

Dear Parents, Participants & Fans;

It is my pleasure to welcome you to the programs of the Peach County Parks & Recreation Department. We are thankful that you have chosen us to be your youth sports provider. It will be our aim to provide your child with a safe, organized, positive youth sports experience. The programs that are offered at our department are designed to be recreational in nature and to be progressively competitive as a child advance in age. Many of our programs are available to every child within an age division regardless of their physical abilities. In many of our programs there are post season all-star teams selected by the coaches that allows the chosen players to compete at a higher level while representing our department as a part of the Georgia Recreation and Park Association (GRPA). These programs are designed to act as a feeder system to local area scholastic level programs.

We have an excellent leadership team in place. Many of our staff maintain professional certifications and stay current with trends in our industry through professional development trainings, seminars, and conferences. Our staff may be small but are well trained and knowledgeable and all have a desire to serve our citizens. This department operates as a branch of the Peach County Board of Commissioners. It is my responsibility as the director to ensure that everything is done in accordance with the established policies of the Peach County government. Our staff is held accountable to upholding these policies and will provide friendly and efficient customer service. In addition to our full-time staff we also will utilize part-time, seasonal and intern workers as well as volunteers. All employees and volunteers will have successfully completed a criminal background check. This is done to help to create a safer environment for the children in our programs.

The rules and regulations, policies and procedures in this online manual have been carefully studied and revised. 2024 is our most current revision. All of these have been approved by the Peach County Board of Commissioners. I, along with our staff, have been charged with following these rules, regulations, policies and procedures. When this is done properly it will be supported 100% by the Peach County Board of Commissioners and the Chief Administrative officer. If you would like an explanation of any rule, regulation, policy or procedure please feel free to ask any of our staff. The rules and regulations in this booklet have been modeled after those of the Georgia Recreation and Park Association (GRPA) and the Georgia High School Association (GHSAA). There are several local exceptions that help us to ensure an ample amount of playing time for each player in our programs.

Our administrative office currently located at 700 Spruce St. #A5, Fort Valley, GA. Our website is peachcounty.net/parks-and-recreation. We can also be reached by telephone at (478) 825-3334. Our office hours are Monday – Friday from 8:00AM – 5:00PM. Thanks again for being a part of the Peach County Parks & Recreation Department.

Sincerely,

Bruce V Mackey

Bruce V. Mackey, Director
Peach County Parks & Recreation Department

ATHLETIC PROGRAM MISSION STATEMENT

The PCPRD will provide organized youth sports programs in a safe environment with equal opportunity for participation to ALL young people who meet eligibility requirements, regardless of their physical or mental abilities.

ATHLETIC PROGRAM GOALS

To introduce children, beginning at the age of three (3) to a variety of sports programs. In programs that utilize volunteer coaches, a child MUST have attained the minimum age of three (3), prior to the age control date, to participate.

The PCPRD has set a minimum playing requirement in ALL youth sports programs to ensure that each participant is given the opportunity to hone and improve their skills through actual game situations. These playing requirements may be reduced as a child advance in age.

All youth sports programs will be designed to be progressively competitive as a child advance in age. The PCPRD 12 & Under age division in each sport is designed to act as a feeder system to local area scholastic programs.

The PCPRD attempts to instill in all players that winning is important and that equally as important is the proper way to handle a loss. Good sportsmanship is always demanded.

The PCPRD will form post season all-star teams for players ages seven (7) and above in a fair, equitable and transparent manner. These teams will be encouraged to be competitive on the District and State levels.

EFFORTS TO ACHIEVE ATHLETIC PROGRAM GOALS

Beginner sports (ages 3 - 6 Year Olds) will reward players for their participation and should emphasize the fun and socialization aspects of the sport. Beginner Sports that are currently offered include: Tee Ball, Flag Football, 5 & Under Soccer and Buddy Basketball starting the 2024-25 season.

The PCPRD will provide written rules, regulations, policies, and procedures and make them available via the department website for all participants.

The playing time requirements will be closely monitored by the PCPRD with a penalty system in place for those who violate this policy.

The PCPRD encourages children with physical and mental disabilities to participate in the programs.

The PCPRD will continually work with local area schools and their athletic staff to ensure that all sports programs are acting as a quality feeder system.

ELIGIBILITY TO PARTICIPATE

The PCPRD programs are designed for the citizens of Peach County, Georgia. All advertised program rates are for those who reside in Peach County, Georgia.

While the programs are designed for the citizens of Peach County; the Peach County Board of Commissioners recognizes that residents of bordering counties may have a desire to participate in the programs. The Peach County Board of Commissioners has created an “OUT OF COUNTY” participation policy. Those desiring to participate, who do not reside or own property within Peach County, Georgia MUST pay the advertised registration fee plus a 35% “OUT OF COUNTY” fee.

For post-season all-star teams that are affiliated with the Georgia Recreation and Park Association (GRPA): A player must reside and/or attend school full-time within Peach County, Georgia. GRPA allows the following exceptions to this rule:

The Home County or Agency in which the participant resides does not have a program

The participant MUST have been an integral part of the host agency’s program

The host agency MUST endorse the player

The participant MUST be approved by the District Athletic Chairperson. Once approved the participant is declared eligible for District and/or State level GRPA Competition.

An “OUT OF COUNTY” participant is not permitted to cross District lines and may not pass over one program to participate in another.

All participants must register and agree to the waivers and pay the registration fee at the time of registration.

All / Any equipment that was issued in a previous sport must have been returned before participation in another sport is allowed.

Players who are on a high school eligibility sheet or roster are not eligible to participate in GRPA all-star competition in the same sport season. Exception: Baseball & Softball, which are summer sports that occur after school is out for the year.

Those wishing to participate in a program MUST register during the advertised registration period. Once the registration period has ended, if there are any remaining spots available to ensure that all teams have an equal number of players, those spots will be filled on a first come – first served basis. Once the registration deadline has passed and all teams have an equal number of players, no additional registration will be accepted and a waiting list will be created. If, for any reason, a player leaves the program – players will be taken from the waiting list in the order that they were placed onto the waiting list.

Participants in drafted leagues (ages 7 and above) may NOT request to be placed onto a specific team with specific players or coaches. There are no special considerations given for carpool reasons, cousins, neighbors, etc.

Siblings, including step children, that are in the same age division will be placed onto the same team unless the parent/guardian requests otherwise. In drafted leagues; when one sibling is drafted – the other child(ren) will be placed into the next available draft spot(s).

ALL-STAR SELECTION PROCESS

PURPOSE: The Peach County Board of Commissioners and the staff of the PCPRD desire for an All-Star team to be selected in any eligible league to represent Peach County is GRPA District and/or State levels of play. The Selection Process has been approved by the Peach County Board

of Commissioners.

SELECTION PROCESS:

Prior to the end of the regular season, during League Play, the head coach of each team will be given a nomination form and allowed to nominate anyone from their team that they feel deserves consideration for selection onto the all-star team.

The PCPRD staff member that is responsible for the program will gather all nominations and create a Master Ballot of all nominees.

The PCPRD staff reserves the right to add anyone to the Master Ballot that they feel was left off of the nomination list. While the PCPRD staff may add a nominee to the list – the staff does NOT have a vote on who makes the teams – a staff member may only nominate someone.

A coaches meeting will be held for the purpose of selecting the all-star team. Each coach will be given the opportunity to discuss the players from their team who was nominated so that all coaches will know a little about each player on the nomination list.

At this point, an official ballot will be given to each coach and coaches may vote for their choice of the top number of players (actual numbers in each sport are listed below) but may NOT vote for someone who was on their regular season team.

BASKETBALL	Coaches Vote On The Top 10 Players
BASEBALL:	Coaches Vote On The Top 12 Players
FOOTBALL:	Coaches Vote On The Top 20 Players
SOCCER:	Coaches Vote On The Top 10 Players

Any player receiving unanimous votes will be placed onto the all-star roster. A unanimous vote means that all coaches except for the players regular season coach has voted for them. If there are enough spots remaining on the roster to add all players who received all but one vote – those players will be added to the roster. If there are not enough spots remaining to take all who received all but one vote, an additional vote will be taken until all remaining spots, equal to the numbers above, have been filled. At this point, the Selected Head Coach will choose the remainder of the roster and their choices must come from the nomination list.

To be eligible for selection: a player must meet all eligibility guidelines of the PCPRD and GRPA and MUST have participated in 50% or more of the regular season games.

If there are not enough nominations to require a vote: all nominated players would be placed onto the all-star team. If there aren't enough nominees to fill the roster: the selected head coach may select other eligible players from the league to fill the roster.

ALL-STAR COACH SELECTION

During the All-Star Coaches Meeting – the sport supervisor (PCPRD Full-Time Staff Member) will make known their selection for who will serve as the head coach. If no coach from the league is found, the sport supervisor (PCPRD Full-Time Staff Member) may select a Community Coach or

they may choose a coach for the team.

LOITERING / GYM POLICY

All PCPRD facilities that are used for administrative business, programming, and special events. Due to the large numbers of people occupying the building the PCPRD has established a “NO LOITERING POLICY.”

Patrons are encouraged to attend games or activities but are asked not to loiter in the lobby or hallways. Law enforcement officers and/or PCPRD staff members may request that you attend the event or leave the property. If law enforcement is required to remove anyone from the property for continual loitering the individual may be subject to an extended period of banishment.

GATE ADMISSIONS

The Peach County Board of Commissioners and the PCPRD will NOT charge a gate admission or parking fee during any local league regular season contests. A nominal admissions/gate fee may be charged during local playoffs or when all-star teams are participating against teams from another agency.

DRAFT PROCEDURE

Each player that is NOT a head coach’s child(ren) or the assistant coach’s child(ren) should attend the skills evaluation. This allows all the coaches in a league to evaluate the talent level of all players in the league who are eligible for the draft.

A player who does NOT attend the skills evaluations and is not frozen to a team due to being a coach’s child will NOT be eligible to be drafted onto a team until all the players who attended the skills evaluations have been drafted. *(EXCEPTION: If there are not enough players remaining to be drafted to complete an entire round of the draft...at that time, all players who did NOT attend the skills evaluations will become eligible to be drafted).*

The draft order is determined by a random draw prior to the beginning of the draft.

Each team may only freeze the child (ren of the head coach and the child(ren) of their one listed assistant coach.

Once the draft begins: it will go in successive order in round one (Team 1, Team 2, Team 3, Team 4). In round two, it would reverse in order (Team 4, Team 3, Team 2, Team 1). The draft order will reverse at the end of each round until all the players who attended the skills evaluations have been selected (or until there are not enough players remaining of those who attended to make a complete round). Once this point is reached in the draft – the sport supervisor will make it known that all players, whether they attended skills evaluations or not, are eligible to be selected and the draft will continue in the same order.

Once the draft is completed – coaches may not trade players. Absolutely NO TRADES ARE ALLOWED.

Siblings (brothers, sisters, stepbrother, stepsister) who play in the same league will be placed onto the same

team unless otherwise noted by the parent or guardian. This means that when one sibling or step-sibling is drafted, the other is immediately placed onto the roster in the next available draft position.

To protect the integrity of the draft and to create an atmosphere that is productive, the PCPRD recommends that the only coaches who attend the draft are the listed head coach and one listed assistant coach.

FEE REDUCTION POLICY

The Peach County Board of Commissioners and the PCPRD wishes for every family to have the opportunity to participate in the programs that are offered by the department. A registration fee, payable at the time of registration, is charged and required in each program. A fee reduction policy has been established for the residents of Peach County, Georgia only. "OUT OF COUNTY" participants are NOT eligible for fee reductions. To qualify for the fee reduction; an applicant MUST provide proof of child's Medicaid card:

A current Medicaid card with the child's name listed on the card.

PROGRAM REFUND POLICY

If a program is cancelled due to an insufficient number of participants enrolled – the PCPRD will issue a FULL and COMPLETE refund to all registered individuals.

If a refund is requested, prior to uniforms being ordered, the individual requesting the refund shall be granted a refund minus a \$5.00 administrative fee. This may be done in the form of a monetary refund or a credit onto their account. This is the consumer's choice.

Once uniforms have been ordered for a program and a refund is requested: NO MONETARY REFUND MAY BE GRANTED. The individual is entitled to the uniform that was ordered for them but no refund or credit may be granted.

PAVILION / FACILITY RENTAL POLICY

There is no charge to use the pavilions, but a reservation is required. Reservations can be made at peachcountyrec.recdesk.com. There is also a multipurpose room available for rent at North Peach Park.

NO ALCOHOL POLICY

All properties that are owned by the Peach County Board of Commissioners prohibits the possession, sale, or consumption of alcoholic beverages on the premises. Any renter that is discovered with alcoholic beverages will forfeit their rental with no refund and removed from the property by law enforcement.

FACILITY OR GROUNDS RENTALS

The Peach County Parks & Recreation Department acts as the rental agent for the Peach County

Parks (North and South Peach). Those wishing to host an event at either park must complete an Event Request Form. Once this is completed and turned in to the PCPRD, it will be forwarded to the Peach County Parks and Recreation Director or Administrator. If approved, a notification will be sent to the PCPRD and we will contact the renter for payment, which must be made immediately, upon approval.

RENTAL SECURITY POLICY

When renting a facility from the PCPRD, you should be aware of the following:

No event shall extend beyond 10:00pm

Renters may be granted 1 additional hour for clean-up / breakdown but the event must be completed by 11:00pm and everyone, including the renters **MUST** be out of the facility by 12:00 AM

Any event that extends past 10:00PM requires the renter to provide a security affidavit with their rental contract. The security affidavit must be from the Peach County Sheriff's Department, the city of Fort Valley or Byron Police Department or any other P.O.S.T Certified law enforcement agency. The security personnel must remain on-site from 10:00PM until the completion of the event and until all renters have left the facility. The security affidavit must be included with payment at the time of rental.

The number of law enforcement personnel required for your event will be determined by the agency who is providing the security.

The Peach County Board of Commissioners may require the renter to provide additional liability insurance coverage due to the high-risk factor of certain events.

Rentals such as wrestling matches, boxing matches, MMA, rodeo's, etc. that have a higher risk of bodily injury must have a minimum of \$2,000,000.00 in liability coverage.

COACH, PARENT & FAN BEHAVIOR

The PCPRD expects ALL persons in attendance at our events to act in a manner that reflects good, moral character.

Anyone ejected from a contest for unsportsmanlike behavior must:

Immediately leave the confines of the playing area

If there is continued disruptive behavior; the person(s) will be asked to leave the facility

The person who has been ejected must sit out the remainder of that game plus the following game

May not have contact with the team, in practices or games, until the entire suspension has been served.

Anyone that is ejected from an event and refuses to follow the above procedures and acts in a way that is hostile is subject to banishment from all PCPRD facilities for a period of up to 1 year.

No alcoholic beverages or illegal drugs are allowed on any PCPRD property. The discovery of such items will result in expulsion from the facility and possible arrest.

Everyone is asked to “BOOST THE PLAYERS” by limiting your comments to those of praise.

When traveling to other facilities, representing the PCPRD, our fans, players and coaches are reminded to have a standard of behavior that reflects positively on our program.

When playing at an PCPRD facility or representing the PCPRD at an alternate facility in District or State Play: A full-time PCPRD staff member will accompany the team. The PCPRD staff member will be responsible for ensuring proper behavior by all representatives, meeting all eligibility requirements, and paying the entry fee from the department. A PCPRD Full-Time Staff Member is NOT required to be at non-sanctioned events.



YOUTH BASKETBALL LOCAL RULES

SECTION A: AGE DIVISIONS / AGE CONTROL

The PCPRD offers the following levels of play in youth basketball, based on age:

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|--------------------------|-------|-----------------------------|
| a. BUDDY Basketball | CO-ED | for boys & girls ages 5 & 6 |
| b. 8 & UNDER | CO-ED | for boys & girls ages 7 & 8 |
| c. 10 & Under Boys | Boys | for boys ages 9 & 10 |
| d. 9 – 12 Year Old Girls | Girls | for girls ages 9 – 12 |
| e. 12 & Under Boys | Boys | for boys ages 11 & 12 |

The age control date for youth basketball is September 1st of the current school year. A child’s age on September the 1st of the current school year (prior to our youth basketball season) determines their playing age.

No player shall be allowed to play above or below their age division. *EXCEPTION: The only exception shall be for a player with a documented mental or physical disability who has received prior approval by the Executive Director during the registration process.*

SECTION B: GOVERNING RULES

All games shall be governed by the rules and regulations of the Georgia Recreation and Park Association (GRPA) with the local exceptions found in this local rule’s manual. Any rules that are not specifically covered by GRPA and the PCPRD will revert to the rules and regulations of the Georgia High School Association (GHSA).

Many of the local rules and policies are designed so that ALL players will meet a minimum playing requirement. The basketball program is administered by the PCPRD Athletic Manager and will be staffed nightly by an PCPRD Full-Time staff member and part-time/seasonal employees.

SECTION C: LENGTH OF GAMES / PRE-GAME / SPEED-UP RULES

In all divisions, for local play only, teams will play four equal quarters of seven (7) minutes each.

During the Local PCPRD League Play: The game clock will run continuously except during the final two (2) minutes of the 2nd & 4th quarters. During the final two minutes of the 2nd & 4th quarters the clock will be operated by GHSA standards.

For local play only, and to ensure that all playing requirements are being met: At the mid-way point of the 2nd & 4th quarters, the clock will be stopped and the officials will check with the score table for any players who have NOT met their minimum playing requirements. At this point, if anyone has NOT met their playing requirements, they will be entered into the game for the remainder of the half.

SPEED-UP RULE: If a team ever gains a 20 point or more advantage – the clock will run continuously even during the final two minutes of the 2nd & 4th quarters. The only time the clock would stop at this point would be during a time out or an injury. If the lead is ever cut to below a 20 point lead during the final two minutes of a half, the clock would then revert back to operating by GHSA standards.

FREE THROWS DURING A CONTINUOUS CLOCK: If a shooting foul occurs during a time when the clock is running continuously: The clock operator will stop the clock until all players are lined up correctly and the shooter has been handed the basketball. Once the shooter is given the basketball the clock begins to run continuously.

SECTION D: SPECIAL PROVISIONS

A team MUST have at least four (4) players to begin a game. If at any time a team has less than four (4) players – the game is declared a forfeit.

In the 8 & Under Co-Ed Division, for local play only: back court pressure is NOT allowed after a score or on an in-bounds play until the final two (2) minutes of the 4th quarter. If a defensive team gets a rebound and begins what the officials deem to be a “Fast Break” – at that point the opposing team may defend in the back court. However, if upon getting a defensive rebound the rebounding team holds the ball, all defensive players must retreat to beyond the half court line. The first offense for defending in the back court is a verbal warning. All subsequent violations in a half will result in a one-shot technical foul.

No jewelry is allowed and no beads in the hair.

Beginning 2025 Season:

In the 10U & Under league: the last 2 minutes of each quarter, full court press is allowed.

In the 10 & Under Boys League as well as in the 9 – 12 Girls League, for Local Play Only: There is no back court pressure allowed during the first half. Once the 2nd half of the game begins, teams may begin to full court press and defend in the back court.

In the 12 & Under Boys League, for local play only: There is no back court pressure allowed during the first four minutes of the game. After the first four minutes of the first quarter have elapsed, teams may employ a full court press and defend in the back court.

In the 8 & Under Co-Ed Division: During a free throw, the free throw will be shot from a line drawn at a 12 foot distance from the basket. Players lining up along the free throw lane will fill the bottom box.

In the 10 & Under, 9 – 12 Girls and the 12 & Under Boys Divisions, free throws will be shot from the regulation 15 foot line and the bottom box will be left unfilled.

TIME-OUTS: Each team is given 4 time outs per game (not per half).

OVERTIME: If a game is tied at the end of regulation play: teams will designate players for 2 free throws. In tournament play a two (2) minute overtime period is held. The game clock will operate by GHSA standards during the overtime period. This process will continue until a winner has been determined.

No more than two coaches are allowed in the Bench area.

Anyone ejected from a game for unsportsmanlike conduct, whether a player, coach, or fan, will be subject to the PCPRD's ejection policy.

A coach may be restricted to the bench for "borderline" conduct. If a coach is restricted to the bench by an official – that coach must remain in a seated position during live ball action for the remainder of the game. If a coach is penalized again for bad behavior or is penalized for not being in a seated position after being restricted to the bench – it will result in an ejection. Any coach who receives a technical foul during a ball game will be restricted to the bench for the remainder of the game. Anyone who receives two technical fouls in a game will be ejected from the game.

SECTION E: PLAYING TIME REQUIREMENTS

In all competitive divisions of PCPRD youth basketball (ages 7 – 12): each player on a roster and in attendance MUST play 2 full quarters of a basketball game.

THE 24 HOUR RULE: If a player is consistently being disruptive or disrespectful or if a player is consistently missing practices and/or games – the head coach may report this to the athletic manager to receive permission to "bench" a player for an entire game. The athletic manager will contact the parent / guardian to verify the accusation and to make them aware of the problem. If the accusation is found to be valid – the athletic manager will grant permission for that player to be "benched" for one game.

During a game: If a player needs disciplinary action for behavior deemed to be blatant disrespect – a coach may receive permission from the athletic manager or his designee to "bench" that player for the remainder of the game. The PCPRD staff member will notify the opposing coach and a notation will be made in the official book. The athletic manager will then make an appointment to meet with that player and their parent/guardian prior to the next game.

SECTION F: EQUIPMENT

All shoes MUST be soft soled, non- marking basketball style shoes or sneakers.

The approved basketball in all competitive divisions shall be leather or synthetic 28.5 or 285 size basketballs. Uniforms are provided by the PCPRD. All players MUST wear the provided jerseys with legal numbers on the

front AND back. Legal numbers are: 0 – 5, 10 – 15, 20 – 25, 30 – 35, 40 – 45, 50 – 55

The official goal height in the 8 & Under Co-Ed Division, 10 & Under Boys Division as well as in the 9 – 12 Girls Division will be 8.5 feet. The goal height in the 12 & Under Boys Division shall be the regulation 10 feet.

SECTION G: COVER-ALL

The PCPRD has made a great effort to ensure that all aspects of the game are covered through the rules of this local manual, the GRPA athletic manual and the GHSA. If a situation occurs that is not covered by these rules, the athletic manager shall be the final authority and their decision will stand and be supported by the Executive Director, County Administrator, and the Peach County Board of Commissioners.



YOUTH BASEBALL LOCAL RULES

SECTION A: LEAGUES / AGE CONTROL DATE

The PCPRD offers the following levels of play based on age:

INSTRUCTIONAL LEAGUE (Non-Competitive)

8 & Under Coach Pitch

10 & Under w/Machine

12 & Under Live Arm

14 & Under Live Arm

for players ages 5 & 6

for players ages 7 & 8

for players ages 9 & 10

for players ages 11 & 12

for players ages 13 & 14

The age control date for youth baseball is September the 1st of the current year. A player's age on September 1st (after our local season is completed) determines their playing age. This age control date is set by the Georgia Recreation and Park Association.

No player shall be allowed to play above or below their age division. *EXCEPTION: The only exception shall be for a player with a documented mental or physical disability who has received prior approval by the Executive Director during the registration process.*

SECTION B: GOVERNING BODY

The PCPRD Youth Baseball program is patterned after the rules and regulations of the Georgia Recreation and Park Association (GRPA). In this local rule supplement, there are several local exceptions, many of them are to ensure that a local playing requirement is being met by all players.

The PCPRD Youth Baseball Program is supervised and coordinated by the department's Recreation Manager. There will be nightly supervision by an PCPRD Full-Time staff member at every sanctioned event.

Good sportsmanship is always demanded by players, coaches, and fans. The PCPRD staff has been granted full

authority by the Peach County Board of Commissioners to remove anyone from the park for behavior deemed to be inappropriate. If an individual or group is requested to leave the park due to inappropriate behavior and they refuse to leave, the Peach County Sheriff's office will be called for removal of the individual or group.

SECTION C: SPEED-UP RULES / LENGTH OF GAMES

An inning that is begun must be completed in a time limit game unless the home team is ahead and is batting when the time has expired.

A regulation game in the INSTRUCTIONAL LEAGUE is 3 full innings in which all players on both teams shall bat in each inning. The time limit in INSTRUCTIONAL LEAGUE is one (1) hour.

A regulation game in the 8 & Under Coach Pitch League is five (5) full innings with a continuous batting order or one (1) hour.

A regulation game in the 10 & Under w/Machine League is six (6) innings with a continuous batting order or one (1) hour and fifteen (15) minutes.

A regulation game in the 12 & Under and 14 & Under Live Arm League is six (6) innings with a continuous batting order or one (1) hour and thirty (30) minutes.

No new inning may begin if there is less than ten (10) minutes remaining on the time limit.

During regular season local play only: If a game is tied at the end of regulation play or when the time limit has expired – the game will be declared a tie and no new or extra inning will be played.

Any game that is called due to rain or lightning or other unusual circumstances will be considered a complete game and will NOT be rescheduled after 3 complete innings have been played (2 ½ if the home team is ahead and batting when the game was called).

MERCY RULE: 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. If beginning an inning in which the home team is losing by a margin that constitutes a run rule for that inning, then the home team will flip/flop and become the visiting team, and the original visiting team will become the home team.

In all competitive divisions (ages 7 – 14): a courtesy runner may be used for the catcher only. The courtesy runner must be the last batted out.

There are NO INTENTIONAL WALKS in the 8 & Under Coach Pitch League. In the 10 & Under w/Machine and the 12 & Under Live Arm divisions – no player may be intentionally walked more than one time per game. When an intentional walk occurs – no pitches are required to be thrown. The umpire is notified and will award the batter first base. The pitcher will be charged with the required number of pitches remaining to walk the batter.

While a team is batting: a coach may be granted only one time out per half inning (not per player). The penalty for additional time outs in a half inning will be a called strike on the batter.

SECTION D:

SPECIAL PROVISIONS

The PCPRD recognizes that with school activities, church activities, vacations, etc. that there will be times when a few players are not in attendance. To avoid as many forfeits as possible, a team will be able to begin a game with one (1) fewer than the required numbers of players. In the 8 & Under and 10 & Under w/Machine divisions – the required number of players is ten (10). Therefore, a team in the pitching machine divisions **MUST** have at least nine (9) players to begin the game. In the 12 & Under Live Arm Division – the required number of players is nine (9) so they may begin a game with eight (8) players. If a player arrives late to a game – they may be added at the bottom of the line-up and enter the game immediately upon arrival.

For local play only: In all competitive divisions: A continuous batting order will be used. This means that everyone on the roster and in attendance at the game will be placed into the batting order. Defensively, each player on the roster and in attendance at the game must play defensively in at least six (6) outs and two (2) at bats.

If a player is removed from the game by an umpire due to injury or by a parent/guardian for any reason, that spot in the batting order will **NOT** be considered an out if the team has the required number of players. If the empty spot in the batting order causes the team to fall below the required number of players – the empty spot in the order will be counted as an out. *Example: If in the 10 & Under with machine division a team has 11 players present and in the batting order and a parent tells the coach that their player needs to leave for a church activity – this would cause the team to have 10 remaining players in the batting order, which is the required number of players for that division, therefore, the empty spot in the order would NOT be an out. However, if the team only had 10 players originally, when the one player leaves and the team has only 9 players remaining – the empty spot would now be considered an out because they have fewer than the required number of players remaining.*

FOR LOCAL PLAY ONLY: In all competitive divisions (ages 7 – 14) we will use a five (5) run per half inning maximum runs allowed rule, except in the fifth (5th) inning of 8 & Under Coach Pitch division and in the sixth (6th) inning of 10 & Under w/Machine and 12 & Under and 14 & Under Live arm games which will be unlimited scoring. This is a speed-up rule for local play only and means when a team has scored their fifth (5th) run in a half inning – the teams will swap sides as if the final out of the half inning has been made. *The only exception to this rule is the “out of the park” home run rule. EXAMPLE: If a team has scored 4 runs in a half inning and any runners are on base – if the batter hits an “Out of the Park” home run – ALL those runs will be counted. If the batted ball is NOT an “Out of the park” home run, only the 5 runs will be counted and teams will swap sides.*

PITCHING REGULATIONS FOR 12 & UNDER LIVE ARM

The maximum number of pitches that an individual player may throw in a calendar week is 120 pitches. (Calendar week begins on Sunday and ends on the following Saturday.)

Once a player reaches the 120-pitch mark for the calendar week – they must be removed from the pitcher’s position immediately and may not continue to pitch to the batter.

The maximum number of pitches that can be thrown by an individual player in one day is 85 pitches.

If a player reaches the 85-pitch mark during an “at bat” – the pitcher may continue to pitch to that batter until that batter has completed their “at bat” – provided it does not violate their maximum pitch count for the week of 120 pitches.

A pitcher that throws less than 31 pitches (30 or less) in a day requires no rest period.

A pitcher that throws between 31 – 65 pitches in a day requires one (1) calendar’s day of rest.

A pitcher that throws between 66 – 85 pitches in a day requires two (2) calendar's days of rest.
If a team plays a doubleheader in the same day: A pitcher who throws less than 31 pitches in game one may pitch again in game two but their pitch count for the day will be cumulative and may not exceed the 85 pitches in a day rule.

Each team, while on defense, is granted three (3) free charged conferences in a game. Any conference that results in a pitching change is NOT considered a charged conference. Any visits to the field, while on defense, after the three charged conferences have been used, must result in a pitching change.

MODIFIED BASE STEALING:

A base runner is required to remain in contact with the bag until the pitched ball has reached the front edge of the plate. At this point in the flight of the ball a base runner may come off the bag and may attempt to steal (advance) to the next base at their own risk.

A runner is automatically called out for leaving the base early and all subsequent action on the play is cancelled and the pitch is considered a "No Pitch" to the batter.

A batter, when walked (intentionally or unintentionally) must remain at first base until the next pitch is thrown to a batter. On a walk, in closed base baseball, a batter who is walked is only entitled to first base. Once the next pitch has been thrown the runner may attempt to advance at their own risk.

A batter may NOT attempt to go to 1st base on a dropped/missed third strike. All other runners, who are already on base, may attempt to advance one base on a dropped/missed third strike.

There is NO STEALING in the 8 & Under w/Machine Division

The PCPRD and GRPA recommend the wearing of a facemask on the batting helmet but it is no longer required. For Local Play Only – The head first slide is not allowed. The penalty for a head first slide is an immediate out being called, regardless of a play being attempted or not.

Only three (3) Adult, Volunteer coaches are allowed on the field in all competitive (ages 7 – 12) divisions.

In the 8 & Under Coach Pitch division: when a team is on defense, one coach is requested to stand behind the catcher, near the back stop to retrieve foul or passed balls and return them to the mound in an effort to speed up the game.



SECTION E: APPROVED EQUIPMENT

Rubber molded cleats and sneakers are approved footwear. No spikes, metal cleats or screw in cleats are allowed.

The official bat for competitive divisions (ages 7 – 14) must have the USA BASEBALL logo affixed to the bat. Bats may be 2 ¼" or 2 5/8" in diameter but MUST have the USA BASEBALL logo affixed to the bat. A sample of the logo is listed above. Please do not confuse this with a USSSA Baseball logo. To be legal, the bat MUST have the USA BASEBALL logo affixed.

In the INSTRUCTIONAL LEAGUE (ages 5 & 6), players may use any bat with the USA Baseball logo attached and if not, it must have official TEE-BALL affixed to the bat.

There are no longer any minus ratio requirements for any of our divisions. If the bat has the USA BASEBALL logo and does not exceed 33 inches in length, they may be used in any of our divisions of play.

If a player is discovered to be using an illegal bat or an altered bat: that player is declared out and the bat is removed from the dugout. A second or additional discoveries of an illegal or altered bat during the same season by the same team/player will result in the ejection of that player and the head coach. The player and the coach would sit out the remainder of that game plus the following game.

Gloves and Mitts are governed by the Georgia High School Association rules. The basic rule of thumb to know is that no pitcher may use a glove that is predominantly white or gray in color.

Catchers MUST wear full protective gear including a hockey style helmet with attached mask, chest protector, shin guards and all male catchers must wear a protective cup.

The official baseball in all competitive divisions shall meet GHSA standards. In the INSTRUCTIONAL LEAGUE and reduced injury factor baseball will be used.

All players in each division must wear a batting helmet that covers both ears and the skull while batting, while on base as a runner and while on deck prior to hitting. An attached Facemask or "C_FLAP" is recommended but no longer required.

SECTION F: UNIFORMS

A uniform for baseball includes: a baseball cap, full-length (must extend below the knee) baseball pants, a jersey with factory style, non-duplicated number on the back, socks, and shoes.

Uniforms should be identical in style and/or color. If a player is out of uniform, the PCPRD Recreation Manager that is on site may approve them to play after verifying them to the proper roster. Any lost or discolored uniforms should be reported to the PCPRD and must be replaced by the parent/guardian.

Managers and coaches are required to be in uniform.

If a bat boy is used: the bat boy must wear a batting helmet while outside of the dugout.

SECTION G: PLAYING FIELD

The distance between bases in the INSTRUCTIONAL LEAGUE, 8 & Under Coach Pitch and the 10 & Under w/Machine divisions is 60 feet.

The distance between bases in the 12 & Under and 14 & Under Live Arm division is 65 feet.

The pitching machines shall be set at 46 feet from the front edge of home plate.

The pitching distance in 12 & Under Live Arm division is 50 feet from the pitching rubber to the plate.

In the INSTRUCTIONAL LEAGUE, 8 & Under w/Machine, and the 10 & Under w/Machine divisions: an 8' x 12' rectangular box shall be painted on the ground at the pitcher's area. The front legs of the pitching machine will rest on the front line of the rectangular box. A player who is playing the pitcher's position must have at least one foot inside of the rectangular box when the ball is delivered through the machine by the umpire.

SECTION H: INSTRUCTIONAL LEAGUE TEAM PLACEMENT & RULES

INSTRUCTIONAL LEAGUE (ages 3-6) is a non-competitive division and will NOT have a draft. All players will be placed onto teams at random. Every effort will be made to divide the teams so that every team has an equal number of male and female players as well as an equal number of five-year-olds and six-year-olds. The (3-4) division will NOT use umpires and will NOT have an official score keeper. The (5-6) division will use one (1) umpire and will NOT have an official score keeper. There will also not be a post season all-star team in this division.

An official game in the INSTRUCTIONAL LEAGUE shall feature three (3) full innings in which all players on the roster and in attendance shall bat during each inning. Defensively, all players should play in the field. The following are the defensive positions: Catcher, Pitcher, 1st base, 2nd base, short stop, 3rd base, Left Field, Left-Center Field, Right-Center Field, Right Field.

All outfielders MUST be in the outfield grass at the time the ball is put into play.

If a team has more players than defensive positions available – they may choose to play a defensive player on each side of the coach who is doing the pitching. If only 10 players or fewer are in attendance, they must play in the above listed positions.

A coach from the hitting team will act as the pitcher. The pitch MUST be thrown from an overhanded position. The coach is permitted to kneel if needed but must throw from an overhanded position and may not deliver the pitch underhanded.

Each batter will have the opportunity to hit a pitch, thrown by a coach ...however, once a hitter has two strikes – they MUST hit and complete their “at bat” from the tee (No exceptions).

If a player is out (by force out, tag out, or caught fly ball) – they must leave the playing area.

While everyone does bat in each inning: if a defensive team records 3 outs during an inning, any remaining base runners from the offensive team must clear the bases and return to the dugout.

Once the final hitter of an inning has completed their “at bat” either by being declared out, having their momentum/advancement around the bases stopped, or by scoring – the half inning is over.

Coaches in the INSTRUCTIONAL LEAGUE – please do NOT teach your players to get the ball into the infield and call “Time Out”. This is not permissible at the 8 & Under w/Machine division or those divisions above that level and we do not want to create bad habit. Please teach your players to stay in the vicinity of their position and to attempt to stop the advancement of the runner. If a defensive player gets the ball back into the pitcher inside of the 8' x 12' rectangular box ...any runner that is advancing may only advance to the base in which they are attempting to reach at the time.

There are some very specific goals that each instructional league coach should seek. They are:

Teach the players the proper way to run the bases

Teach the players the difference between a fair ball and a foul ball

Teach the players the difference between a force out and a non-force out

Teach each player how to properly stand and hold the bat in the batter's box

Concentrate offensively on hand-eye coordination and emphasize contact over power

Encourage each player to always pay attention and try to teach them the very basic fundamentals of the game.

A reminder to parents in the INSTRUCTIONAL LEAGUE: This league is about introducing young players to the game in a fun environment. The PCPRD will not provide umpires or scorekeepers and will not form a post-season all-star team in this division.

SECTION I: 8 & UNDER COACH PITCH RULES

There is NO BUNTING in the 8 & Under Coach Pitch Division.

There is NO STEALING or advancing on a passed ball in this division. All runners MUST maintain contact with the bag until the ball reaches the plate.

A defensive player/team must deny the advancement of the offensive team before the umpire will grant "Time Out". PLEASE DO NOT TEACH PLAYERS TO GET THE BALL INTO THE INFIELD AND CALL TIME OUT. This will NOT stop the advancement of runners. Once the umpire, in their judgement, feels like no advancement is being attempted or is likely to occur – they may, at that time, grant TIME OUT.

The following defensive positions MUST be played in the 8 & Under w/Machine division: Catcher, Pitcher, 1st base, 2nd base, short stop, 3rd base, Left Field, Left Center Field, Right Center Field and Right Field. A defensive team may NOT play a "short fielder" or place an outfielder directly behind the 2nd base bag. All outfielders must be in the outfield grass at the time of the pitch.

The infield fly rule is NOT in effect in the 8 & Under division for local play.

SECTION J: 10 & UNDER w/MACHINE RULES

All pitching will be done with an electric pitching machine. The digital readout should be set at 46 MPH. The front legs of the machine will be placed onto the front edge of the 8' x 12' rectangular box so that the baseball is delivered from directly over the pitcher's rubber.

One (1) umpire or coach will be used to feed the machine and make all calls during local play.

When a batted ball hits the machine or the electrical cord before a defensive play has been attempted: The umpire will immediately call a "Dead Ball" and the batter will be awarded first base. Any base runners that are forced to advance due to the batter being awarded first base will be advanced one base. If a runner is NOT forced, they will remain at the bag they occupied prior to the pitch.

If a thrown ball from an infielder hits the machine or the electrical cord: the umpire will declare a “Dead Ball” and each base runner will be awarded the base in which they were attempting plus one additional base. The player in the pitcher’s position must have at least one foot inside of the rectangular box at the time the ball is delivered by the umpire through the machine.

An arc shall be drawn onto the field at the 46’ mark as a reminder to the defensive team that they may not go any closer to the plate until the ball has been delivered through the machine. The penalty for a defensive player entering the restricted area prior to the ball being delivered through the machine will be the choice of the offensive team to take the result of the play or having the previous pitch declared a “No Pitch”.

Once a batter has 2 strikes – the count will remain at two strikes until their “at bat” is completed. There is NOT a 5-pitch rule!!!

The infield fly rule is in effect in the 10 & Under division.

Modified base stealing is allowed in the 10 & Under division with the following limitations:

A player, at no time, can steal home (or attempt to reach home on a passed ball)

A base runner may attempt to steal once the ball reaches home plate but only a one base advancement is allowed.

If a throw becomes an overthrow during the stolen base attempt, the player attempting to steal may NOT advance to an additional base. This includes on passed balls. We want to encourage players to both run the bases offensively as well as attempting to make plays defensively, but at this age – we do not want to see a “Merry-Go-Round”.

If the pitching machine throws a ball that is deemed uncatchable during a steal attempt: the umpire can call it a “No Pitch” and have all runners return to their previous base.

Defensively, for local play only, players must play in the following positions: Catcher, Pitcher, 1st base, 2nd base, short stop, 3rd base, Left Field, Left-Center Field, Right-Center Field and Right Field. There may not be a “short fielder” and no outfielder may play directly behind the 2nd base bag. All outfielders MUST be in the outfield grass at the time of the pitch.

BUNTING is allowed in the 10 & Under w/Machine Division.

“Butcher Bunting / Slash Bunting” is not allowed! A “Butcher/Slash” bunt is when a batter squares to bunt and when the pitch is delivered, they pull back and take a swing. If this occurs, the batter is declared out and all runners must return to the base they occupied prior to the pitch.

SECTION K: COVER – ALL

While the PCPRD has attempted to cover each situation that could occur – we realize that occasionally a situation may arise that is not covered. If this happens, we will look to the GRPA or GHSA for determination and interpretation of the rule. If none can be found, the PCPRD’s Recreation Manager will make the call and that call shall be final.



YOUTH SOFTBALL LOCAL RULES

The PCPRD offers the following levels of play based on age:

8 & Under Coach Pitch
10 & Under w/Machine
13 & Under Live Arm
17 & Under Live Arm

for players ages 7 & 8
for players ages 9 & 10
for players ages 11 - 13
for players ages 14 - 17

8U GIRLS COACH PITCH SOFTBALL RULES


8U


- 1.) **Time Limit/ Innings:** Games will be five innings in duration or the time limit with 3 ½ or 4 innings constituting a game in the event of rain, light failure, etc. There will be a 1 hour 15-minute time limit on each game. The scorekeeper will announce the starting time of each game and this will be recorded in the scorebook. The scorekeeper's watch is the official time. NO new inning will begin with 10 minutes or less remaining of the time limit; the inning in progress will be finished if the losing team has not batted. If time permits, tie **games will be broke.**
- 2.) **Run Rule:** This league will follow 10 runs ahead after 4 innings.
- 3.) **Dugout Procedures/Players on Deck:** Players will remain seated on bench while team is at bat except for the batter. The on-deck batter must remain in the dugout awaiting his at bat. Coaches are responsible for this.
- 4.) **Approved Coaches:** Only approved adult coaches (18 years or older) are allowed in the base coaches box.
- 5.) **Equipment:** Every player must wear a batting helmet when batting or running bases. It is mandatory that all catchers wear catchers' helmet while catching.
- 6.) **Batting/Pitching Rules:** Each player will be allowed a total of 3 swings or 4 pitches from the coach. If after 4 pitches from the coach, the batter has not swung 3 times he/she is out. If a batter fouls on the 4th pitch she can continue her at bat as long as she makes contact with the ball. The ball shall be pitched overhand.
- 7.) **Foul Balls:** All foul balls are considered outs on the 4th pitch. All foul balls must be chased by the batting team. Coaches are responsible for returning balls to the umpire.
- 8.) **Fair Ball Territory:** Home plate is considered fair territory. Any ball sitting on or resting against home plate is fair. Ball is in play when batter hits ball in fair territory.
- 9.) **Infield Fly Rule:** The infield fly rule is not allowed.
- 10.) **Out Rules:** Any force out, tag out, fly out, or strikeout on the last batter or

any preceding runners will end the inning. The first attempt at an out at home plate shall be made by the catcher on a thrown ball or the runner shall be ruled safe. Touching home plate while in possession of the ball is considered a force out.

11.) **Overthrown Balls:** On an overthrow to any base, a base runner may advance one or multiple bases but at risk of being put out.

12.) **Base Running:** Base runners cannot leave the base until the ball is hit. The runner will be called out by the umpire when the runner leaves too soon.

 If a player misses a base, it will be called in the following manner: After all play has ceased and time out has been called, umpire will call the player out for missing the base. This action is not an appeal play. If the umpire sees a player missing a base, he will call it.


 A runner who slides headfirst going into a base will be called out. A runner who does not slide, give up, or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out.

13.) **Scored Runs:** Runs are scored in the normal manner.

14.) **Last Batter:** After the last batter has hit the ball and all action ceases, teams will then change positions (starting in the 4th inning).

15.) **Continuous Batting Order:** Each team hits with a continuous batting order. **ANY PLAYER BATTING OUT OF ORDER WILL BE CALLED OUT.**


16.) **Completion of Innings:** The first three (3) innings will be three (3) outs or five (5) runs constituting a complete inning.

 The remaining innings will consist of 3 outs or 10 batters have batted, an inning is over (9 batter if that is all they have for game). When the 10th batter of an inning is about to hit, it will become the offensive team manager's responsibility (or representative) to declare "last batter" to the umpires prior to the ball being batted fairly. Failure to do so will negate any runs scored. The batting order will pick up where it left off from the previous inning. If a player shows up late, he or she automatically goes to the bottom of the lineup.

17.) **Players Positions:** **Pitcher** takes position on mound, even with or behind coach, and must remain until ball is hit. **Catcher** takes position behind home plate and must remain until ball is hit. **All players are in the infield position**, with the **4 players** in the outfield beyond the dirt infield. **Outfielders** must stay behind the dirt infield. Outfielders may not tag a base or a runner. Infielders may play as far back as they wish, even beyond the dirt infield, but may not play up closer to the batter than a step behind the baseline, unless fielding the ball.

18.) **Mandatory Playing Time:** Every player must play 2 innings (six outs) in the field before being substituted.

19.) **A minimum of 8 players will be required to start and/or finish a game.**

- 20.) **Timeouts:** Only 1 time out per team per inning; time out can only be called by the head coach.
-  All time outs will be called by the umpire in the following manner: when the ball is under control in the infield and no play is being attempted on any runner, the umpire will call time. A runner cannot advance unless over halfway between bases (umpire's judgement call). The infield will be considered from the base path toward home plate.
- 21.) **Coaches:** One defensive team coach will be allowed on the field to help direct his team. He must stay in the outfield area behind all players until play is stopped; failure to do so will result in an obstruction call on the coach and runners will be awarded 1 base each.
- 22.) **Assisting Runners/Fielders/Batters** Coach must stay in coach's box and may not assist runner in any way. Violation of this rule will result in runner being called out. Coaches are not allowed to stand behind the backstop and yell instructions to fielders or batters.
- 23.) **Suspended games:** Suspended games will be continued, time and weather permitting.
- 24.) **Line-Up Sheets:** The coach must turn the official list of players in to the scorekeeper 10 minutes prior to starting time. Players arriving after this time will only be added to the bottom of the line-up. This must include the batting order, the first and last name of each player and his jersey number. It must also be noted if a player is absent. Also, disciplinary action (see coaches Rules #13, Page 7) must be written on bottom of the batting order with the player's name. Also, see Coaches Rules #15, Page 7. Once a coach turns in the line-up, the only changes that can be made will be done by the scorekeeper. Example: Players that come in late or that are not present.
- 25.) **Adding Late Players:** After the game has started, late players can be added to the bottom of the line up only with the approval of the official scorekeeper.
- 26.) **WRPR Umpires:** All umpires for all games are representatives of the Warner Robins Parks & Recreation Department. Their decisions in all matters are final. There will be **NO** protested games. All decisions will be decided on the spot. Scorekeepers are also considered umpires only when officials ask for help on call.
- 27.) **Slung Bats:** If in the judgement of the umpire the player slings his/her bat-one warning per game will be given to that player. On the second offense he/she will be called out. The ball will become dead immediately and all runners will return to the base they occupied.
- 28.) **Mandatory Playing Time:** Every player must play 2 innings (six outs) in the field before being substituted.

29.) **Tie Breaker:** International tie breaker: After the regulation game or time limit has expired the international tie breaker will be used. The last scheduled batter in the previous inning will be placed on second base. This will continue until a winner is determined.

Pitchers Regulations for Coach Pitch:

- 1- Starting pitcher for each inning must pitch the entire inning unless injured.
- 2- Pitcher must remain in the pitching area after the ball is hit. If in the opinion of the umpire, the pitcher aids the runner or runners or obstructs the defensive team from making a play, the lead runner will be called out.
- 3- Pitcher may not instruct batters or runners in any way. Pitcher will be warned on the first offense and on the second offense he/she will be removed from the mound.
- 4- If the ball hits the pitcher, a no pitch will be called and batter will be awarded another pitch in its place.

POST SEASON TOURNAMENT PLAY:

In the event two or more teams end up with identical records in the standings, we will revert to who beat who during the regular season. If the teams split, a one game playoff will be held to determine place in standings. The one game playoff will be used only in determining whether a team makes it into the tournament. Teams that are tied but are in the tournament, we will flip a coin to determine placement in brackets. WILDCARD games do NOT count in the standings.

10U Girls Softball Pitching Machine Softball

10U

1. **Time Limit/ Innings:** Games will be 5 innings in duration with 2 ½ or 3 innings constituting a game in the event of rain, light failure, etc. There will be a one hour and 15 minute limit on each game. The scorekeeper will announce the starting time of each game; this will be recorded in the scorebook. The scorekeeper's watch is the official time. No new innings will begin with 10 minutes or less remaining of the time limit unless a tie exists. The inning in progress will be finished if the losing team has not batted. A game can NOT end in a tie.
2. **Run Rule:** This league will follow 10 runs ahead after 3 innings.
3. **There will be no pitcher in the 10u league:** A pitching machine will be provided. There will be no base on balls or hit batters. The umpire or a Warner Robins Rec employee will operate the machine. Each batter will receive three pitches. On a third strike foul; you receive another pitch unless foul ball is caught for an out.
4. **Play begins:** when umpire feeding machine shows batter the ball, then places in pitching machine; play ceases when ball is under control in the infield, and all action has ceased ,time will be called (umpires judgement call).
5. Each team may start 10 players. Four outfielders will be used.
6. **Foul balls:** must be chased by the batting team. Coaches are responsible for returning balls to the umpire.
7. **No stealing will be allowed:** Base runners cannot leave the base until the ball is hit. A runner is called out for leaving the base too soon and the batter will receive a NO PITCH.
8. **Time Outs:** Each team is allowed three-time outs per game; only the head coach may call time outs.
9. **Helmets:** All batters and base runners shall wear batting helmets.
10. **Shoes:** Steel cleats are not allowed.
11. The intentional walk rule will not apply.
12. The infield fly rule will apply.
13. **Catcher's equipment:** it is mandatory that all catchers wear cups and catchers' helmet while catching. If a player on a team does not have one, then catcher will have to stand to the side and the opposing team will start game with two runs. A catcher must wear a catcher's mitt.
14. **Playing time:** Each player must start every other game, provided helmets the standards. Each player must play 2 innings and have one bat each game. Substitutions will be in the top of the third inning. All players must play four complete games per season.

Lineup: The coach must turn the official list of players into the scorekeeper 10 minutes prior to the starting time. This list must include the batting order, the first and last name of each player and his jersey number. It must also be noted if a player is absent. Also, disciplinary action must be written on the bottom of the batting order with the player's name

1. **Adding players:** After game has started with 9 or 10 players, late players can be added with the approval of the official scorekeeper.
2. **Umpires:** All umpires for all games are representatives of the Warner Robins Recreation Department. Their decision in all matters is final. There will be NO protested games. All decisions will be decided on the spot. Scorekeepers are also considered umpires only when field officials ask for his help on a call.
3. **Coaches:** There can be only three adults (head coach and two assistants), ball player and one bat person in the dugout at any one time. When team is batting, everyone must be in the dugout except the bat boy, on deck batter, batter, and two base coaches. When the team is in the field, substitutes, batboy and all three coaches must be in the dugout. Coaches must stay in coach's box and may not assist runner in any way. Violation of this rule will result in runner being called out.
4. **Infield playing area:** Infielders may play back as far as they wish but may not play closer to the batter than on step behind the base line unless fielding the ball or the batter has gone into a bunting position.
5. **Pitching machine speed:** will be 46 M.P.H.(65 R.P.M.)
6. **Batting:** While batting in any inning, the maximum number of batters will be **eleven or three out, whichever occurs first per team**. If there is an eleventh batter, the inning will be ended by any force out, strike out, fly out or tag out of eleventh batter or eleventh batter scoring. Touching home plate while in possession of ball is considered a force out on the last batter. If the teams do not have the same number of player team with the smaller number bats and equal number of times as opposing team, with batter due up after the inning is completed, becoming the lead-off batter in the next inning.
7. **Missed base:** If a player misses a base, it will be called in the following manner: After all play has ceased and time out has been called, the umpire will call said player out for missing the base. This action is not an appeal play. If the umpire sees a player missing a base, he will call it.
8. **Hit machine:** When a batted ball hits a pitching machine, the umpire feeding the machine, or the extension cord off the ground, it is considered a "DEAD BALL SINGLE" and batter/runner will be awarded first base with all runners moving forward if forced. If a batted ball hits a defensive player then hits the machine, the batter is awarded first base and all other runners move up one base, if forced. Ball is dead when ball hits machine. Any thrown ball that hits the pitching machine, umpire feeding the machine or the extension cord off the ground, it is considered a dead ball. Batter will be awarded first base and all runners will advance to next base only if forced.
9. **Courtesy Runner:** A courtesy runner may be used for the catcher only. The

courtesy runner can be any player listed on your roster. However, if a courtesy runner is on base when it becomes his/her at bat, he/she will be called out. They will remain on the base if it is not the third out. The out is for their turn at bat.

10. **Pitching machine failure:** In case of pitching machine failure or failure due to rain, the coach will pitch to finish the game **(official's discretion)**.
11. **To start a game:** A minimum of eight players will be required to start and/or finish a game.
12. **A double bag:** shall be used at 1st base, the double portion (orange) of the bag being in foul territory abutting 1st base. If there is a play on a batter going to 1st base, the batter MUST touch the portion of the Double Bag (orange) extending into foul territory. The batter shall be called out for failing to do so.
13. **A team may score a maximum of seven (7) runs per ½ inning except in the last inning. The last inning will be considered either the 5th inning or if time runs out in the top of a previous inning.**
14. **International tiebreaker:** After the regulation game or time limit has expired, the international tiebreaker will be used. The last scheduled batter in the previous inning will be placed on second base. This will continue until a winner is determined.

12U GIRLS FAST-PITCH SOFTBALL

12U

The Major League Fast Pitch Softball shall be governed by Official Little League Rules with any exceptions listed herein.

1.) **Time Limit/ Innings:** Game duration: Major League -games will be 6 innings in duration with 3 ½ or 4 innings constituting a game in the event of rain, light failure, etc. Major league games will be 1 hour and 45-minute time limit on each game. The scorekeeper will announce the starting time of each game; this will be recorded in the scorebook. The scorekeepers watch is the official time. No new inning will begin with 10 minutes or less remaining in the game unless a tie ball game exists.

2.) **Bases:** The base path will be 60 ft. and will pitch from 40 ft.

3.) **Base Runner:** A runner who slides headfirst going into a base will be called out. A runner who does not slide, get around or give up when a fielder has the ball and waiting to make the tag will be called out.

4.) **Courtesy Runners:** At any time, the team at-bat may use courtesy runners for the pitcher and/or the catcher. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. The courtesy runner can be anyone not currently in the batting order. It cannot be the same person for both. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in the half inning.

5.) **Steel Cleats:** No steel cleats are allowed. No playing barefooted.

6.) **Equipment:** The catcher must wear a helmet and mask, shin guards and chest protector while catching. A catcher's mitt must be used when catching. All batters and base runners shall wear batting helmets. Infielders must wear a Game-face.

7.) **Run Rule:** Teams will follow 10 runs after 3 1/2 or 4 innings.

8.) **Line-Up Sheets:** The coach must turn the official list of players into the scorekeeper 10 minutes prior to starting time. This list must include the batting order of only those players physically present, the first and last name of each player and her jersey number. Absent players and players being disciplined should be listed at the bottom and coach should sign (see coach's rules #13 & #15, pages 5 & 6.)

9.) **Substitution:** Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever she re-enters, and provided the substitute has completed her mandatory playing time. A substitute may not re-enter once she is withdrawn from the game.

10.) **WRPR Umpires:** All umpires for all games are representatives of the Recreation Department. Their decisions in all matters are final. There will be no protested games. All decisions will be decided on the spot. Scorekeepers are also considered umpires.

11.) **Dugout Procedures/Players on Deck:** There can be at the most, only three adults (manager and coaches) and ball players in the dugout at any one time. When team is batting everyone must be in the dugout except the base runners, batter and two base coaches. The on deck batter must wait in the dugout. When team is in the field, substitutes and all coaches must be in the dugout.

12.) **Foul Balls:** The batting team must chase all foul balls (coaches are responsible for returning balls to the umpire).

13.) **Intentional Walk:** If a pitcher desires to walk a batter intentionally, all pitches must be delivered to the batter.

14.) **Mandatory Playing Time:** Each girl must start every other game; provided she meets the standards (see coach's rules #13 & #15, page 7.) Every player shall play at least 2 innings per game, every game. All players must bat at least once per game. All players must enter the game by the top of the fourth (4th) inning prior to the first pitch being thrown to the first batter of that inning. The only exception shall be when a player is absent or under disciplinary action (see coach's rules #13 and #15). **All players must play 4 complete games per season.**

15.) **Defensive Players:** 9 players will play defense.

16.) **Stealing Bases:** A player can steal when the ball is released from the pitcher's hand.

17.) **Drop Balls-on-Third Strikes:** On the third strike if the ball is dropped by the catcher the batter may run to first if first base is not occupied or if two outs and first is occupied she can still run to first.

18.) **A minimum of 9 players is required to start/finish a game.**

19.) **Completion of ½ innings:** A team may score a maximum of five (5) runs per 1/ 2 inning except in the last inning.

20.) **Slung Bats:** First (1st) offense, batter and coach will be warned (umpire will have it noted in the scorebook). Any subsequent violation the batter will be called out.

21.) **Approved Bats:** Fast pitch bats must be used in this league and shall be no more than 33" in length, not more than 2 1/4 inches in diameter.

22.) **Tie Breaker:** International tie breaker: After the regulation game or time limit has expired the International tie breaker will be used. The last scheduled batter in the previous inning will be placed on second base. This will continue until a winner is determined.

POST SEASON TOURNAMENT PLAY:

In the event two or more teams end up with identical records in the standings, we will revert back to who beat who during the regular season. If the teams split, a one game playoff will be held to determine place in standings. The one game playoff will be used only in determining whether a team makes it into the tournament. Teams that are tied but are in the tournament, we will flip a coin to determine placement in brackets. WILDCARD games do NOT count in the standings.

Pitching Rules:

A player may pitch in a maximum of twelve (12) innings in a day.

If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

A pitcher remaining in a game, but moving to a different position can return as a pitcher anytime in the remainder of the game but only once in the same inning as she was removed.

A pitcher, withdrawn from the game offensively or defensively for a substitute, may not re-enter the game as a pitcher.

Not more than five (5) pitchers shall be used in one game. EXCEPTION: In case of illness or injury to a fifth pitcher, an additional pitcher may be used.


On a coaches third conference per inning to the field, the pitcher must be removed (except for injury)

YOUTH FAST-PITCH SOFTBALL

Junior/Senior Girls League

The Junior/Senior Leagues shall be governed by Official ASA Rules with any exceptions listed herein.

1.) **Time Limit/ Innings:** Game duration: Junior/Senior League -games will be 7 innings in duration with 4 ½ or 5 innings constituting a game in the event of rain, light failure, etc. The base path will be 60 ft. and will pitch from 43 ft.

 Junior/Senior league games will be 2-hour time limit on each game. The scorekeeper will announce the starting time of each game; this will be recorded in the scorebook. The score keepers watch is the official time. No new inning will begin with 10 minutes or less remaining in the game unless a tie ball game exists.

2.) **Tie Breakers:** If a tie exists after regulation play, the **International tie breaker rule** will be used. The player who batted last in the previous inning will be placed on second base. A sub may be inserted for the runner required provided such player has completed her mandatory playing time (see rule 10 of the fast pitch rules).

3.) **Number of Players Needed for Participation:** A team can start or continue with eight (8) players; unless the ninth (9) player was ejected, then it is a forfeit. The vacant position must be listed last in the batting order. An out will be called each time that spot in the batting order comes to bat. A team that starts the game with eight (8) players may, without penalty, add a player into the ninth (9) batting spot of the line-up. A team that starts the game with nine (9) players may continue a game with one less player than is currently in the batting order whenever a player leaves the game for any reason other than ejection. The player who has left the game will be called out every time the vacant spot comes to bat.

4.) **A minimum of 8 players is required to start/finish a game**

5.) **Batting/Extra Hitter:** A team may bat 10 players. An Extra Hitter (EH) may be used. A player designated as the EH must play the entire game as the EH. The EH can NOT be substituted (exception – EH gets hurt and cannot play, a sub may be used). If the EH gets ejected from the game, team must finish with 9 players. The vacant spot would become an out in the batting order. A player can be designated as a EH only ONCE during the season. The EH must be in the line-up at the beginning of the game. A EH cannot be added once the game starts. This rule is not to be confused with the Designated Hitter (DH) rule.

6.) **Courtesy Runners:** At any time, the team at-bat may use courtesy runners for the pitcher and/or the catcher. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. The courtesy runner can be anyone not currently in the batting order. It cannot be the same person for both. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in the half inning.

7.) **Steel Cleats:** No steel cleats are allowed. No playing barefooted.

8.) **Equipment:** The catcher must wear a helmet and mask, shin guards and chest protector while catching. A catcher's mitt must be used when catching.

9.) **Run Rule:** All leagues will follow 8 runs after 5 innings or 15 runs ahead after 3 innings.

10.) **Line-Up Sheets:** The coach must turn the official list of players into the scorekeeper 10 minutes prior to starting time. This list must include the batting order of only those players physically present, the first and last name of each player and her jersey number. Absent players and players being disciplined should be listed at the bottom and coach should sign (see coach's rules #13 & #15, pages 5 & 6.)

11.) **Foul Batters:** The batting team must chase all foul balls (coaches are responsible for returning balls to the umpire).

12.) **Mandatory Playing Time:** Each girl must start every other game; provided she meets the standards (see coach's rules #13 & #15, page 7.) Every player shall play at least 2 innings per game, every game. All players must bat at least once per game. The only exception shall be when a player is absent or under disciplinary action (see coach's rules #13 and #15). **All players must play 4 complete games per season.**

13.) **Substitution:** Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever she re-enters, and provided the substitute has completed her mandatory playing time. A substitute may not re-enter once she is withdrawn from the game.

14.) ***On a coach's second conference per inning to the field, the pitcher must be removed (except for injury).***

15.) **Dugout Procedures/Players on Deck:** There can be at the most, only three adults (head coach and two assistants), ball players and one bat boy/girl in the dugout at any one time. When team is batting everyone must be in the dugout except the base runners, on deck batter and two base coaches. When team is in the field, substitutes, bat boy/girl and all coaches must be in the dugout.

16.) **Equipment:** All batters and base runners shall wear batting helmets.

17.) **Intentional Walk:** Intentional walk rule will apply. By acknowledgment from the pitcher to the umpire of an intentional walk, a batter may be awarded first base without the required four pitches.

18.) **Defensive Players:** 9 players will play defense.

19.) **Stealing Bases:** A player can steal when the ball is released from the pitcher's hand.

20.) **Drop Balls-on-Third Strikes:** Third Strike On the third strike if the ball is dropped by the catcher the batter may run to first if first base is not occupied or if two outs and first is occupied, she can still run to first.

21.) **Tie Breaker:** International tie breaker: After the regulation game or time limit has expired the International tie breaker will be used. The last scheduled batter in the previous inning will be placed on second base. This will continue until a winner is determined.

POST SEASON TOURNAMENT PLAY:

In the event two or more teams end up with identical records in the standings, we will revert back to who beat who during the regular season. If the teams split, a one game playoff will be held to determine place in standings. The one game playoff will be used only in determining whether a team makes it into the tournament. Teams that are tied but are in the tournament, we will flip a coin to determine placement in brackets. WILDCARD games are not counted.



YOUTH FOOTBALL LOCAL RULES

SECTION A: GOVERNING RULES / AGE DIVISIONS / AGE CONTROL

Rules that are not specifically addressed in these local rules supplement will revert to the current rules and regulations of the Georgia High School Association (GHSA) with exceptions that may be found in the GRPA Athletic Manual.

The PCPRD offers the following levels of play based on age:

FLAG Football for players 5 & 6 years old (Non-Competitive)

8 & UNDER TACKLE

for players 7 & 8 years old

10 & UNDER TACKLE

for players 9 & 10 years old

12 & UNDER TACKLE

for players 11 & 12 years old

The age control date, which is set by the state association (GRPA) is September 1st of the current year. A players age on September 1st of this year determines their playing age.

No player may play above or below their age division. The only exception to this rule will be for players with documented physical or mental disabilities who have received approval from the Executive Director during the registration process.

SECTION B: SPECIAL PROVISIONS

The playing field in FLAG FOOTBALL, 8 & UNDER, 10 & UNDER, and 12 & Under Divisions shall be 80 yards in length with a 10-yard end zone on each end of the field. The width of the field shall be 160 feet (53 1/3 yards).

KICKOFFS:

There are NO KICKOFFS in FLAG FOOTBALL or in 8 & UNDER FOOTBALL. The ball is placed on the 30-yard line and marked for play.

In the 10 & UNDER Division, kickoffs will occur from the 30-yard line.

In the 12 & UNDER Division, kickoffs will occur from the 40-yard line.

All kickoffs that go out of bounds untouched will be placed at the 35-yard line or at the point in which the ball went out of bounds, whichever is of greater advantage for the receiving team.

WEIGHT RESTRICTIONS:

FLAG FOOTBALL

No Weight Restrictions

8 & UNDER

100 pounds

10 & UNDER

125 pounds

12 & UNDER

150 pounds

To be eligible to advance the ball as a ball carrier, receive a pass or advance the ball on a fumble or interception: a player **MUST** weigh at or below the weight restriction of their age division.

Any player that is above the weight restriction for their age division will have their helmet striped with a Red Stripe to show that they **MUST** play in a down position (tackle – tackle_ on the offensive or defensive line.

If a player with a striped helmet gains possession of the ball – the ball is immediately declared dead at the place where possession was gained.

The head coach is responsible for maintaining the red stripe. Any player discovered to be over the weight limit and not wearing a red stripe will be ejected from the game, along with the head coach and will be subject to the PCPRD's ejection policies.

PUNTS:

There are **NO FAKE PUNTS** at any level of PCPRD Youth Football.

In FLAG FOOTBALL, a team has 4 downs to gain a first down. If the line to gain is not reached – the ball is turned over on downs. There are **NO DECLARED PUNTS** in FLAG FOOTBALL.

In the 8 & UNDER Division – there are **NO ACTUAL PUNTS**, only **DECLARED PUNTS**. If a team declares their intent to punt – the referee will move the football 25 yards down field (*However, at no time will the ball be placed inside of the 10-yard line (which is the 20-yard line on a regulation field) This division plays on an 80-yard field.*) So, the actual 20-yard line on a regulation field is the deepest distance that a punt can be placed on a declared punt.

In the 10 & UNDER Division – all punts are considered “Dead Ball Punts”. The team must declare their intention to punt. The center must snap the ball to the punter. All players on both sides of the ball must remain still until the punter actually punts the football. The receiving team may place up to two (2) players deep to receive the punt. Both teams must have at least seven (7) players on the line of scrimmage when the punt occurs. Once the offensive team gains possession of the punt, the ball is declared dead and marked for play at the point in which possession was gained. If the ball is punted out of bounds, the officials will mark the ball for play at the point the ball went out of bounds.

In the 12 & UNDER Division – the punt begins as a “Dead Ball Punt”. The center must snap the ball to the punter. Once the punter gains control of the football – a whistle is blown to make the play a “Live Ball Play”. At this point, a rush may occur (Remember, there are **NO FAKE PUNTS**, so the ball must be punted). The receiving team may place up to two (2) players back deep to receive the punt and both teams must have a minimum of seven (7) players on the line of scrimmage at the time the punter gains possession of the ball. Once the punter gains possession, everything is live.

A delay of game penalty may be called on a punting team if they do not execute the punt within 30 seconds of the ball being marked for play by the officials.

EXTRA POINTS / FIELD GOALS:

In FLAG FOOTBALL – teams can get 1 point on the PAT for successfully running or passing the ball into the end zone from 5 yards out or they may get a 2-point conversion for successfully running or passing the ball into the end zone from the 10-yard mark. The 5- & 10-yard marks are determined prior to the play being executed.

In the 8 & Under and in the 10 & UNDER Division – teams can get 1 point on the PAT for successfully running or passing the ball into the end zone from the 3 yard mark. A team may attempt a 2-point conversion by successfully kicking the ball through the uprights from the 10-yard mark. When a team desires to kick, the ball must be tee'd up on the actual 10-yard line of a regulation field. The line of scrimmage will be on the actual 3-yard line of a regulation field.

The kicked PAT in the 10 & UNDER Division is a “Dead Ball Kick”. There is No Rush! Defensive players on the line may raise their arms but there can be no jumping or leaping. The ball is snapped to a holder who places the ball onto a kicking tee. Once the official sees that the ball is securely placed onto the kicking tee a whistle is blown and the kicker must immediately attempt the kick.

In the 12 & UNDER Division – teams can get 1 point on the PAT for successfully running or throwing a pass into the end zone from the 3-yard line. They may receive 2 two (2) points for successfully kicking the ball through the uprights from the 10-yard line.

The kicked PAT in the 12 & UNDER Division is a “Dead Ball Kick”. There is No Rush! Defensive players on the line may raise their arms but there can be no jumping or leaping. The ball is snapped to a holder who places the ball onto a kicking block (not a tee) and the holder **MUST** hold the ball for the kick. Once the official sees that the ball is securely placed onto the kicking block a whistle is blown and the kicker must immediately attempt the kick.

LENGTH OF GAMES / OVERTIME / MERCY RULE

FLAG FOOTBALL – Two equal halves of twenty (20) minutes each with a running clock. The only time the clock will stop is during time outs, injuries or after a score. (and during the P.A.T attempt).

In the 8 & UNDER, 10 & UNDER and 12 & UNDER Divisions: four equal quarters of eight (8) minutes each with a running clock. The clock will operate by GHSA standards during the final 2 minutes of the 2nd and 4th quarters. The only time the clock will stop, other than during the final 2 minutes of each half, is on a time out, injury or after a score (and the P.A.T).

MERCY RULE: If a team gains a 21 or more-point advantage at any time during the game: the clock will run continuously until the end of the quarter, even during the final two (2) minutes of each half. If the trailing team ever cuts the deficit to below 21 points, the clock would revert to normal operating rules.

OVERTIME: If a game is tied at the end of regulation play in the competitive leagues (ages 7 – 12): the 10-yard overtime procedure will be used. Each team will be given the ball on the 10-yard line and given a set of downs to score. If the score remains tied after two overtime periods; beginning with the 3rd overtime period a team must attempt a 2-point conversion after a touchdown is scored. There is no overtime during regular season, contest will end in a tie.

COACHES SPECIFICATIONS

In FLAG FOOTBALL and in the 8 & UNDER Division: one coach is permitted to be on the field, offensively and defensively, to help align players, call plays in the huddle, etc. Once the huddle is broken – a coach is not permitted to go to the line of scrimmage – they must back off a minimum of 10 yards from the line of scrimmage. The penalty for violating this rule is a 5-yard delay of game penalty.

In the 10 & UNDER and the 12 & UNDER Divisions: No coaches are permitted on the field during live ball action. Plays and alignments must be sent in via signals, by players entering the game or verbally from the sidelines.

In all age divisions: GRPA and the PCPRD prohibits the use of electronic communications such as headsets, walkie-talkies, cell phones, etc.

Each team may have up to three adult, volunteer coaches on the sidelines. All volunteer coaches must have been cleared by the PCPRD Athletic Manager and must have successfully completed the criminal background check. One waterboy is permitted per team and must be a minor (under the age of 18). This person is NOT permitted to be a 4th volunteer coach.

All coaches on the sidelines must remain in the designated coaches' boxes which extend to the 25-yard line on each side of the fields.

SECTION C: MISC.

In the 8 & UNDER Division: a defensive lineman is not allowed to line up directly over the Center. Consequently, on offense: a team is not permitted to run a QB sneak between the two guards. The penalty for a QB sneak between the two guards is a 5-yard illegal formation penalty.

Offensive and Defensive lineman (tackle – tackle) must be in a 3 or 4 point stance when the ball is snapped. The ends may be in a 2-point stance or ready position. Linebackers must be at least 1 yard behind the line of scrimmage at the snap. There are no linebacker blitzes allowed between the tackles. The penalty for this would be a 5-yard illegal formation penalty.

SECTION D: EQUIPMENT

All players in tackle football must wear a NOCSAE approved helmet with a mouth piece that is attached to the facemask. In addition: shoulder pads must be worn underneath a jersey. Pants that include pads for the thighs, knees and hips are also required. A “butt pad” is optional.

Only rubber molded cleats or sneaker type shoes (turf shoes) are permitted. No steel spikes or screw in cleats are permitted.

The official football for each age group will be:

FLAG FOOTBALL and 8 & UNDER
10 & UNDER
12 & UUNDER

Wilson K2 or Comparable
Wilson TDJ or Comparable
Wilson TDY or Comparable

SECTION E: SPORTSMANSHIP

At the conclusion of each game – the two teams will line up at the mid-field stripe and shake hands with their opponent. This is a gesture of good sportsmanship. Any coach or player who refuses to shake hands will be ejected for unsportsmanlike conduct and must sit out the following game. A coach that refuses to shake hands or instructs his players not to shake hands is subject to removal from the league.

Coaches: Taunting, Pantomiming, or intimidating actions directed at players, coaches, officials, or administrators is prohibited. The PCPRD has no issue with proper celebrations or with properly and calmly addressing the officials for an explanation of a call. Coaches are NEVER to berate the officials or show boisterous pantomiming over a call in a way that would incite a negative reaction from the fans. The officials have been instructed by the PCPRD to be very strict on this type of behavior and to penalize accordingly. If the behavior continues to be disruptive after a proper penalty, the PCPRD will remove the coach from the playing field with possible additional consequences.

Any coach that is ejected from a game during the local season will NOT be eligible to be a part of the All-Star, post season coaching staff.



YOUTH SOCCER LOCAL RULES

SECTION A: AGE DIVISIONS / AGE CONTROL

The PCPRD offers the following levels of play based on age:

6 & UNDER for boys & girls ages 4 - 6 (noncompetitive)
9 & UNDER for boys & girls ages 7 - 9
12 & UNDER for boys & girls ages 10 - 12

When post-season all-star teams are selected, they will be divided by the age divisions that are offered by the Georgia Recreation and Park Association which is: 8U, 10U and 12U.

The PCPRD does not allow anyone to play below or above their age division. *Exception: The only players allowed to play below their age division are those with documented physical or mental disabilities who have received approval during the registration process by the Executive Director.*

The age control date for youth soccer is September 1st of the current year. A child's age on September 1st of the current year determines their playing age.

Youth soccer rules are patterned after those of the Georgia Recreation and Park Association (GRPA) with the local exceptions found in this local rule supplement. If neither cover a situation, we will revert to the current rules and regulations of the Georgia High School Association (GHSA).

SECTION B: LENGTH OF GAMES / SPEED-UP

A regulation game in the 6 & UNDER Division shall be two equal halves of fifteen (15) minutes each with a running clock.

A regulation game in the 9 & UNDER Division shall be two equal halves of twenty (20) minutes with a running clock.

A regulation game in the 12 & UNDER Division shall be two equal halves of twenty-five (25) minutes each with a running clock.

All matches will have a five (5) minute halftime period.

The playing requirement in youth soccer is that each player must play in ½ of each half. This is hard to keep up with during a game, especially as substitutions are being made throughout the game. However, at the mid-way point of each half, the clock will stop and the officials will ask both teams if they have any players who have not entered the game. If, at this point, a player has not entered the game – they must be entered and play the remainder of the half. If a coach or parent makes a claim of a player not meeting the playing requirement: an PCPRD staff member or designee will be assigned to mark their playing time during the following game. If it is verified that a player has not met the minimum playing requirement at any time – the head coach will be suspended for one game and the player who did not meet the playing requirement must start both halves of the following game and play until the mid-point of each half. The proper procedure for concerns regarding playing time is:

To speak with the coach regarding playing time

To make the PCPRD supervisor aware of the concern

The PCPRD supervisor will clock the exact playing time of the player – the following game.

The PCPRD demands that ALL players meet the minimum playing requirements.

FOR LOCAL PLAY ONLY: If a game is tied at the end of regulation play – there will be no overtime or shootout played. The game will be declared a tie. During the local playoffs in competitive leagues (ages 7 – 12) a shootout will be played: a five (5) person per team shootout will take place until a winner is

determined.

MERCY RULE: If a team gains a seven (7) goal advantage at any time during the first half of play – it will immediately be declared halftime. The second half will be reduced to a fifteen (15) minute half for 9 & Under and a twenty (20) minute half for 12 & Under. If a team ever gains a ten (10) goal advantage during the second half, the game is declared complete.

SECTION C: SPECIAL PROVISIONS

A team in the 6 & UNDER Division will field six (6) players on the field at a time. This will include a goalkeeper and five other players.

A team in the 9 & UNDER Division will field seven (7) players on the field at a time. This will include a goalkeeper and six (6) other players.

A team in the 12 & UNDER Division will field eleven (11) players on the field at a time. This will include a goalkeeper and ten (10) other players. *NOTE: At the GRPA All-Star level, this age division plays 9 v. 9 but for local play, due to high participation numbers, we will be playing 11 v. 11*

GRPA no longer allows “Heading” in an age division below the 12 & UNDER age division. The penalty for “Heading” in the 6 & UNDER and in the 9 & UNDER age divisions will be an indirect kick.

A team in any division may begin a game with one fewer than the required number of players. If a player arrives late and a team has started a game with one fewer than the required number – the player may be inserted into the game immediately upon any dead ball. If one team has fewer than the required number of players – the opposing team is NOT required to play a person down.

SUBSTITUTIONS:

A player that desires to enter the game as a substitute, at the coach’s request, should report to the center line where it intersects with the sideline and wait to officially be called onto the field by the referee.

A player who enters the field without being called onto the field by the referee is subject to a RED card (ejection) for illegal participation.

FOR LOCAL PLAY ONLY: To meet the local playing requirements – the PCPRD allows substitutions by either team on any dead ball situation if the substitute is ready to enter at the center line when the referee calls for subs.

When a team continuously substitutes to consume time: the referee or an PCPRD staff member will have an official stoppage of play and the coach will be given a verbal warning for unsportsmanlike conduct. Any further substitutions that are considered excessive by the official will result in a RED card (ejection) of the coach.

Any player that leaves the playing field during the normal flow of the game without the consent of the

referee will be issued a RED card (ejection).

When there is an injury that causes an official stoppage of play: all other players should “take a knee” where they are at on the field while the injury is being assessed. Once the field is ready for play to resume, the referee will have discretion on giving the ball to a particular team or doing a “Dropped Ball”.

CARDS & THEIR MEANINGS:

A: YELLOW CARD – indicates a formal caution. The 7 reasons for a YELLOW Card

Unsportsmanlike Conduct

Dissent in words or actions

A persistent breaking of the rules including attacking from behind without attacking the ball first.

Intentional Delay of Game

A defender failing to stay the proper distance from a kick on a corner kick, goal kick or penalty kick or failing to stay the proper distance from a player performing a throw-in from the sidelines.

Entering the field of play without permission from the referee

Leaving the field of play without consent from the referee.

B. RED CARD – given for serious violations. A player or coach receiving a RED CARD is ejected from the game and may NOT be replaced during the game. The ejected player or coach will serve the PCPRD’s suspension. RED CARD violations include:

The use of excessive force or brutality with the intent to cause bodily harm

Violent Conduct

Spitting at / or on another player

An intentional touching of the ball with the hands by a player other than the goalkeeper

Fouling an opponent for the sole purpose of preventing a goal

Using abusive, offensive or profane language

Receiving a second YELLOW Card during the same game.

In the 6 & UNDER Division: all penalties that occur outside of the penalty box area will result in an INDIRECT kick. An INDIRECT kick must be touched by another player (other than the player doing the kicking) before going into the goal. A penalty that occurs inside of the penalty box will result in a DIRECT kick. A DIRECT kick will be a penalty kick from the penalty spot between the designated kicker and the goalkeeper only. All other players must remain outside of the box at the time of the kick.

On a throw-in: the player attempting to throw the ball into the field of play must have both feet touching the ground at the release point and both hands must be touching the ball and raised directly over the center of the head.

SECTION D:

EQUIPMENT

A uniform in soccer consists of a matching jersey with factory style non-duplicated number on the back, shorts, socks, and shoes.

Shoes must be rubber molded cleats, turf shoes or sneakers and may not include steel spikes or screw in cleats.

Shin guards are required at all levels of play and are NOT provided by the PCPRD. Any player discovered NOT wearing shin guards will be removed from the game until the proper equipment is worn.

A Soccer Ball comes in various sizes. The PCPRD will provide teams with a designated number of practice soccer balls and will provide game balls for each match. The following sizes will be used by the PCPRD:

6 & UNDER	Size 3
9 & UNDER	Size 4
12 & UNDER	Size 5

SECTION E: OFFICIALS

The PCPRD will make every effort to provide referees for each contest. It has become increasingly hard to recruit officials / referees. If you are interested in becoming an official for youth soccer, please contact the PCPRD office.

In the 6 & UNDER Division: one coach will be used who will make all of the calls on the field.

In the 9 & UNDER as well as the 12 & UNDER Divisions: We will attempt to provide two soccer officials who will work a diagonal system. If three officials are available, we will use a Center Referee and two Assistant Referees. The Assistant Referees will patrol each respective sideline.

If only one referee is available for a 9 & UNDER game and/or a 12 & UNDER game – the one Center Referee will recruit volunteer side judges.



PCPRD TRACK & FIELD

SECTION A: AGE DIVISIONS / AGE CONTROL DATE

The PCPRD offers the following levels of Track & Field, based on age:

- 8 & Under ... (must be at least 7 years old by December 31st)
- 10 & Under
- 12 & Under
- 14 & Under

The age control date for GRPA Track & Field is December 31st of the participating year. A child's age on December 31st of the participating year determines their eligibility age for Track & Field.

SECTION B: GOVERNING RULES

GRPA Sanctioned meets are governed by the current rules and regulations set by USA Track with the exceptions found in the GRPA Athletic Manual.

A representative from each participating agency **MUST** attend a mandatory GRPA Track Meeting, prior to the District track meet or pay a fine to the GRPA offices.

SECTION C: EVENTS

Events that are held at the GRPA District & State Track Meet that are offered by the PCPRD are:

50 Meter Dash	8 & Under / 10 & Under Only
100 Meter Dash	All Age Divisions
200 Meter Dash	All Age Divisions
400 Meter Dash	All Age Divisions
800 Meter Run	All Age Divisions (Waterfall Start)
1600 Meter Run (1 Mile)	10 & Under / 12 & Under / 14 & Under Only (Waterfall Start)
3200 Meter Run (2 Mile)	12 & Under / 14 & Under Only (Waterfall Start)
4 x 100 Meter Relay	All Age Divisions
4 x 400 Meter Relay	10 & Under / 12 & Under / 14 & Under Only
Standing Long Jump	All Age Divisions
Running Long Jump	All Age Divisions
Softball Throw	All Age Divisions
Shot Put	10 & Under / 12 & Under / 14 & Under Only

SHOT PUT RULES

The shot shall be put from the shoulder with one hand only and the competitor shall **NOT** allow the shot to pass behind or below the shoulder during the attempt. No harness or mechanical device attached to the hand or arm shall be allowed.

Taping of the wrist, palm or back of the hand is permitted. It is also permissible to tape only two fingers together, provided they are adjoining fingers.

The put must be made from the designated circle. It is a foul if the competitor, after stepping into the circle, fails to pause before starting the put or touches the circle (not including the inner face of the stop board or band if one is used) or the ground outside of the circle. It is a foul if the shot falls outside of the sector or if the competitor, after having completed the put, does not leave the back half of the circle.

A foul put is not measured but is counted as a trial. The measurement is from the nearest edge of the first mark made by the shot to the point of the inside of the stop board nearest the mark.

All participants in an age division must throw the same shot.

STANDING LONG JUMP

A competitor may rock forward and backward lifting the heels and toes alternatively from the surface but may never leave either foot completely from the ground or slide it in any direction off of the ground. Both feet must be parallel to each other and of equal distance from the scratch line before jumping.

The jumper should take off from behind the scratch line. If the jumper's shoes extend over the scratch line or makes a mark in front of the scratch line, the jump shall not be measured and will be counted as a trial.

Each jumper is entitled to three jumps. Each jump shall be recorded. The competitor with the longest legal jump is declared the winner.

SOFTBALL THROW

This event will be conducted with a rubber, leather or synthetic cover 11" softball. All competitors will use the same set of softballs provided by the hosts.

The throw may be made from a standing position or with a running start

Stepping over the line constitutes a foul. A contestant is allowed one run-up without releasing the ball. Failure to release the ball on a second run-up will constitute a trial.

Each thrower is given three (3) trials

SECTION D: APPROVED EQUIPMENT

Shoes are mandatory for all track & field events. No "Sock-Style" shoes are permitted. Shoes must comply with USA Track rules and any spiked track shoes may not exceed $\frac{1}{4}$ " metal spikes.

The shot put shall be a 6 lbs. Shot

A starter pistol is recommended to begin all races. If a starter pistol is unavailable, a whistle may be used.

SECTION E: Uniforms

Agency teams must wear similar jerseys. All teams should be dressed alike from the waist up. Boys teams and girls teams may be dressed differently from each other but all boys on the team should be dressed alike and all girls should be dressed alike.

No jewelry is allowed and no beads in the hair.



Adult Pickleball League

Team Requirements

Any organized team with a captain to represent it may enter the Adult Pickleball Program by satisfying the entrance requirements, provided space is available.

Player Eligibility and Overview

All players must be 18 years of age or older by April 1st, 2024

55 & Over players must be 55 years or older by April 1st, 2024

☐ Players can play in both the 18 & Over and 55 & Over League

All Leagues will run 6 weeks with regular season play the first 5 weeks and a postseason tournament the final week.

All Leagues will be played as Mixed Doubles (one man & one woman) based on self-rated skill levels of players.

LEAGUES:

18 & Over 3.5 and below

18 & Over 3.5 and above

55 & Over 3.5 and below

55 & Over 3.5 and above

TEAMS: Teams consist of 4 players minimum. Roster can include 2 substitutes for a maximum of 6 players. Equal number of Men and Women on any team is not required however match play must consist of one man and one woman.

EQUIPMENT: Nets are provided by the Peach County Recreation Department. All teams/players must provide paddles and warm-up balls. **Home team is responsible for providing game balls for each match.**

Fees and Deadlines

ALL FEES/ ROSTER/ WAIVER DEADLINES:

Registration Fee Due: Friday, April 19, 2024 online

Roster Due: Friday, April 19, 2024 online

Team Waiver Due: Friday, April 19, 2024 online

Late Teams will be accepted AS NEEDED with a \$25.00 Late Fee.

A player pool list is available for any team looking for additional players via PCPRD website

PLAYER FEE: \$40.00 = 10 matches plus Postseason Tournament eligibility. Please make checks payable to **PCPRD**. All checks must have a Driver License number, phone number and Date of Birth (DOB).

NON-RESIDENT FEE: Individuals that do not live or own property in Peach County must pay an additional \$20.00.

Exemptions: County Employee

GAMES:

PRACTICES: Teams may use drop-in play time as practices.

GAME DAYS:

Tuesdays and Thursdays

18 & Over 3.0 and below

18 & Over 3.5 and above

55 & Over 3.0 and below

55 & Over 3.5 and above

Games will be played outdoors at North and South Peach Parks

Note: No food allowed on the courts.

SCHEDULE POSTED: April 26

SEASON OPENS: Week of April 29

NOTES: Game Schedules will be posted on the Schedules and Standings page of the PCPRD website. There is a 10-minute grace period for late arrivals, however the clock starts at the official match time. Matches subject to forfeit if a viable team is not available within 10-minute grace period. There will be **NO MAKE-UPS** for any matches unless PCPRD cancels matches for any reason. The first team listed on the schedule is the home team.

STANDINGS: Standings will be based on:

OVERALL match Win/Loss

1st Tie-Breaker - Head-to-Head play 2nd Tie

Breaker - Total points

3rd Tie-Breaker - Coin flip

If two (2) or more teams have identical win-loss records at the end of the season, the following criteria is used to break ties and determine tournament seeding.

IF TWO (2) TEAMS ARE TIED:

1st Tie Breaker - Head-to-head play 2nd Tie

Breaker - Total points

3rd Tie Breaker - Coin flip

League Play/Postseason Tournament

LEAGUE PLAY: The regular season is 5 weeks. League play is Mixed Doubles. Each doubles team will play each match with one man and one woman. Teams play two matches per week and a total of 10 matches. Each match consists of 3 sets to 11 points played within a time limit of 55 minutes of play. There will be a 10-minute grace period however the clock will start at the official match time. USA Pickleball Association rulebook governs all pickleball play unless otherwise stated.

All league play is self-officiated. There will be no official or court supervisor on site. It is essential that league rules be followed during game play. If a discrepancy occurs, please take the following steps:

1. Check the rule book. <http://www.usapa.org/ifp-official-rules/>
2. Ask other players who are playing on a court next to you to help clarify rules.

The home team is responsible for providing game balls for each match. The home team is the first team listed on the schedule.

SCORECARDS: Scorecards will be provided for each match to be filled out by the home team and approved by the opposing team. Scorecards must be turned in to the PCPRD Staff Designee after each match and scores must be emailed to bruce.mackey@peachcounty.net by 12 pm the following day.

POSTSEASON TOURNAMENT: A postseason tournament will be scheduled the week following the end of the regular season for the top 6 teams in each division. Teams are seeded for postseason play based on regular season record. Rules governing post season tournament are the same as the regular season, unless otherwise indicated.

AWARDS: Regular Season Champion, Regular Season Runner-Up, Tournament Champion and Tournament Runner-Up will receive team trophies.

TEAM CAPTAINS:

- is the official representative of a team.
- is responsible for fielding a team in accordance with the official schedule.
- is responsible for ensuring his/her team's compliance with league policies and procedures
- is responsible for the conduct of his/her players during all games.
- is responsible for team waiver on file with the Recreation Coordinator/Adults.
- must advise each player upon signing team waiver that no accident insurance is provided, and that the player participates in all games at his/her own risk.
- is responsible for determining lineups for each match and reporting scores.
- shall, upon request, present any information necessary concerning disputes or protests.
- ensures that every player is registered with MPRD. If unregistered players participate, match will be forfeited.

Contact Bruce Mackey or email bruce.mackey@peachcounty.net with any questions or concern



PARKS AND RECREATION DEPARTMENT