

YOUTH BASEBALL & SOFTBALL COACHES MEETING AGENDA Tuesday, April 30, 2024

1. INTRODUCTION

Keith Smith

Youth Sports Director

2. MISSION STATEMENT: *The goal of the HRC Youth Sports Program is to provide every youth with a FUN learning experience and the opportunity to develop lifetime leisure skills through participation and skill development.*

3. REVIEW OF LEAGUE RULES:

- League Rules
 - Base Stealing, # of Players, Players ages
- Code of Conduct: Coach, Player and Parent
- Additions or Clarifications (runs/inning, ball strikes machine)
- Rotation of Players

4. GAME SCHEDULE:

- Game schedules will be e-mailed out in a couple weeks prior to the season starting.
- Game schedules will also be posted on the HRC website at www.haysrec.org.
- Games will begin week of May 27th.
- Teams are guaranteed eight (8) games.
- Games will begin no earlier than 6:00pm.
- Make up games will be made up on any open dates (NO WEEKENDS).
- No games will be held after JULY 11TH.
- Special game request sheet.
- Game Cancellations will be sent out via our Text Caster, or "Like" us on facebook.
- Lightning detector will be used to cancel games when weather is threatening!

5. PRACTICE SCHEDULES:

- Practices are scheduled through the HRC and will be posted on the website and e-mailed to all head coaches.
- Practice sign-up sheet
- Practice locations are Glassman, Speier, Auble/Bickle, & Roosevelt
- Teams will have two practices scheduled for them and these practices will be good up until Friday, May 31st. **After that date, all practices will be first come first serve basis.**
- Practices may begin the week of Monday, May 6th.

6. TURF RULE):

- NO METAL CLEATS
- NO SUNFLOWER SEEDS, GUM, SPORTS DRINKS ALLOWED ON TURF.

7. TEAM SPONSORS:

- Sponsors are listed on the roster sheet.
- Suggest get your orders in ASAP!! At lease call and reserve a print date.

8. AWARDS:

- Coach of the Year
- Adam Pfannenstiel Inspirational Teammate of the Year

9. PLAYER EVALUATIONS & COACHES EVALUATIONS:

- Please fill out player evaluations as honestly as possible.
- Coaches evaluations will be sent to all coaches.
- Parents evaluations of the coaches.

10. CHILD PROTECTION POLICY:

- Policy review
- Background Checks

11. SELECTION OF TEAMS:

- Selected through Skill Level/Position.
- Contact team members as soon as possible.

12. ISSUE EQUIPMENT & SIGN-UP:

- If you need additional equipment or need to replace equipment bring it to the HRC office.
- Equipment will be collected during your last scheduled game played, or by August 1, 2024.

13. Opening Night Celebration

- MAY 22nd
- INFORMATION WILL FOLLOW

14. QUESTIONS, COMMENTS OR SUGGESTIONS:

-Thank you and have an enjoyable season! As you coach remember that the game is for children and not for adults!

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2024 HAYS RECREATION COMMISSION GIRLS SOFTBALL LEAGUE RULES

The 2024 HRC Girls Softball League will be governed by the 2024 Official USSSA Rule Book with the following league rules.

GENERAL RULES

1. NUMBER OF PLAYERS: Ten (10) players will constitute a team. A team may start, play, and continue a game with **seven (7)** players. Anytime a team falls below **seven (7)** players, that team will forfeit the game. However, if a player leaves voluntarily or due to an injury a player has to leave the game making that team fall below **seven (7)** players it will not be considered a forfeit. **If a team knows that they will not have enough players to field a team then that team may pick up players in the younger HRC division.** However, that team may only pick up enough players to field a team that being ten (10) players. If a younger player is brought up to play they must be listed last in the batting line-up. **Please contact the HRC office if you pick up a player from a younger HRC division. ALL SUBSTITUTES MUST BE SIGNED UP THROUGH HRC!!**

2. PRACTICE TIMES: Teams are allowed four (4) hours of practice per week until games begin. Once games begin, teams are allowed two (2) hours of practice per week. A week runs from Monday to Sunday. If a team practices more than the allotted time per week the penalty is as follows: The first offense the coach will be suspended for one (1) game. The second offense will be that team forfeiting one (1) game and the coach will be suspended for two (2) games.

3. BATTING LINEUP: **All teams must bat their roster** (meaning that all players must bat in the batting order). If a team has ten (10) team members, ten (10) names are listed on the batting lineup. If a team has twelve (12) team members, twelve (12) names are listed on the batting lineup. A player or players that arrive late during the game can be added onto the bottom of the batting line-up.

4. SUBSTITUTION: Teams are allowed open substitution. Players are **NOT ALLOWED TO "SIT THE BENCH" FOR TWO (2) OR MORE CONSECUTIVE INNINGS. ALSO A PLAYER MAY NOT SIT OUT MORE THAN TWO (2) INNINGS OF PLAY PER GAME.** For example: If a player sits out the first (1st) inning that player must play in the field the second (2nd) inning. Exception to this rule is the 6 & 7 yr. old girls where all youth play every inning in the field. This rule may not apply if a player is being held out for disciplinary reasons (see rule 6). Also NO substitution will be allowed during the inning (exception is switching a pitcher or an injury to a player). In addition we recommend that all players sit out at least one (1) inning per game.

5. COURTESY RUNNER/INJURED PLAYER: A player who is injured and cannot run the bases may be replaced by a courtesy runner. This courtesy runner will be the player in the line-up that has made the last out. However, teams may only use this runner for a player that is injured. The injured player will be evaluated by the coaches and umpires to see if that injured player can continue play during that game. Any player who becomes ill or is injured and will not return to the line-up for the remainder of the game, will be skipped in the line-up with no penalty. If the player wishes to return to the game, an automatic out must be issued each time his/her turn at bat occurs and he does not bat. An automatic out will be assessed if a player is ejected from a game.

6. DISCIPLINARY REASONS: If for a specific reason a manager/coach sees fit not to play a player (disciplinary reasons), that manager/coach must first contact the superintendent or sports director for approval before any action is taken. Coaches must have a justifiable reason for not playing their players. Coaches should contact parents first to determine the reason a player is absent. Some reasons are legitimate. Failure to comply with this rule will result in forfeiture of the game.

7. RUN RULE: A game is run ruled when one team is leading another team by fifteen (15) or more runs after three (3) complete innings or when one team is leading another by ten (10) or more runs after four (4) complete innings.

8. COMPLETE GAME: In case of inclement weather, darkness, etc..., three (3) innings of play will constitute a complete game (2 and 1/2 innings if the home team is ahead).

9. EXTRA INNINGS: If the score is tied at the end of the game there will be **NO MORE** than one (1) extra inning played. If the score is still tied after playing one (1) extra inning then the game will end in a tie.

10. FORFEIT TIME: Forfeit time is ten (10) minutes after the scheduled game time. For example: If the game time is 6:00 p.m., forfeit time is 6:10 p.m. Note: The umpire's watch is the official watch.

11. HOME TEAM: The home team will be the team listed first on the game schedule, the home team shall occupy the third base dugout. The home team will provide the official scorekeeper. The scorekeeper is responsible for ensuring that first initials and last names of all players are in the book.

12. PROTEST: Protests are allowed only for the purpose of determining an ineligible player. All other questions regarding a ruling by an official shall be settled on the spot by the official and supervisor if available. Judgment calls are not open to discussion.

13. BATTING OUT OF ORDER: A batter shall be called out, on appeal when she fails to bat in his proper turn, and another batter completes a time a bat in his place. If the appeal is not made before the next pitch the improper batter becomes the proper batter and the order is then followed. If the illegal batter is discovered during his at bat then the proper batter will be put in his place, and any balls and strikes shall be counted.

14. STEEL SPIKES: Steel spikes are not allowed to be worn by any player, coach or manager.

15. BATTING HELMETS: All batters/base runners must wear batting helmets at all times. All on-deck batters must wear batting helmets. Youth age 14 and under are not allowed to coach from 1st base or 3rd base.

16. CATCHER'S EQUIPMENT: Catchers must wear proper catcher's equipment (over-the-ear helmet, face mask, and throat guard). Any player warming up the pitcher must wear an over-the-ear helmet, face mask, and throat guard.

17. THROWING THE BAT: Any batter who intentionally throws the bat will be declared out. Unintentional throwing of the bat, depending upon the **UMPIRE'S JUDGMENT**, may result in an out.

18. WARM-UP PITCHES: Five (5) warm-up pitches are allowed before the start of the game or when switching pitchers. Three (3) warm-up pitches will be allowed between innings.

19. CRASH RULE: The crash rule will be in effect. A base runner must slide during close plays at 2nd base, 3rd base, and home plate to prevent collisions. If, in the **UMPIRE'S JUDGMENT**, the base runner failed to slide and caused a collision, that base runner is out and may be ejected from the game for unsportsmanlike conduct. If in the **UMPIRE'S JUDGMENT** the defensive player obstructs the baseline the crash rule is not in effect.

20. COACHING: All coaches and substitute players must be in the dugout area when their team is in the field. Coaches may be allowed outside of the dugout only on trips to the mound, to encourage a good play, to ask the umpire a question or when beckoned by the umpire. Coaches and players will be warned once, on the subsequent violation the coach or player will be ejected from the game.

21. NO SOFT TOSS: ABSOLUTELY NO soft toss or pepper will be played against the ball field fences. If teams violate this rule they will be warned once and the next violation will result in forfeiture of a game.

22. GAME RESCHEDULES: Games will only be rescheduled for the following reasons: Weather postponements, field postponements or if a team has 4 or more players missing from their game.

23. LIGHTNING POLICY:

- The HRC Supervisor or official will monitor the lightning detector, we will watch for lightning and listen for thunder, and will be responsible for determining when the fields are cleared.
- When the 8-20 mile alarm indicator is illuminated on the lightning detector, the HRC Supervisor or Official of the Day will retrieve the air horn and stand ready to clear the fields.
- When the 3-8 mile alarm indicator is illuminated on the lightning detector, the HRC Supervisor or Official of the Day will sound the air horn for at least 5 seconds and suspend all game(s)/practices. Everyone must evacuate to a safe structure or location.

In order for play to Begin:

- Players should not return to the practice/game area until thirty (30) minutes have passed since the last lightning flash or the lightning detector indicates that lightning is greater than 20 miles away.
- Each time a lightning strike is seen and/or thunder is heard, the (30) minute clock is to be reset.
- Blue skies in the area and/or lack of rainfall are not adequate reasons to return to play. Lightning can still strike up to ten (10) miles away from a storm.

24. GAME CANCELLATIONS: For game cancellation sign up for our Text Caster, or listen to the local radio stations.

UNSPORTSMANLIKE CONDUCT

1. UNSPORTSMANLIKE CONDUCT: Unsportsmanlike conduct will not be tolerated. Any manager, coach, spectator or player who displays unsportsmanlike conduct may be suspended for subsequent games, the remainder of the season or longer if deemed necessary by the recreation commission. That manager, coach, spectator or player will not be allowed in the dugout and will be asked to leave the complex as well. If the manager, coach, spectator or player refuses to leave the complex that team will forfeit their game (Refer to the HRC Code of Conduct).

2. FOUL LANGUAGE: Foul and/or profane language is considered unsportsmanlike conduct and is grounds for ejection. Any use of profanity audible to the umpire will result in ejection.

3. ALCOHOLIC BEVERAGES: Beer and/or alcoholic beverages are not permitted inside Bickle/Schmidt, Stramel, and/or Glassman Complexes. Violators will be asked to leave the complex or ballfield.

4. TOBACCO: Tobacco (smoking and chewing) is not permitted on the playing field or in the dugout area. Violation of this rule (by a manager, coach or player) is considered unsportsmanlike conduct and is grounds for ejection.

5. CHATTERING: Chattering of any kind directed at the opposing team will not be allowed. Teams may chatter to encourage their own team members, however.

6. SPECTATORS: Any spectator who steps onto the playing field to argue a call will be automatically ejected from the game. No questions asked.

LEAGUE SPECIFIC RULES FOR 6 & 7 YR. OLD GIRLS

1. AGE: The league is comprised of youth 6 & 7 years of age.

2. GAME LOCATION: Games will be played at the Bickle/Schmidt Sports Complex Fields 1-8.

3. TIME LIMIT & INNINGS: Games will consist of five (5) innings with a one (1) hour time limit (which ever comes first). No new inning will begin after one (1) hour of play. The next inning begins as soon as the last out of the previous inning is made. **If 1 second is left on the clock, when 3rd out is recorded, the next inning will be played.** Note: The one (1) hour time limit is waived only in the event of a tie.

4. NUMBER OF PLAYERS: The infield is made up of a catcher, a pitcher and up to five (5) infielders. All other players will play in the outfield and must be in the grass portion of the outfield. **Please refer to Substitution Rule #4.**

5. OVERTHROWS: In the event of an overthrow, base runners may advance (at the risk of being put out) one base only. For example: If a defensive player overthrows first base, the runner may advance to second base at the risk of being thrown out. If the defensive player overthrows second base the player may **NOT** advance to third base.

6. TIME OUT: The umpire will call time when in their **JUDGMENT** no further play is taking place and the ball is in possession of a infielder in the infield area. Once again **THIS IS AN UMPIRE'S JUDGMENT CALL.** Please keep in mind that every umpire is different and umpire A may call time quicker than umpire B, and may award a base when another umpire may not. Please coach your players to play within the spirit of the rule. This rule is not subject to protest.

7. DEAD BALL AREA: If a ball goes into the dugout all runners will advance one (1) base only. They will advance from the last base touched. So if they have passed 2nd base when the ball goes into the dugout then the player will be awarded 3rd base only.

8. BASES: The safety bases will be used for this league the white portion is for the fielder and the orange portion is for the batter/baserunner. There is no penalty for a

fielder touching the orange portion of the base or the batter/baserunner touching the white portion of the safety base.

9. RUNS PER INNING: Teams are limited to **five (5)** runs per inning (no continuation allowed). If a game goes into extra innings the **five (5)** runs per inning will be back into effect.

10. PITCHING MACHINE: A pitching machine will be used for this league. **The hitting teams coach will place the ball into the pitching machine. If there is a problem with the machine, the umpire will make the adjustments. SETTINGS FOR THE PITCHING MACHINE ARE 3-3-1**

11. BATTED BALL HITTING THE PITCHING MACHINE: If a batted ball hits the pitching machine, the umpire will declare a dead ball. The batter will be awarded first base, and any/all runners will advance one base.

12. NUMBER OF PITCHES: Youth are allowed five (5) pitches to hit the ball into fair territory or to make an out. If after the fourth (4th) pitch, the ball has not been hit into fair territory (swing and miss, no swing or foul ball), the batter will have the option of utilizing a tee for one (1) swing or one (1) more pitch from machine. If hitter misses, or fouls off 5th pitch (regardless if off tee or machine) they will be declared out. If in the UMPIRE'S JUDGEMENT the machine throws an unhittable pitch and the batter does not swing at the pitch then that pitch will not count toward the five (5) pitch total. If Again, this is in the UMPIRE'S JUDGEMENT. IF THE TEE IS UTILIZED, HITTER & ANY/ALL RUNNERS MAY ONLY ADVANCE ONE BASE AFTER HIT.

13. DEFENSIVE YOUTH PITCHER: The defensive team's pitcher will take a position beside (not in front) of the offensive team's adult coach (pitcher) so that she/he is able to field a hit ball. Once a ball is hit, the adult coach (pitcher) must not interfere with play. If a batted ball hits the adult coach (pitcher) or if in the **UMPIRE'S JUDGMENT**, the adult coach (pitcher) interfered with play, the umpire shall declare a dead ball. The batter will return to bat with the same number of pitches she/he had before the dead ball was declared and all base runners will return to the base they had occupied. All teams must play with a defensive pitcher.

14. BASE PATH DISTANCE: Base paths are 60 feet.

15. INFIELD FLY: The infield fly rule will **NOT** apply.

16. NO BUNTING OR STEALING IS ALLOWED IN THIS LEAGUE

18. CATCHER: The player playing the position of catcher, will stand by the backstop with only a mask on.

19. DEFENSIVE ROTATION: Players are limited to playing no more than 3 innings/game at pitcher or 1st base. No more than 4 innings/week at pitcher/1st base. PLEASE ROTATE YOUR PLAYERS

LEAGUE SPECIFIC RULES FOR 10 & UNDER PITCHING MACHINE GIRLS
Played with 10 girls on the field (4 outfielders)

1. **AGE:** The league will be comprised of youth 8 - 10years of age.
2. **GAME LOCATION:** Games will be played at the Bickle Schmidt Sports Complex.
3. **TIME LIMIT & INNINGS:** Games will consist of five (5) innings with a one (1) hour time limit (which ever comes first). No new inning will begin after one (1) hour of play. The next inning begins as soon as the last out of the previous inning is made. Note: The one hour time limit is waived only in the event of a tie.
4. **OVERTHROWS:** In the event of an overthrow, base runners may advance (at the risk of being put out) one base only. One overthrow is allowed per play. For example: If a defensive player overthrows first base, the runner may advance to second base at the risk of being thrown out. If the defensive player overthrows second base the player may advance to third base with the risk of being thrown out.
5. **TIME OUT:** The umpire will call time when in their **JUDGMENT** no further play is taking place and the ball is in possession of a infielder in the infield area. Once again **THIS IS AN UMPIRE'S JUDGMENT CALL.** Please keep in mind that every umpire is different and umpire A may call time quicker than umpire B, and may award a base when another umpire may not. Please coach your players to play within the spirit of the rule. This rule is not subject to protest.
6. **DEAD BALL AREA:** If a ball goes into the dugout all runners will advance one (1) base only. They will advance from the last base touched. So if they have passed 2nd base when the ball goes into the dugout then the player will be awarded 3rd base only.
7. **NUMBER OF PLAYERS: NO MORE THAN 10 GIRLS CAN PLAY THE FIELD.** The infield is made up of catcher, a pitcher and up to four (4) infielders. All other players will play in the outfield and must be in the grass portion of the outfield. Please refer to General Rule # 4 regarding substitutions.
8. **BASES:** The safety bases will be used for this league the white portion is for the fielder and the orange portion is for the batter/baserunner. There is no penalty for a fielder touching the orange portion of the base or the batter/baserunner touching the white portion of the safety base.
9. **RUNS PER INNING:** Teams are limited to **five (5)** runs per inning (no continuation allowed). If a game goes into extra innings the **five (5)** runs per inning will be back into effect.
10. **BASE PATH DISTANCE:** Base paths are 60 feet.

11. PITCHING MACHINE: A pitching machine will be used for this league. The umpire will place the ball into the pitching machine. If there is a problem with the machine, the umpire will make the adjustments. Machine settings are 3-3-4

12. NUMBER OF PITCHES: Youth are allowed five (5) pitches to hit the ball into fair territory or to make an out. If after the fifth (5th) pitch, the ball has not been hit into fair territory (swing and miss, no swing or foul ball), the batter is out. If in the UMPIRE'S JUDGEMENT the machine throws an unhittable pitch and the batter does not swing at the pitch then that pitch will not count toward the five (5) pitch total. Again, this is in the UMPIRE'S JUDGEMENT.

13. BATTED BALL HITTING THE PITCHING MACHINE: If a batted ball hits the pitching machine, the umpire will declare a dead ball. The batter will be awarded first base, and any/all runners will advance one base.

14. BASE STEALING: Base stealing is allowed. Base runners may not lead off the base. **Base runners may not leave the base until the ball reaches home plate.** If in the **UMPIRE'S JUDGMENT** the base runner leaves the base too soon, that base runner is declared out and all subsequent play will stand as called. Each team will be given one warning per game on the second offense the runner will be declared out.

15. STEALING HOME: Runners may not advance home on a passed ball until two (2) outs have been recorded. A passed ball defined as one in which gets past the catcher. If the catcher throws to a base, overthrows the pitcher, or attempts to pick off a runner, that is NOT considered a passed ball.

16. NO BUNTING: Bunting is not allowed. Batters must take a full swing. If a batter attempts to bunt, the umpire will rule the pitch a dead ball and the pitch will count toward the five (5) pitch limit per batter.

17. DEFENSIVE YOUTH PITCHER: The player playing the pitching position (defensive team member) will take a position beside and within a 20 foot radius of the pitching machine. All teams must play with a defensive pitcher.

18. INFIELD FLY: The infield fly rule will be called in this division.

19. CATCHER: The catcher will wear full catchers equipment and squat behind the plate.

20. DEFENSIVE ROTATION: Players are limited to playing no more than 3 innings/game at pitcher or 1st base. No more than 4 innings/week at pitcher/1st base. PLEASE ROTATE YOUR PLAYERS

LEAGUE SPECIFIC RULES FOR 14 & UNDER GIRLS FASTPITCH
PLAYED WITH 9 PLAYERS ON FIELD

1. **AGE:** The league will be comprised of youth 11, 12, 13 & 14 years of age.
2. **GAME LOCATION:** **Games will be played at the Bickle Schmidt Sports Complex.**
3. **TIME LIMIT & INNINGS:** Games will consist of six (6) innings with a one (1) hour time limit (which ever comes first). No new inning will begin after one (1) hour of play. The next inning begins as soon as the last out of the previous inning is made. Note: The one (1) hour time limit is waived only in the event of a tie.
4. **RUNS PER INNING:** Teams are limited to **five (5)** per inning (no continuation allowed). If a game goes into extra innings the **five (5) runs** per inning will be back into effect.
5. **OVERTHROWS:** Players may advance at their own risk of being thrown out in the event of an overthrow.
6. **DEAD BALL AREA:** If a ball goes into the dugout all runners will advance one (1) base only. They will advance from the last base touched. So if they have passed 2nd base when the ball goes into the dugout then the player will be awarded 3rd base only. If a batter is hit by a pitched ball, dead ball will be declared and a Ball will be given to the batter.
7. **PITCHING AND BASE PATH DISTANCE:** Pitching distance is 40 feet. Base paths are 60 feet
8. **INFIELD FLY:** The infield fly rule will apply.
9. **STEALING:** Stealing is allowed, however girls are not allowed to lead off the base. Baserunners cannot attempt to steal until the ball has reached home plate. They are only allowed 1 base per pitch.
10. **STEALING HOME:** Runners may steal home at their own risk.
11. **NUMBER OF PLAYERS:** Teams are only allowed 9 players on the field at any one time. No girl can "sit the bench" for more than 2 consecutive innings.. Every team will still bat their roster.
12. **DROP BALL 3RD STRIKE DOES NOT APPLY.**
13. **BUNTING IS ALLOWED**
14. **PITCHERS ARE REQUIRED TO WEAR A PROTECTIVE MASK WHILE PITCHING**

HAYS RECREATION COMMISSION PLAYER - COACH - SPECTATOR CODE OF CONDUCT

1. DEFINITIONS:

A. Player - The person who "participates in the game". The person must be listed on the Certification of Roster form.

B. Coach - The person designated as the team spokesperson, and may be a player, non-player and/or team representative.

C. Spectator - The person who comes to the game to watch for leisure entertainment with no physical involvement.

D. Team Member - Coach, manager, player, non-player, team representative, and/or obvious fan.

E. Participation - Active involvement in the game, including sitting on the bench, coaching the players, etc...

F. Sports Official - The persons who administer the sports league/activity: referees, umpires, scorekeepers, supervisors, etc...

2. SPECIFIC REGULATIONS:

A. No team member shall at any time (in a threatening manner) lay a hand upon, shove, strike, or verbally threaten an opposing team member, Sports Official or spectator.

Offense	Minimum Penalty	Maximum Penalty
Lay a hand upon another person	Suspension for the remainder of the season.	Suspension for one (1) year or more as deemed appropriate by the HRC.
Shove an official, coach or spectator or strike another person punch of any kind	Suspension from the league for one (1) year.	Suspension from the league for more than one (1) year as deemed appropriate by the HRC.
Verbally threaten another person.	Suspension for four (4) games	Suspension for the remainder of the season.

Note: If any player is found guilty of assaulting a Sports Official as an aggressor, the entire team may be dismissed from the league, disbanded and never allowed to play as a team in any Recreation league program again. Damaged or stolen property will require immediate replacement. In addition, the player and/or team members may also face prosecution.

B. No team member shall refuse to abide by the Sports Official's decision.

Offense

Refusing to perform a duty that a Sports Official would normally request, i.e., filling in the team lineup on time, picking up trash left by the team, etc...

Minimum Penalty

Warning from the Sports Official

Maximum Penalty

Ejection from the game, & suspension from the team's next two (2) games.

C. No team member shall make obscene gestures nor make objectionable demonstrations of dissent towards the Sports Official.

Minimum Penalty

Ejection from that game.

Maximum Penalty

Ejection from the game, & suspension as deemed appropriate by the HRC.

D. No team member shall discuss with the Sports Official in any manner the decision reached by the Official, EXCEPT THE COACH OR TEAM SPOKESPERSON.

Minimum Penalty

Ejection from that game.

Maximum Penalty

Ejection from the game, & suspension as deemed appropriate by the HRC.

E. No team shall be guilty of using unnecessarily rough tactics against an opposing player.

Minimum Penalty

Ejection from that game.

Maximum Penalty

Ejection from the game, & suspension as deemed appropriate by the HRC.

3. Special Notes:

A. Any player who has been removed from a game on a misconduct charge is automatically on probation for the remainder of the season. If reported a second time for violation of the Code of Conduct, the player will be suspended from the remainder of the league season.

B. Any player ejected from a game MUST leave the GYM/FIELD within (2) MINUTES, without further verbal/physical abuse towards the Sports Official. Failure to do so can carry further penalties including suspension from play for the remainder of the season.

ANY PLAYER EJECTED THAT REFUSES TO LEAVE THE GYM/FIELD WITHIN TWO (2) MINUTES, CAN CAUSE HIS/HER TEAM TO FORFEIT.

C. Any player who is NOT allowed to participate in the team's next game(s) is furthermore NOT ALLOWED TO ATTEND AND/OR COACH ANY GAMES DURING THE SUSPENSION. The ejected player is banned from the facility during his/her suspension period.

D. The Code of Conduct is not protestable.

OUR PROMISE TO KIDS

A Special Project of the Kansas Recreation and Park Association, the Kansas Youth Sports Task Force and the National Alliance for Youth Sports.

The Kansas Recreation and Park Association (KRPA) wants to improve youth sports programs across the state through an initiative called **Our Promise to Kids**. Our goal is to develop a specific set of youth sports values that will serve as the foundation for how programs are administered. **Our Promise to Kids** is designed to provide coaches, parents and participants with the knowledge that their local park and recreation department and youth organizations care about each child involved in youth sports programs and are committed to making youth sports better for children in Kansas.

Organizations that sign the **Our Promise to Kids** commitment will be listed on the KRPA web site, recognized in the quarterly magazine and acknowledged at next year's state conference in Topeka. Organizations are asked to sign the **Our Promise to Kids** commitment annually.

The Our Promise to Kids Commitment

WE PROMISE; to commit ourselves to the well-being and overall development of children through youth sports and activities and to ensure that our programs are conducted in the best interest of the children they are intended to serve.

WE PROMISE, that we will require each youth sport league, program, agency and organization to conduct themselves according to the generally accepted standards of quality youth sports programming and abide by the policies and procedures that are established by our agency as a condition of use for our facilities to conduct youth sports programs.

WE PROMISE; that all professionals, volunteers, coaches and parents involved in programs administered by our organization will have an opportunity to complete an orientation/training program that includes: an understanding of our philosophy, policies and procedures, and specific knowledge required for each position, and that everyone associated with the youth sports program shall be held accountable for his or her actions and behaviors.

WE PROMISE; that it is the express intent of our organization to above all else ensure that children involved in youth sports conducted by our organization are not subjected to inappropriate adult behavior without fair, swift and equitable consequences for such behavior. Further, we recognize and accept that it is incumbent upon us to investigate and resolve all allegations and/or complaints regarding any aspect of a youth sports program administered by our organization that may have an adverse effect on the physical, emotional or social growth of youth participants.

HAYS RECREATION COMMISSION recognizes the value of youth sports and the lifetime skills it teaches. As a community working together we promise to provide our children with a safe and positive youth sports experience.

Our Promise to Kids commits to providing children with the following opportunities:

- *A fun, safe, positive environment in which to play.
- *To play under the supervision of positive role models that will help focus on developing skills, teamwork and sportsmanship.
- *For all children to play regardless of skill or ability.
- *To build self-confidence and self-esteem while respecting oneself and others.
- *To make new friends and learn lifetime skills.
- *Everyone associated with this youth sports program will do their part in keeping these promises to our kids.

National Standards of NYSCA Coaches

The National Standards for Youth Sports place in motion a nationwide policy for youth leagues that strive to operate their programs with the best interests of children as their primary objective.

Copies of the National Standards For Youth Sports, with complete information including rationale and implementation, are made available to youth leagues by contracting NYCA Headquarters.

#1 Proper Sports Environment

Parents must consider and carefully choose the proper sports environment for their child, including the appropriate age and development for participation, the type of sport, the rules of the sport, the age range of the participants, and the proper level of physical and emotional stress.

#2 Programs Based on the Well-Being of Children

Parents must select youth sports programs that are developed and organized to enhance the emotional, physical, social and educational well-being of children.

#3 Drug, Tobacco & Alcohol-Free Environment

Parents must encourage a drug, tobacco and alcohol-free environment for their children.

#4 Part of a Child's Life

Parents must recognize that youth sports are only a part of a child's life.

#5 Training

Parents must insist that coaches are trained and certified.

#6 Parent's Active Role

Parents must make a serious effort to take an active role in the youth sports experience of their child providing positive support as a spectator, coach, league administrator and/or caring parent.

#7 Positive Role Models

Parents must provide positive role models, exhibiting sportsmanlike behavior at games, practices, and home, while also giving positive reinforcement to their child and support to their child's coaches.

#8 Parental Commitment

Parents must demonstrate their commitment to their child's youth sports experience by annually signing the Parents Code of Ethics Pledge.

#9 Safe Playing Situations

Parents must insist on safe playing facilities, healthful playing situations, and proper first aid applications, should the need arise.

#10 Equal Play Opportunity

Parents, coaches, and league administrators must provide equal play opportunity for all youth regardless of race, creed, sex, economic status or ability.

#11 Drug, Tobacco & Alcohol-Free Adults

Parents must be drug, tobacco and alcohol-free at youth league sporting events.

Coaches' Code of Ethics

I hereby pledge to live up to my certification as a 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 will promise to review and practice the basic 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 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 each 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.

Coach Signature

Date

Players' Code of Ethics

I hereby pledge to provide a positive attitude and be responsible for my participation in Youth Sports by following this Code of Ethics:

I will encourage good sportsmanship from fellow players, coaches, officials and parents at every game and practice.

I will attend every practice and game that is reasonable possible and notify my coach if I cannot.

I will expect to receive a fair and equal amount of playing time.

I will do my very best to listen and learn from my coaches.

I will treat my coaches with respect regardless of race, sex, creed or abilities and I will expect to be treated accordingly.

I deserve to have fun during my sports experience and will alert parents or coaches if it stops being FUN!

I deserve to play in an alcohol, tobacco and drug free environment and expect adults to respect that wish.

I will encourage my parents to be involved with my team in some capacity because it's important to me.

I will do my very best in school.

I will remember that a sport is an opportunity to learn and have fun.

Players' Signature

Date

Parents' Code of Ethics

I hereby pledge to provide positive support, care, and encouragement for my child participating in youth sports by following this Parents' Code of Ethics Pledge.

I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event.

I will place the emotional and physical well being of my child ahead of a personal desire to win.

I will insist that my child play in a safe and healthy environment.

I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.

I will demand a sports environment for my child that is free of drugs, tobacco, and alcohol, and will refrain from their use at all youth sports events.

I will remember that the game is for youth—not for adults.

I will do my very best to make youth sports fun for my child.

I will ask my child to treat other players, coaches, fans, and official, with respect regardless of race, sex, creed, or ability.

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

I will require that my child's coach be trained in the responsibilities of being a youth sports coach and that the coach upholds the Coaches' Code of Ethics.

I will read the NYSCA National Standards for Youth Sports and do what I can to help all youth sports organizations implement and enforce them.

Parent signature

Parent Signature

Date