



Sno-King Youth Club Kindergarten – 1st Grade Boys & Girls Coach Pitch Option 2008 Coaches Manual & Playing Rules

<http://www.skyc.net>

SNOKING BASEBALL MISSION STATEMENT

Sno-King Baseball intends to provide an environment where players learn skills, sportsmanship, and fair play as they participate in healthy, enjoyable recreation. Our success in achieving this goal is measured by how the children feel about their contribution to the game when they leave the field.

Everyone Gets to Play && Everyone Has Fun

PURPOSE OF THIS MANUAL

Sno-King Youth Club is the sole governing organization overseeing the rules and regulations for the club's baseball leagues. This manual is intended to inform coaches, players, and umpires of the current set of instructions and rules that exist for their participation in Sno-King Youth Club baseball/softball. It contains the current version of the rules that have been established by the Sno-King Youth Club Board and coaches to implement the league's philosophy.

This manual is also intended to be the focus for modification, addition, or deletion to the current Sno-King rules. If you believe that inaccurate interpretations, omissions, or mistakes exist in this document please submit written change requests to the Sno-King office so they will be considered for inclusion in future versions of this manual.

ORGANIZATION OF THIS MANUAL

This manual is organized so that coaches, players, and umpires may easily learn and reference the Sno-King rules and responsibilities. The sections are listed and described below.

- ? Coaches' Guide – explains requirements and rules including team formation, reserving practice times and fields, team equipment, player eligibility, important season events, and conduct rules.
- ? Players Guide – includes instructions for player signup, eligibility, and personal conduct.
- ? Player Eligibility – Sno-King's standards on who may play that assure safety and fair play.
- ? Umpires – states league expectations for umpires' qualifications and attendance.
- ? Supporting Sno-King - suggestions for ways that you and the community can support our non-profit organization.
- ? Playing Rules – exceptions and modifications to the Major League Baseball rules that allow for the age and safety of the players.

COACHES' GUIDE

Team formation

Each team must complete and submit a Sno-King team roster form, which includes a minimum of twelve players. In addition to the players listed on the team's roster, each team is required to accept all players assigned by Sno-King up to a maximum of fourteen. A coach may be assigned up to 16 players at the discretion of the board. When your team has the maximum number of players, refer players who ask to join the team to the Sno-King Youth Club office for assignment to another team.

Players are assigned according to their neighborhood public school when possible. Teams can also be formed for, or based on students attending the same private school when enough children are available from the school to form a team. If there is no room on a child's school team, then he will be assigned on a first come basis to the nearest available team.

If additional players join the team after the original roster was submitted, it is the team coach's responsibility to provide an updated roster to the Sno-King Youth Club office prior to the added players' participation.

If a player drops from your team, please call the Sno-King Youth Club office so children waiting for an opening can be assigned.

Transfer policy

Any player requesting a transfer from one team to another or one league to another may not turn out with either team until a decision has been made regarding the transfer. Transfers that are intended only to improve the playing strength of a team's roster are strictly forbidden. This practice is in direct opposition to the league's mission.

A fully completed league transfer form must be submitted to the Sno-King Youth Club office before the playing season has begun. If the transfer decision has been made during the playing season, the player will be considered ineligible for his new team's first two games after the decision.

If any information on the transfer form is found to be intentionally false, the transfer is automatically denied.

Field assignments

Field assignments will be issued to the head coach, by written and verbal communication from the Sno-King Youth Club Program Director.

All fields used by Sno-King Youth Club are the property of other agencies. It is **MANDATORY** that all fields be treated with care and consideration so we may continue to enjoy the use of these fields. Teams are asked to police the grounds after practices and games. Leave the fields cleaner than when you arrived!

Equipment

Bats, balls, bases, tees, batting helmets, and catcher's gear are issued after submission of the team roster and registration fees. Equipment must be signed out by coach, assistant coach or team parent.

Each coach is responsible for maintaining the condition of all equipment and informing his or her players about the equipment's safety requirements.

All equipment must be turned in at the end of the season.

Uniforms

Choices of uniforms are issued on a first come basis after submission of the team roster and registration fees.

The Sno-King Youth Club Board of Directors has voted that all teams participating in Youth Club games **MUST WEAR THE UNIFORMS ISSUED BY THIS ORGANIZATION**, to include hats or visors. NO team is allowed to participate wearing any kind of special or different uniforms.

Practice rules

Adult supervision is mandatory at all times. It is not advisable for you to allow kids other than your own players on your practice field. You, as the coach, and Sno-King Youth Club can be held liable for injuries to spectators. You, the coach, should be the last person from your team to leave the field – after all of your players have been picked up by their parents!

Practice only during the time assigned by the league. As stated in the mission statement, the league is intended to provide a fun environment for teaching skills, sportsmanship, and fair play. Additional practice provides a team with an unfair advantage and is unsportsmanlike. A team found in violation of the practice time limit must forfeit league games.

Be on time for practices and end them properly on schedule. That is, do not arrive more than ten minutes before your practice begins and leave immediately so that you do not affect other teams' practice or games.

Always carry your field permit to each practice so you may easily resolve conflicts over who has field rights.

Unauthorized off-season practice is prohibited!!

Game Changes

To change the date or time of a scheduled game, you must submit a written change request at least 2 weeks prior to the originally scheduled date. The reason for the change must be stated in the request.

Picture day

The Sno-King Youth Club encourages all coaches and players to participate in team picture day. The pictures help build team spirit and will provide lasting memories for players, coaches, and parents.

Team pictures will be taken on a specified day prior to your game. There will be a picture make up day for teams who missed the first session. Please call the league office to arrange a makeup appointment if your team must miss the original sitting. The pictures will be distributed in by end of season.

Team parent

Each team is asked to provide the name and phone number of a team parent on its roster. Team parents assist the coach by acting as a source of information for team members, and assist the Sno-King Youth Club, as they are an additional point of contact when we are unable to reach the coach.

Coaches' Conduct

One of the most important functions of a coach is to set an example for the children on their team, as well as for the parents of those children. Coaches are expected to behave in a positive and supportive manner toward their own and all other players – **AT ALL TIMES**. Coaches are also expected to participate in the handshake between teams at each game's conclusion. Children should be taught to be both good winners and good losers.

Remember that you as a coach can be brought before the Sno-King Board if it is determined that your conduct, or that of your players', or their families is physically or verbally abusive.

Disciplinary Action

The following has been adopted by the league as a guide for the handling of player or adult disciplinary problems...

- A. The Sno-King board has the authority to suspend, discharge, or otherwise discipline any player, manager, coach, umpire, or other person whose conduct is in violation, or noncompliance of the rules and regulations of Sno-King Youth Club baseball and / or is considered detrimental to the best interests of the league.
 - ? Persons subject to such discipline actions shall have the right to a written appeal within 72 hours before the Sno-King board makes a disciplinary sentence.
 - ? In the event of disciplinary procedures involving a player or other person under the age of eighteen, that person's parents shall be invited to attend the hearing with the person concerned.

- B. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested. Sno-King board may impose the one, which in their opinion, appears to match the severity of the offense.
 - ? Warning – the offending person is to be advised, verbally, of the offense, and further advised that repetition of the offense will result in a more severe penalty.
 - ? Suspension – the offending person is to be advised, in writing, that he or she has been suspended from all league activity for a specific number of games or days.
 - ? Dismissal – the offending person is to be advised, in writing, that he or she has been dismissed from the league for the remainder of the current year.
 - ? Barred – the offending person is to be advised, in writing, that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

PLAYERS' GUIDE

Registration

A completely filled out registration form and a appropriate registration fee must be submitted to the Sno-King office. Separate checks or money orders for each child should be made payable to Sno-King Youth Club.

The registration fee is set each year by the Sno-King Board of Directors and covers the costs of insurance, uniforms, facilities, officials, and administrative costs. A family plan is available for those who have three or more children participating in the same sport in the same season. The fee structure requires the first and second oldest children to pay full fees. The third child pays a discounted fee, and any additional younger children play for free.

Scholarships are available for individual players who are in financial need. Please contact the Director if you are aware of players who may need assistance. A scholarship request form must be completed by the player's parent or guardian and submitted to the Sno-King Youth Club office before the player can be officially considered on the team's roster.

Refund policy:

The Sno-King Youth Club Board of Directors accepted the following refund policy on June 26, 1992:

- ? All refund requests must be in writing and received by the Youth Club office within two weeks after the last practice attended by the child.
- ? A full refund, minus \$25.00 for administration, will be paid to any participant provided he or she has not received a uniform or played in any game.
- ? The coach must be notified and provide confirmation for the request before it can be approved.

Only Partial Refunds will be issued after the first league game has been played.

PLAYER ELIGIBILITY

All players on a team must attend the same grade level. Any parent or coach who wishes to add a player to a team whose age is not consistent with the team's grade level must submit a transfer request for the player to the Sno-King board. The player may not participate with any team until after the transfer request has been approved. There will be no guarantee that the player for whom the transfer is requested will retain his place on his original team's roster if the transfer is denied.

Kindergarten / 1st grade league is co-ed

If it is determined that an ineligible player has been playing in games, the Sno-King board will review those games to determine whether or not they will be forfeited. The intention of this review is not to punish players, but to encourage the coaches to learn all pertinent information about the players on their teams, and provide Sno-King with accurate roster information. The coach is considered responsible and accountable for any rules his team violates.

Ineligible Players

A player is ineligible if any of the following are true:

- ? The player has not registered and paid his registration fee.
 - The player is not listed as a member of his or her team's roster.
 - The player is participating on a team not consistent with his grade in school and does not have an approved player movement form at the Sno-King office.
 - The player is female on a male team
 - The player is male on a female team.
 - The player has transferred from one Sno-King Youth Club team to another without an approved transfer.
 - Players may not participate on two Sno-King teams in the same season.

Any coach who knowingly allows an ineligible player to participate in any game will forfeit all games in which the ineligible player participated.

SUPPORTING SNO-KING

Sno-King is a non-profit youth sports organization that does not receive funding from United Way or any other city, state, or federal agencies. All sponsorship donations are tax-deductible.

Team Sponsors

Sno-King Youth Club offers an individual team sponsorship for all sports. This is a single-tiered program offered to teams and companies at \$1200 per season/per sport. This program goes into affect for Fall 2007 sports and unlike our previous sponsorship program, does not include field priority for teams.

\$1200 Sponsorship Program:

Sponsors receive:

- ? Company name (or team name) on the back of team jerseys
- ? Company & team name on game schedule (Soccer--Youth Club teams ONLY, U4-U10)
 - ? Sponsor Plaque with team photo
 - ? Company name &/or website link on SKYC web site
- ? Company & Team Name Banner teams can take and display at their games
 - ? Tax write-off for giving to a non-profit!

Scholarships

A person or business may pay the registration fee for an individual player who is in financial need. Please contact the Sno-King Director if you or someone you know is, interested in supporting the participation of one of these youngsters.

We solicit donations from community minded businesses and individuals who want to help us provide a quality service to the children in the area. If you know anyone who would like to donate, please have them contact the Sno-King Youth Club office at (425) 775-2633.



PLAYING RULES

Sno-King Youth Club's kindergarten through second grade **COACH PITCH OPTION** is instructional baseball. It is intended to teach the basic skills of hitting, running and throwing.

Section 0 Conduct

Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language, or similarly derogatory activity, may be suspended for one or more games. Teams in violation of this rule may be refused entry, or ejected from tournament play.

The use of tobacco or alcohol in any form by players or adult leaders in the dugout, on the benches, or on the playing field is not permitted.

No protests are allowed in **coach pitch option**.

No forfeits are allowed in **coach pitch option**. See rule 3.02.

Section 1 Regulations

SK 1.01 Each player on the team must have participated in at least two practices and have their registration fees paid to the office prior to their participation in any game.

SK 1.02 **THE PLAYING RULE:** Each player on the team roster must play at least *two complete* innings in the field each game. A player must start at the beginning of an inning and cannot be substituted until the end of that same inning.

SK 1.03 **EXCEPTION TO THE PLAYING RULE:** If a player violates your requirements for practice (unexcused absences, lateness, misbehavior) you have the option of benching that player. This player is to be listed in the scorebook along with the reason he is not playing. **As a coach, you must be sure your players understand your expectations and their responsibilities.**

SK 1.04 Any player may re-enter the game defensively on a free substitution basis, as long as each player receives the minimum amount of playing time.

SK 1.05 Any players listed as ineligible at the beginning of the game **MAY NOT** play in that game.

SK 1.06 Late arrivals will be added at the bottom of the entire original batting order.

SK 1.07 Pre-game warm-ups will not be allowed on the playing field due to tight scheduling requirements. teams wishing to warm up before a game are asked to go to an unused corner of a field.

SK 1.08 Spectators) must remain at a safe distance beyond the baselines, behind the fences, or in bleachers where available. Hardballs and softballs can cause serious injury to spectators. Umpires are directed to require anyone seated in or near the fields of play to move to a safer location.

SK 1.09 Players not actively participating on the field are to remain seated in the dugout or area designated as the dugout. Horseplay, loud talk, swearing, or any misconduct that disrupts normal play will not be tolerated. This includes "chatter" directed at the opposing team. **PENALTY:** Possible expulsion of player(s) involved and/or forfeiture of the game.

Section 2 Playing Field and Equipment

- SK 2.01** The SnoKing kindergarten and 1st grade diamond is a 50-foot square. The distance between bases is 50 feet. The distance between the point of home plate to the center of second base is 70 feet.
- SK 2.02** The distance between the front of the pitcher's plate and the rear point of home base is 38 feet.
- SK 2.03** The use of bases with safety features, such as those with tapered sides, those that release upon sufficient impact have been approved for league play.
- SK 2.04** SnoKing coach pitch option is played using an Incredi-ball or other safety baseball.
- SK 2.05** Metal, graphite, or ceramic bats, manufactured specifically for baseball play are acceptable.
- SK 2.06** It is recommended that rubber cleats are to be used to avoid expense to the participants. Rubber cleats are acceptable. **Metal cleats are NOT ALLOWED.**
- SK 2.07** Players are required to wear the uniform issued by the league whenever participating in a league game. The kindergarten through second grade uniform includes a baseball cap and T-shirt.
- SK 2.08** Batters, players in the on-deck batting area, and baserunners are required to wear protective headgear, which gives protection to the top of the head, temples, ears, and base of the skull. Headgear shall be NOCSAE approved. Use of facemasks or protective headgear is O.K. Adults are not required to wear protective helmets. If a player removes their batting helmet while on the field of play, and in the judgment of the umpire it is deemed dangerous, the player shall be called out.
- SK 2.09** Catchers are required to wear a mask with throat guard, chest protector, shin guards, and protective headgear, which gives protection to the top of the head when catching behind the plate. A warm-up catcher may wear a fielder's glove and face mask.

Section 3 The Game

- Coach pitch option** is essentially SnoKing Youth baseball except the competition aspect is not emphasized. Batters hit the ball from the top of a batting tee, or from a pitched ball from the coach assistant / parent, and a batter-runner's progress is limited by dead ball rules.
- SK 3.01** A batting order shall be prepared which includes **each player present at the game**. Each player bats according to this order, regardless of when or where he plays in the field.
- SK 3.02** If one team has fewer than nine players available at the scheduled game time, the other team may volunteer substitute players from their roster so that both teams have nine players.
- SK 3.03** When all defensive players are in their proper position, as signaled by the field coach, a coach will place the ball on the batting tee. If a coach pitches a ball, the coach must make sure all players are alert and ready before making the pitch.
- SK 3.04** When the ball is in the possession of an infielder and, all play on the runner or runners has ceased, the coach shall call "Time". The ball is dead and shall be returned to the coach who will place it on the tee **or back to the coach for the next pitch**.
- SK 3.06** Each half inning ends after either three outs have been made, the fifth run has crossed the plate, or the entire batting order has been up to bat - whichever occurs first. The batting order starts from the batter that was after the last out.
- SK 3.07** Games will be on a time limit, no innings are set. The time limit for K-1st will be **one hour and twenty minutes**.
- SK 3.08** Innings started before one hour and twenty minutes shall be completed.

SK 3.09 No more than three players shall “huddle” on the playing field at any time during the game.
Coaches should discourage such gatherings, as they tend to delay the game.

SK 3.10 Games called for any reason shall be considered complete if **three entire innings** have been played.
If games are called in fewer than three innings, and are to be continued, they shall be continued with the next batter, the existing baserunners, and number of outs recorded when the game was halted.

SK 3.11 Rain-out Policy

Check our web site at 4:00pm for rain-out information. www.skyc.net. Weekday games: By 4:00pm the Sno-King Youth Club will make a determination whether to call games. Coaches will be called immediately. Please do not call the Sno-King Youth Club before 4:00 p.m. Please instruct parents to NOT call our office. Tell them you will notify everyone as soon as you are notified.

Weekend games: Games will be called when the coaches determine that games are not playable.

Unless you are otherwise notified, your team must appear at the field of play as scheduled. It shall be the umpire’s decision to call a game due to weather or field conditions.

SK 3.12 The Infield Fly Rule will NOT be in effect.

Section 4 The Batter

SK 4.01 Batters are to hit the ball off a batting tee or from a pitch, thrown by the coach. The coach may either throw overhand or underhand.

SK 4.02 Batters are not permitted to bunt or swing easy at the ball. The ball must travel at least ten feet into fair territory to be considered a hit. A ball hit inside the ten-foot line shall be considered a foul ball. The ball is dead, and no runners may advance.

SK 4.03 A batter shall not be declared out at the plate, each batter gets five **pitches** from a coach pitched ball and an unlimited attempts to hit the ball off the “tee.”

SK 4.04 If a batter throws the bat, and in the judgment of the coach it is deemed dangerous, the batter is automatically out, whether the ball is hit fair or foul, or is missed.

SK 4.05 The on-deck batter must be in the designated on-deck circle, with a helmet on, ready to take his turn at bat.

SK 4.06 Offensive teams may have one coach/adult behind the catcher.

Section 5 The Runner

SK 5.01 Baserunners are not permitted to steal or lead-off base. They must remain in contact with the base until the ball is hit. If the runner has a lead off from his base when the ball is batted he will be called out. If the ball isn’t batted and he has led off he should be warned that he will be called out if caught leading off when the ball is hit.

SK 5.02 Any runner is out when the runner does not slide OR attempt to get around a fielder who HAS THE BALL and is waiting to make the tag.

There is no “must slide” rule. The purpose of this rule is to prohibit the runner from deliberately crashing into the defender who has the ball for the sole purpose of knocking the ball loose. If a runner does not slide and incidental contact occurs, the coach should only make a call if it is his / her judgment that the runner, with deliberate malice, attempted to collide with the defender.

If the fielder, as he attempts to catch a thrown ball that is between the runner and the fielder, steps into the runner’s path, there is no obstruction. If the ball is outside of that area it is a case of obstruction and the runner shall be awarded the base.

No Head First slide into any base is allowed. A team will be warned once, and then any runner that slides head first will be called out.

Overthrows:

SK 5.03 Kindergarten-1st Grade: No extra bases on any overthrows.

SK 5.04 2nd Grade: One base will be awarded to a player on any overthrow that is out of play. If the ball is overthrown and the ball is in play, the player may run to more than one base.

SK 5.05 **Home-Run rule:** Hit away. A batter may hit the ball, and run as far as he/she can with the potential of being tagged out. Exceptions would be the dead ball rule.

Section 6 The Defense

SK 6.01 Ten players may be used defensively, with the tenth player playing in the outfield. The four outfielders shall be stationed not less than 15 feet out from the baseline until the ball is hit.

SK 6.02 No player shall remain at the same defensive position more than two innings.

Section 7 Coaches

One of the most important functions of a coach, besides teaching skills, rules, and teamwork, is setting an example for players and their parents. **Coaches are expected to behave in a positive and supportive manner towards their own and opposing players at all times.**

SK 7.01 Two adult coaches may be stationed on the playing field, beyond the baselines, to provide verbal instructions to the defensive team. **One coach in the infield, and one in the outfield.**

SK 7.02 Adult coaches may be used in either or both the first and third base coaching boxes. Players are not allowed to coach from the baseline. Only verbal instruction can be given. Coaches are not to touch a runner or provide any physical assistance. *If physical assistance is called by the opposing coach, the runner will be called out.*

SK 7.03 A coach or coaches shall not switch coaching boxes during an inning.

SK 7.04 Coaches or players whose actions result in unsafe playing conditions for their own, or the opposing team's players may be ejected and subject to disciplinary action.

SK 7.05 When a runner is on base who can potentially score, a designated adult representative of the batting team must remove the batting tee from the playing area each time a batter hits the ball. The tee must be moved quickly to prevent interference with the fielders' play. If the tee handler does interfere with defensive play all runners must return to the last base they had earned before the interference call.

SK 7.06 Coaches that pitch to their players must remove themselves from the field of play once the ball has been hit. Coaches are to leave the field of play from the third base line, after the ball has been hit in play.

SK 7.07 Coaches may pitch to their players from any distance they wish, just as long as it is deemed safe by all those involved.