may score an unlimited number of runs during the 7th inning.

C. Pitching Rules / Procedure

Pitching rules are normally applied by National Federation of High School Rules.

D. Pitching Restrictions

1. **Innings per Game or Day:** A pitcher can pitch no more than **3 innings** per game in a day.

2. **One Pitch Equals an Inning:** In regards to monitoring the number of innings pitched, one pitch thrown to a batter, shall constitute pitching in one inning

3. **Removal of a Pitcher/ Return to the mound:** Once removed, a pitcher from the mound may not return to pitch during a game.

E. Base running / Stealing

- Base runners may “take leads” and attempt to advance during all “live” ball situations

F. Slide

The following high school rules describe a legal slide (Rule 2-32 Art 1 and 2)

- A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot.

A runner may slide or un in a direction away from the fielder to avoid making contact or altering the play of the fielder.

- A slide is illegal if:
 - The runner uses a rolling, cross-body or pop-up slide into the fielder or: the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or the runner goes beyond the base and then makes contact with or alters the play of the fielder or the runner slashes or kicks the fielder with either leg, or the runner tries to injure the fielder, or the runner, on a force play, does not slide on the ground and in a direct line between the two bases.

G. Runner is Out

The following high school rules describe any runner is **out** when he:
(Rule 8-4 Art 2 b)

- Does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases.
 - A runner may slide in a direction away from the fielder to avoid making contact or altering the play of the fielder.
 - **Runners are never required to slide**, but if a runner elects to slide, the slide must be legal (see F). Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal.
 - **PENALTY**: the runner is out, the ball is dead immediately, and interference is called. On a force play with less than 2 outs, the runner is declared out as well as the batter-runner. Other runners shall return to the bases occupied at the time of the pitch.

H. Collisions

- If there is a collision, with intent to deliberately force the ball out of the defensive player's possession, an out will be declared. All other base runners must return to the base last touched at the time of the collision.
- If there is a collision, with flagrant and malicious intent to deliberately force the ball out of the defensive player's possession, an out will be declared. All other base runners must return to the base last touched at the time of the collision. The runner will also be ejected from the game.

I. Other League Rules Governing Play

Players / Substitution Rule

1. All players at the game shall bat in a continuous batting order
 - Late players are to be added at the end of the line-up. Failure for a player to report to the field supervisor prior to entering the game will be ruled as ineligible.
 - If a team is on offense, the player must be added to the end of the line-up prior to the proceeding batter's completed at-bat.

2. Free substitution in the field
 - Every player must be in the field for at least 1 complete inning (3 outs) during the first four innings of the game.
 - The first time each player participates in the field, it must be reported to the field supervisor.

3. Number of players
 - If a team has only 8 players present at the game, the team must designate an Automatic Out in the batting order. Location of the Automatic Out may be designated by the coach.
 - If a team starts with or is playing with 8 players and a 9th player arrives at the game, the player may fill the vacant Automatic Out slot.
 - A team may finish a game (injuries, players leaving, etc...) with as few as 8 players. A forfeit will be declared if the number of players on a team is less than 8.
 - A player injured while at-bat and deemed unable to finish his/her at-bat may substitute for by another batter. The substituted batter will be **the last player who batted out** listed in the line-up. The substitute will enter the game and inherit the original batter's count.
 - If a player leaves for any reason while the game is in progress, the team will not have to designate an Automatic Out.
Exception: If a player(s) leaving drops the team line-up to 8, an Automatic Out is to be inserted into the vacated slot in the order.

 - All players must be able to actively participate defensively in the field (i.e. catch and throw). In addition all players must be able to bat and run the bases. Failure to perform these functions rules a player ineligible to participate.

Speed Up Play Rules

- If a coach appears out of the dugout, (4 feet beyond the entrance) toward the playing field to talk to any player or players more than once in a half inning, while the same pitcher is throwing, a pitching change must be made.
Exception: injury or time called by the opposing team or umpire.
- A coach may not request more than 1 offensive time out while the team is batting in each inning.
- If in the judgment of the umpire, the adult base coach steps out of the coaches box continuously in toward the batter to give instruction as to delay play, then the umpire can charge an offensive time out.
- A courtesy runner for the catcher may be used with 2 outs.
- If a courtesy runner is used, the runner must be for the catcher in the upcoming inning. Strictly enforced by the scorekeeper and umpires.
- The courtesy runner will be **the last player who obtained the last batted out** at the time of the change.
- Teams must hustle in and out of the dugout between innings.

Forfeits

- For games played during the week (Monday-Friday), there will be a 15 minute grace period to allow for travel. The grace period is based on the start time of the game.
- Teams must be able to field a team of 8 or more players by the end of the grace period.
- Failure to do so will result in a forfeit. If both teams fail to field a team a double forfeit will be declared.
- Violation of the playing requirements will result in a forfeit.

Equipment

- No jewelry except for medical or religious reasons.
- Bats must be round and not more than 2 and 3/4th inches (7 centimeters) at the diameter at the thickest part, nor more than 36 inches in length.
- The weight-length differential can be no greater than five (e.g. a 32 inch bat must weigh at least 27 ounces.)

Protests

- The only protests that will be considered are:
 1. Eligibility of a player
 2. Misinterpretation of a playing rule
- Protests filed involving umpire judgment will not be accepted as valid.
- The protesting coach must immediately notify the home plate umpire and the official scorer of their intention to protest before the next legal pitch. The umpire shall then announce the intent to the other team. Failure on the umpire to announce the protest will have no bearing on a protested game.
- The scorekeeper may provide the coach a protest form. If the form cannot be provided on site, one may be obtained at the Carrboro Recreation and Parks Department offices or an email may be sent to the home team administrator.
- Once a game has been protested, play shall resume without delay.
- Protests must be turned into the Carrboro Recreation and Parks Department, or to the home field administrator, by the protesting team in writing within 48 “work day” hours of the game in question along with a \$25 retainer fee.
- The League Administrators or designated persons will rule on all protests.
- If a protest is valid:
 1. Eligibility protest – forfeit of the game.
 2. Misinterpretation of a playing rule – replay from the point of the infraction
 3. Retainer fee is returned.
 4. Coaches involved will receive written notification of the ruling and a tentative schedule resuming the game (if necessary)

Warm-ups / Line-ups / Uniforms/ Dugouts/ Officials

- All throwing warm-ups must occur in the outfield area of the field for the game. For games following the first one of a day, warm-ups should occur off the field in an area away from spectators and parked cars.

- Any player acting as catcher during pre-game warm-ups, practice, or between innings must wear a catcher's mask.
1. Infield Practice
 - The visiting team will begin infield practice 15 minutes prior to game time for 5 minutes. At 10 minutes prior to game time, the home team will conduct infield for 5 minutes.
 - Teams may not delay nor exceed their allotted infield time.
 - For a 2nd game – infield practice will be allowed only if time permits. If the 1st game runs past the scheduled starting time of the 2nd game, then the 2nd game will start without infield practice being allowed.
 - If infield for the 2nd game is allowed, the same procedure as above should be followed except the home team should remain on the field to immediately start the game.

Line-ups

- All line-ups are due 5 minutes prior to the starting time of the game
 1. They should include all players present with first initial, last name, jersey number, and position on defense.

Uniforms

1. If a player arrives at the field and does not have a team issued jersey, he/she may not play in the game. NO EXCEPTIONS.
2. If players have duplicate numbers, players will be allowed to participate in the game, however, it will be reported to the league administrators for future correction.
3. If a player arrives at the field and does not have a baseball hat, he/she may not play in the game. NO EXCEPTIONS.

Injured Players

All players on rosters dressed in a team issued jersey must play under the mandatory playing rule. However, if a player is injured and cannot participate, he/she can sit on the bench or dugout while being in uniform. The league administrator must be notified that a player is ineligible due to an injury. The coach must notify the league administrator (prior to the team's next game – not at the field) once the injured player is medically cleared to play.

Dangerous Equipment

The umpire shall not permit any team member to wear equipment or apparel which in his/her judgment, is dangerous or confusing to other players or is not appropriate. Examples of illegal items include but are not limited to:

- 1 – Illegal guards, casts or braces
 - a – a guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance may not be worn on the elbow, hand, finger, wrist or forearm, even though covered with soft padding.
 - b – hard and unyielding items (guards, casts, braces, etc.) on the upper arm or shoulder must be padded.

c – knee and ankle braces are permitted but all exposed hinges must be covered. Most over sleeves recommended by manufacturers are acceptable. These braces may be padded or unpadded.

Dugouts

- Schedules will indicate “home” and “visitor”
- Home team occupies the third base dugout.
- Only players, 3 coaches are allowed in the dugout.
- Coaches/players not directly involved in the action (players sitting on the bench, coaches not coaching a base) should remain in the dugout area; not on the playing area, nor outside the dugout.

Officials

- The umpires and official scorers will be provided by the home field for each game. They will have complete authority at the site/activity.
- Any situation not covered by the playing rules will be left at the discretion of the League Administrators.

Rain Policy

For Games in Carrboro

- Games: Before 5pm (weekdays), 7:30am (Saturday), 11am (Sunday), the Recreation Department will make any decision needed about the cancellation of games.
- This decision will not normally be made during the week before 4pm and 8am on weekends.
- After 5pm (weekdays), 8:15am (Saturday), 11am (Sunday), the facility supervisor and / or umpires (if games have begun) will have the authority to make a decision regarding the cancellation of games.
- If games are canceled, we will attempt to call the coach of the teams affected and display a notice on the weather line **(918-7373)** if the decision is made prior to 5pm
- If games are not canceled, we will not contact anyone and no message will be left on the line.

For Games at Horton and North Chatham

- Before 5pm (weekdays), 7:30am (Saturday), 11am (Sunday), the East Chatham Baseball Board (ECBB) will make any decision needed about the cancellation of games.
- This decision will not normally be made during the week before 4pm and 7am on weekends.
- After 5pm (weekdays), 8am (Saturday), 11am (Sunday), the facility supervisor and / or umpires (if games have begun) will have the authority to make a decision regarding the cancellation of games.
- If games are canceled, ECBB will contact the Carrboro Recreation Department. The Recreation Department we will attempt to call the coach of the teams affected and display a notice on the weather line **(918-7373)** if the decision is made prior to 5pm
- If games are not canceled, the Recreation Department will not contact anyone and no message will be left on the line.

For Games at Stanford Middle School

- HYAA weather info will be posted on-line at www.hyaabaseball.org

Hank Anderson Park Field 2 in Carrboro Ground Rules

Ball Hits Pine Tree or Limbs

Ruling A: If the ball is over the fence outside the playing area:
It is declared foul and ruled a dead ball.

Ruling B: If the ball strikes the tree inside the field of play
Foul ball, live ball, still catch able

Ball Rolls Under Gate or Any Section of the Fence

Ruling: Player should raise both hands up to indicate ball is unplayable. If player reaches down and gets the ball, it remains live.

If the Ball Rolls into the Dugout

Ruling: In accordance to National Federation of High School Rules

Horton Middle School Field & North Chatham Middle School Field Ground Rules

Ball Rolls Under Gate or Any Section of the Fence

Ruling: Player should raise both hands up to indicate ball is unplayable. If player reaches down and gets the ball, it remains live.

If the Ball Rolls into the Dugout

Ruling: In accordance to National Federation of High School Rules

10. CONDUCT/SPORTSMANSHIP

Providing a youth athletic program with the appropriate display of sportsmanship from all involved (coaches, participants, and parents) is a major concern and goal of the Recreation Department. Competition can be a healthy part of any athletic program, but the degree of competition and emphasis must be kept in proper perspective. Disagreements or complaints should be expressed through the proper channels and handled appropriately by all involved (parent, coach, and staff).

Control of the playing setting is necessary to maintain and ensure that the youth participants are exposed to an atmosphere positive for recreational athletics. Parents, coaches, and players should keep in mind that the program is designed for a recreational setting where the priority is not wins and losses. Coaches and parents should provide reinforcement to all players and show support for one another.

Our coaches will be instructed to inform parents and players not to make negative comments toward opposing players and coaches.

The Department has an established Code of Conduct that governs action taken against violators of our Recreation Programs. All participants (players, coaches, and spectators) are subject to disciplinary action for any violation of these rules:

CARRBORO RECREATION AND PARKS DEPARTMENT RULES OF CONDUCT

Revised 11/88 - Adopted by Carrboro Recreation and Parks Department, May 11, 1989

The following RULES OF CONDUCT are sportsmanship guidelines utilized to maintain a positive atmosphere in recreational athletics sponsored by the Carrboro Recreation and Parks Department. These rules will be applied to all sports/athletic programs in all age groups. Each registered team will be provided with this information and it is the responsibility of the team manager/coach to inform his/her participants. Ignorance of these rules will not be considered as an acceptable excuse for violations.

GENERAL INFORMATION

- The RULES OF CONDUCT will be in effect before; during and after each game/match/practice beginning with departmental sponsored pre-season practices and continuing through the conclusion of league/tournament play. All athletic special events will be governed by these rules. These guidelines will apply to all events conducted by the department regardless of whether these events are on city owned property or rental facilities.
- Each league in each sport will have league rules to meet requirements of that particular sport. These league rules will not be considered separate from the RULES OF CONDUCT and violations of league rules can result in suspension.
- Team(s) and/or individuals suspended, as a result of infractions of the RULES OF CONDUCT will not be given refunds for team or individual fees.
- Participant - Any of the following: player, coach or assistant coach, spectator, team, team follower or an official.
- Official - Any of the following: umpire, referee, supervisor, scorekeeper, or any other Recreation and Parks Department staff person.
- Any departmental official has the authority to eject a participant from a Recreation and Parks Department event or property.
- Participants ejected from a game/match/practice must leave the facility in an expedient manner (2 minutes and less is considered expedient). Failure to do so will result in a forfeited ball game.
- Repeated violations by team(s) or individuals will result in more severe penalties being applied.
- Violations of the RULES OF CONDUCT at the conclusion of seasonal play may result in a penalty application in succeeding programs and/or seasons.
- Penalties applied for any situation or circumstance not specifically covered in these RULES OF CONDUCT will be left to the discretion of the Recreation Administrator.

RULES OF CONDUCT

1. All participants must abide by an official's decision.
2. All participants must refrain from all objectionable demonstrations of dissent at an official's decision (i.e. kicking or throwing a ball, bat or equipment, speaking loudly to an official, making any gesture toward an official, etc.)
3. During the course of a game/match, only one coach or one captain per team will be allowed to discuss decisions reached by an official with that official.
4. All participants must refrain from using unnecessary roughness against the body and person of an opposing player during the course of play.
5. All participants must refrain from using profane, obscene, or vulgar language.
6. Taunting, mocking, and/or harassment of participants or officials will not be allowed.

-----**PENALTY**-----

The participant will be ejected from the game/match and subject to the possible suspension of one (minimum) to three (maximum) games.

The length of the suspension will depend largely on: The action that warranted the ejection and the action displayed after the ejection occurred.

7. Profane, obscene, or vulgar language used maliciously towards another participant or official will not be allowed.
8. Verbal abuse and/or harassment of participants or officials will not be allowed.
9. Participants must refrain from pushing, shoving, striking, laying a hand on, or threatening any of these actions to another participant or official.
10. The drinking or possession of alcoholic beverages or illegal drugs will not be allowed at Carrboro Recreation and Parks Department events or property.
11. Participants must refrain from any form of physical attack as an aggressor upon another participant or official.
12. Firearms, knives, or other weapons are not allowed at Carrboro Parks and Recreation Department's events or property.

-----**PENALTY**-----

The participant will be ejected from the game/match and suspended for the remainder of the season, or if circumstances warrant, be suspended from any further competitive programs offered by the Carrboro Recreation and Parks Department. For violations of the above laws, legal authorities will be contacted.

APPLICATION OF THE RULES OF CONDUCT

- Upon receipt of a written report describing a violation, the Athletic Program Supervisor or designee will investigate the report and will in turn apply the appropriate penalty in compliance with the RULES OF CONDUCT.
- The violator will be mailed a form letter describing the violation and appropriate penalty. Additional copies of this letter will be issued to the team coach/manager, league supervisor, officials, etc. as needed. Parent/guardian will be mailed this letter for youth violators.
- Penalties will begin immediately following the determination/notification of the penalty.
- Participants suspended from a program are suspended from attending any game/match (same program) sponsored by the Carrboro Recreation and Parks Department during the period of suspension. Same program is defined by major program category such as youth athletic programs, adult softball, etc. For example, a parent suspended because of actions at a pee wee baseball game would be allowed to participate in adult softball, but could not attend a mite baseball game or any other program in the youth athletic league for the duration of the suspension.

APPEAL OF SUSPENSIONS

A formal appeal process is available for those desiring a review of any sanctions issued.

11. UNIFORM DISTRIBUTION

Carrboro Recreation and Parks Department issues Baseball Jerseys to all youth baseball participants. These jerseys are distributed to the teams prior to the first game of the season.

The coach will coordinate with the team members the purchase of hats, baseball leggings, and possibly baseball pants. The coach through an area sporting goods dealer usually executes the purchase.

Participants should wear their jersey to all league games; but not to the regular team practices.

Participants may keep the baseball jersey upon completion of the season.

12. EQUIPMENT

The Carrboro Recreation and Parks Department provides each team with the necessary equipment for all practices and games (bats, balls, etc.).

Participants are responsible for providing their own ball glove (except catcher's mitts).

Over the past several years, we have received several questions concerning baseball equipment. The following is a summary of the most requested information and recommendations for proper fit and use of each.

Glove Size:

1. A youth participant's glove should be a size that properly fits the player's hand.

Breaking in a new glove or keeping one in proper condition:

- a. A bucket of water, shaving cream or saddle soap can be used to break a stiff leather glove in or to maintain a leather glove in good condition. Tying a ball in the center of a glove helps to create the proper shape. Call for detailed information. When breaking in a new glove, one must be careful of the material used. Some items used can leave a greasy residue on the glove.

Bats:

2. Any bat used should be of proper size for the player. Young players have the tendency to pick up the biggest or prettiest bat available. When buying a bat, make sure it is the proper length and weight for the player. Do not buy a bat for a six year old that he/she would be using as a nine year old.
3. All bats should be approved "Little League" or "Baseball" bat. Some big barrel bats are considered illegal for youth baseball. Softball bats are not considered legal.
4. If a bat requires the replacement of a new grip, use a proper rubber bat grip, or grip tape. Slick tape such as electrical tape is illegal because of the texture that could cause the player to lose control of the bat during a swing.
5. The Recreation and Parks Department recommends, but does not require, participants wear a cleat-style shoe. The cleat shoe provides more traction (footing) than tennis shoes.

13. SAFETY EQUIPMENT

The Carrboro Recreation and Parks Department strives to offer the safest environment possible for its participants. The use of safety approved equipment is one method of reducing some of the potential injuries that may occur during a baseball season. Along with the use of safety equipment, the possibility of injuries can be reduced through the attentiveness and cooperation of each participant. The two sections below discuss equipment that may contribute to a safer environment:

Face Shields- They will be available to each participant that is playing in any league. The use of these face shields will be optional.

Protective Vests- Protective vests are permitted to be worn by any participant in the Carrboro Fall Baseball program. These vests may be purchased from most sporting good dealers. If you need any information or potential cost of such a purchase, please contact the Recreation and Parks Department. It is **not mandatory** for players to purchase or wear the protective vests.

Protective Cups- All male participants are encouraged to wear a protective cup during baseball practices and games. Protective cups are made in various sizes and are available at most sporting goods dealers.

Baseball Hats- Baseball hats are considered part of the uniform and are expected to be worn during all games. The hat should also be considered a safety item for the player. The hat was designed to protect the player from the sunlight, heat, and shade the eyes during an attempt to catch a thrown or batted ball. Please refer to the Uniform Distribution section on the process used by the Carrboro Recreation and Parks Department.

Mouthpieces- A participant may wear a mouthpiece during practices or games. If a participant elects to wear a mouthpiece, proper steps should be taken to ensure that the item fits properly in the player's mouth.

Catchers- All catchers should wear a cup-type athletic supporter, mask with a throat guard, chest protector, shin guards and protective headgear when catching behind home plate. Any player serving as a catcher while a pitcher warms up shall wear a mask, whether the pitcher is warming up from the mound, bullpen, or elsewhere.

The Recreation and Parks Department will provide the basic catching equipment (mask, throat guard, chest protector, shin guards, and protective headgear). The participant should provide the cup-type athletic supporter.

Baseballs- the Carrboro Recreation and Parks Department uses a Safety Level 5 baseball in its Pee Wee league and Safety Level 10 baseball for the Mite League. There are several "safety" designed baseballs on the market for youth participants. They range from cloth-covered baseballs to the RIF baseballs. If a parent/guardian is interested in obtaining a "safety" designed baseball for home use, most sporting goods dealers have them in stock. If someone needs additional information on the various baseballs available, please contact the Recreation and Parks Department.

Participant Assistance

Attentiveness- Players should always be attentive while on a baseball field. Many injuries occur in the dugout when a player picks up a bat and swings while disregarding other players in the area. Sometimes a player will walk into a bat being swung by another player. Foul balls sometimes hit the "on-deck" batter during a practice or game setting. Anyone standing on deck should be attentive and should be wearing a batting helmet. Other injuries occur during warm-ups when someone stands or walks between or directly behind two players who are throwing a baseball. Players should observe others before throwing a baseball.

Jewelry- All forms of jewelry (watches, earrings, necklaces, rings, etc.) should not be worn during practices or games. In certain situations, these items may injure the participant wearing the piece of jewelry or someone else. Umpires will request players to remove jewelry prior to participating in games.

Clothing- During the season, many players wear shorts to practices. The Recreation and Parks Department recommends long pants (baseball pants or sweat pants) to be worn. Long pants protect the players' legs if he/she falls down, dives for a thrown or batted ball, or slides into a base. If a player wears shorts to a practice, the player may need to bring a pair of longer pants to put on if needed. Any participant or parent who has questions or comments regarding safety should contact the Carrboro Recreation Department. The athletic staff in the Recreation and Parks Department will be happy to discuss any of the safety equipment used in the program or available on the market.

14. AWARDS

The HECC League will award individual trophies to the league champion(s). No playoff games will be played to determine a single champion. Co- champions may exist.

15. POST SEASON TOURNAMENT PLAY

The HECC League may host a post-season tournament for all teams if time allows us to conduct a tournament without the high probability of player absenteeism due to summer vacations. The purpose of the tournament is to allow players to participate in a few extra games after the season is complete. Teams will participate for a T-shirt.

COMMONLY ASKED QUESTIONS / DEPARTMENTAL RESPONSE

Over the years, the Carrboro Recreation and Parks Department has been asked to provide reasoning to some commonly asked questions. Below is an attempt to provide answers to some of those questions people may have:

1) What are some benefits of being the Volunteer Head Coach?

Being the volunteer head coach allows him/her to have the flexibility in selection of players, availability of team practices, and organization/direction of the team.

2) What is the role of the assistant coach?

The role of the assistant coach is just as important as the head coach. The assistant coach may need to fill in or take over for the head coach during an activity for a variety of reasons (head coach out of town, etc...).

Under the direction of the head coach, the assistant coach must be able to assume responsibilities such as, communication, organization of practices, game day preparation and management. All assistant coaches need to have the same team philosophy as the head coach.

3) Why can't all special requests be granted?

Our department receives a variety of special requests, each of which is very important in their own way. Being able to accommodate all the requests would prove quite arduous. Attempts are made by the coaches and Department to grant them but not all can as they could alter the attempted goal of balancing the teams on the basis of talent.

4) Who handles field preparations and what goes into making a decision to cancel games based on field conditions?

The Carrboro Recreation and Parks Department requests, through the town Public Works Department, that all fields be dragged for practices as well as dragged and lined for games. The fields should be maintained on a consistent basis. On fields where different age groups may be practicing on the same night, bases are set for the first team practicing that evening and base plugs are located at the distance for access by another age group.

When it is raining outside and the condition of the field deteriorates, the decision to cancel games is fairly easy, but when it has rained and the weather has improved, a decision to cancel games is now a more difficult process. There are 3 factors necessary for fields to dry out quickly; they are sun, warm temperatures, and wind.

During the week, when conditions of the field are a concern, Recreation staff consults with Public Works to see if repairs can be made in order to play the games that evening. These consultations are made in the morning as well as early afternoon. If standing water is on the field, attempts are made to remove the water with a pump then mix a drying agent into the wet areas. On weekend games, when Public Works staff is unavailable, the decision as to whether Recreation staff can fix the field is made at least 2 hours before the first game when possible. If it is decided, based on the conditions, that work cannot improve the field conditions by game time then the games are canceled. If work can be done, we make the efforts necessary to prepare the field in safe playing condition by game time.

Any decisions to cancel are made based on 2 conservative criteria: 1- safety of the participant and 2- liability of playing conditions. No games may be played if the field is in poor condition.

5) Is there any flexibility in the requesting of scheduling and rescheduling of game times/dates/locations?

The Carrboro Recreation and Parks Department would like to be flexible in order to accommodate all requests concerning scheduling conflicts that coaches or participants have with regard to our game schedules. However, such a goal is difficult to achieve with so many coaches, participants, and other factors involved. In our program scheduling and rescheduling is by far the most difficult task because of the "tight" time frame under which we operate. The cold weather prevents starting the program any earlier, while the completion of the public school year (in early June) and people leaving for summer vacations prevent the program from continuing much longer into June. We have limited space and are very dependent upon good weather.

We have found too that parents rely on the game schedule and our experience is that they become frustrated if changes occur frequently OR if something is unclear. If we make changes, or if teams make changes, after a schedule has been distributed, the communication and knowledge of who is expected to show when and where becomes unclear.

6) Why are games scheduled during the week of EOG testing?

EOG testing in general, according to the school calendar, is held the last full week of May leading into the Memorial Day holiday. Retesting is held into the early part of the following week. To be consistent and considerate to all the EOG testing may involve, we would basically have to cancel games for a week and a half. The cancellation of these dates, plus the fact that no games are scheduled during the four days of Memorial Day (Friday-Monday) would then "push" the season past the last day of the public school year. The result is that we would see a major decline in participation at that point.

7) Why do practice and games start so late during the week?

- In order to allow as many participants as our fields and program format can provide, we have to utilize baseball practice and game times that may begin at or after 7pm during the week. We do our best to balance out these times so that it affects all

teams as evenly as possible in a specific age grouping (league) and not just a few. We do ask and appreciate your flexibility and patience as, without it, the program would not have the participant numbers and popularity it currently enjoys.