

Walton County

Parks & Recreation

Youth Football - Rules & Regulations

Revised: January 25, 2010

Governing Body:

The Walton County Parks & Recreation Department will make all final decisions concerning league rules, age control dates, rule interpretations, scheduling (practice sessions & games), officials, registration fees, protest, team drafts, or any matter concerning the youth football league.

The following staff members will assist the volunteers:

Administrative Office	770-267-1680 770-266-1683 770-266-1681	Jody Johnson Brad Huff Kathy M. Leasure
Central Walton Park	770-266-1795 770-266-1767 770-266-1768	Ben Grzesik Ray Higginbotham Deedra Kilburn
West Walton park	770-266-1603 770-266-1602 770-266-1604 770-266-1615	Vernon Temple Valerie Urmetz Jane Beeco Brandon Talbird
South Walton Park	770-464-3374	Kennith Freeman Pam Smith
Central Walton Park Sports Hot-Line	770-267-7525	recorded message information on rain-out games
West Walton Park Sports Hot-Line	770-266-1650	recorded message information on rain-out games
South Walton Park Sports Hot-Line	770-464-3150	recorded message information on rain-out games

The official Georgia High School Rule Book
will be used with the exceptions found in this supplement.

Section One: Protest

- A. All protest shall be made in writing to the West Walton, Central Walton, or South Walton coordinator(s) within 24 hours after the alleged infraction.
- B. The area coordinator(s) and the Athletic Division Manager will make a final decision upon receiving all information pertaining to the protest.

Section Two: Penalties:

- A. When it is found that a team has permitted any coach or player, who is ineligible, to participate in any game, the team shall be required to forfeit each and all games in which the ineligible coach or player has participated.
- B. Coaches involved will not be allowed to continue coaching and player(s) involved will be suspended until further notice by the Recreation Department.
- C. Prior to an official protest, any team that willingly admits to mistakenly playing an ineligible player shall be subject through actions by the Recreation Department to a less severe penalty. The ineligible player must be immediately taken off the team. All games that the offending player has participated in shall be forfeited.
- D. Any coach that fails to reveal any illegal participation of its players which include: age, weight, date of birth falsification or any rules established by the Recreation Department shall be subject to immediate suspension from the program. The team in violation shall forfeit all games played to date in the season involved.
- E. If any team is guilty of a second violation within two calendar years of the first violation, the coach shall be suspended indefinitely from the program.

Article One

Section One: Eligibility

- A. The Walton County Recreation Department Youth Football Program shall consist of four (4) divisions.

Each division is governed by the following age & weight classifications:

<u>Name</u>	<u>Age</u>	<u>Weight Limit (max. for ball carrier)</u>
Midget	05-06	065 lbs.
Pee-Wee	07-08	090 lbs.
Junior	09-10	120 lbs.
Senior	11-12	140 lbs.

- B. Unlimited weight limit except for ball carrier.
The above weight chart applies for any one player that is lined-up to receive a hand-off or is eligible to receive a pass. All ineligible players will have a distinct marking stripe on the back of their helmet that runs parallel to the shoulder pad, indicating that he is an ineligible receiver or ball carrier. A dead ball at the spot of the reception or recovery will be declared when an ineligible ball carrier or receiver intercepts or receives a pass, recovers a fumble, or receives a kick-off or punt. Players that are ineligible to carry the ball may not line-up in the back-field or as an eligible receiver.
- C. The above weight is recorded with the player wearing shorts and a t-shirt only. Players will be weighed at the evaluation for drafting purposes only. A player must "make-weight" at the teams designated weigh-in date. This weight will be final for determining eligible runners.
- D. Control date for the age groups shall be prior to midnight, August 31st of the current year.
- E. Upon registering a child, a certified copy of the birth certificate will be required. A photocopy of this certificate will be kept on file and will be the responsibility of the coordinator(s). Questioned players must be verified & approved before they participate in their next game.
1. The exception to this rule will be in the case of an adopted child where birth certificates may not be available. Parents must provide other certified identification.
 2. School records are acceptable.
- F. A roster player that has been classified as ineligible to play may not be padded on the sideline.
- G. A player is ineligible to play if he has a splint or cast on. He may play again only after the splint or cast has been removed and he has been released by his own medical doctor.

- H. Coaches must have an official roster of eligible players.
- I. Players are not allowed to participate on more than one team.
A middle school player may not participate in the recreation program.
A player is not eligible for recreation play if his name is placed on any school football roster prior-to or during the current season (August-December).

Article Two

Section One: Draft Procedures

- A. The following draft procedures will apply to all groups:
 - 1. Each player will attend an evaluation session.
Staff members & coaches will grade player abilities on a scale of 1 – 5.
 - 2. Draft the older players in the age group first, then draft the younger players. Example: In the senior division, draft all the 12 year olds then draft the 11 year olds. Note, this rule is optional. The drafting coordinator will have the authority to determined which age group will be drafted first.
 - 3. Once in the draft, pick in numerical order first round and pick in reverse order 2nd round. Continue sequence each additional round.
Example: round one - pick 1,2,3,4
round two - pick 4,3,2,1
round three - pick 1,2,3,4
 - 4. Children of the head coach and one assistant coach will be frozen. These participants will be picked in the first round from the category in which they are placed (1-5). Assistant coaches that do not continue to coach after their child is automatically placed on a team, will not be replaced.

Article Three

Section One: Registration

- A. The Recreation Department will conduct registration and furnish registration forms.
- B. Registration forms must be completed & signed by participant's parent or guardian.
- C. A child is not eligible to participate in any Walton County Parks & Recreation Department activity (including practices & games), without a completed registration form. The form must be signed by the child's parent or legal guardian.

If a head coach allows an ineligible child to participate in a practice or game, the coach will be immediately suspended from the program.

Section Two: Insurance

- A. The team coach should make each parent / guardian aware that the County does not supply medical insurance coverage as stated on the registration form. The Recreation Department will assist anyone wishing to purchase medical insurance by contacting a vendor or company.

Section Three: Rosters

- A. The number of participants per team will not exceed 22 players.
- B. If the total number of players in any age division is 45 or greater..... the division will draft three (3) teams.
- C. An official roster for each team will be prepared by the coordinators and submitted to the Athletic Division Manager at least one (1) week prior to a team's first game of the season. The official roster shall be typed and players will be listed in numerical order beginning with the lowest jersey number. Rosters will include coach's (head & assistants) names, and players' weight.
- D. It is the responsibility of the coordinators to provide the Athletic Division Manager with updated rosters as needed. Only registered players will appear on rosters. Note: Players must register through the Recreation Department (no exceptions).

Section Four: Roster Changes

- A. Changes
 - 1. Where a roster drops or starts below 15 players, teams may add back-up to 15 players total during the season. After mid-season (1/2 of games played) team rosters are frozen.
 - 2. Each player must be weighed and approved at the designated weigh-in.
 - 3. The Athletic Division Manager must approve all roster changes. Decisions will be based on the overall impact each addition will make to the entire age division.
- B. If a player arrives late for a game, the opposing coach must be notified. Minimum playing time for that player will be at the coach's discretion. Coaches should be consistent with their policy.

Section Five: Coaches

- A. The Recreation Department will appoint one head coach. The head coach may submit names of three (3) individuals to serve as assistant coaches. These individuals must have background checks approved by the Walton County Parks & Recreation Department.
- B. Individuals wishing to coach are required to:
 - 1. submit an application and pass a criminal background check
 - 2. attend a certification clinic sponsored by the Recreation Department
 - 3. attend a Rule Clinic

- C. Coaches will respect officials at all times. Failure to follow this rule will result in immediate suspension. If a coach touches an official in anger, he will be subject to criminal charges by the State of Georgia.
- D. Any player, coach, parent, or spectator ejected from a game must sit-out the remainder of that game and his / her next two (2) scheduled games. If a coach, parent, or spectator is ejected with less than two (2) games remaining in his / her season, the suspension will carry over into the next season, if he / she applies to coach or registers their child to play.
- E. Coaches, parents, or spectators ejected from a game may not remain at the park and must leave immediately. It will be the responsibility of the park staff to make sure the ejected coach, parent, or spectator does not remain at the park. Games will be stopped and will not continue until ejected coaches, parents, or spectators have left the facility.

If an ejected coach has a child playing, he / she must arrange transportation for the child or pull his / her child from the game and leave the park in order for the game to resume.

- F. Head coaches will be given the opportunity to choose their assistant coaches. PLEASE CHOOSE THEM WISELY!

Four (4) coaches per team will be allowed on the sideline. These four individuals include water-boys, trainers, team moms, etc... Only four adults or non-players will be allowed on the sideline. NO EXCEPTIONS.

Anyone standing on the sideline must have on file a completed background check conducted by the Walton County Sheriff's Department and approved by the Walton County Parks & Recreation Department.

- G. A coach or player who commits an inappropriate act will be subject to a two (2) game suspension or termination from the program. The severity of this rule violation will be determined by the Recreation Department.
- H. If a team forfeits a game during or prior-to playing the scheduled game..... the coach will be subject to suspension from the league.

If a team fails to have enough players present at the start of a scheduled game, they must forfeit. The game will not be re-scheduled.

Article Four

Section One: Player Equipment

- A. Equipment must be of suitable quality and reconditioned by law every 2 years

Section Two: Equipment must consist of the following:

- A. Mouth piece (tooth protector)
- B. Head gear with face mask and chin straps / A NOCSAE certified head protector is mandatory and all helmets must have a current warning label
- C. Shoulder pads
- D. Hip & kidney pads, spinal pads, thigh pads, knee pads
- E. Pants
- F. Jersey
- G. Cleats - rubber bottom (no metal or detachable)

Article Five

Section One: Officials

- A. The Recreation Department will contract the services of a local certified officials organization.
- B. Officials shall be registered High School officials and members in good standing of an established association.
- C. Midget & Pee-Wee Divisions: minimum of 2 officials per game
- D. Junior & Senior Divisions: minimum of 3 officials per game

Section Two: Ball

- A. The official game ball shall be leather or synthetic leather equal to the Spalding.
 - 1. K-5 Midget & Pee-Wee
 - 2. J-5-J Junior
 - 3. J-5-Y Seniors
- B. Rubber football will be used for practice only.

Section Three: Playing Field

- A. Playing fields will be located in Monroe, Loganville, & Social Circle. Field accessories will be furnished by the Recreation Department. Stop-watches and/or scoreboards shall be used for timing games (regular wrist-watches are not allowed).
- B. Size of Field
 - 1. Fields will be 80-100 yards long with two 10 yard end zones. The width will be 40-52 yards with hash marks 15 yards from each sideline. Maximum width shall not exceed a regulation high school field.
 - 2. Chain crew will be located on the opposite side of the scorer's stand and must consist of persons ages 15 & over.
 - 3. Chain crews are an extension of the officiating crew, therefore, any negative comment will be grounds for ejection.

Section Four: Quarters

- A. Midget:
 - 2 - 20 minute halves / running clock / 7 minute intermission
 - "Running Clock" means that time does not stop except for touchdowns, time-outs, and injuries. The clock will stop in accordance to GHSA Rules the last two (2) minutes of the 2nd & 4th quarters. Example: out-of-bounds & incomplete passes.
- B. Pee-Wee, Junior, Senior:
 - 4 - 8 minute quarters
 - The clock will stop in accordance to GHSA Rules.

Section Five: On-Field Coaching

- A. Midget & Pee-Wee: 2 coaches (1 sets line, 1 sets backfield)
 - Coaches must step-back 10 yards / 45 second play clock applies.
- B. Juniors: 1 coach
 - Coaches must stay-back 10 yards.....30 second play clock applies.
 - Coaches may not get in the huddle on offense or defense.
 - Coaches must relay information to the team captain who will call all plays.
 - Coaches may not speak from the playing field except to direct the team captain between plays. Penalty.....15 yards.
- C. Seniors: coach not allowed on field during play
 - 30 second play clock applies

Section Six: Scoring

- A. Touchdowns: 6 points
- B. PAT Running / Passing 3 yard line: 1 point
- C. PAT Running / Passing 5 yard line: 2 points
- D. Pee-Wee & Junior Divisions:
Free Kick - no rush, must be kicked within 5 seconds of the snap.
In Leagues that PAT / field goals are not live, kick must be 7 yards behind line of scrimmage.
The defensive unit will take a knee. PAT Kick: 2 points
Field Goal: 3 points
- F. Senior Division:
Live PAT per GHSA Rules

Section Seven: Penalties

- A. All divisions: 5 to 10 yards
15 yard penalty for un-sportsmanlike conduct
- B. When a ball carrier or receiver, that is over the weight limit, advances the ball, the play will be blown dead and the ball placed at the point of initial advancement or reception. No penalty will be given in this situation.
- C. Midget Division:
Holding will not be called if the infraction is away from the play.
Flagrant.....holding will be called anywhere on the field.

Section Eight: Kicking Game

- A. Senior Division:
All punts & PAT's are live. Kick-Offs are standard.
- B. Junior Division: Receive a free punt (no rush) on the 4th down. No member of the punt team can advance down the field until the ball has been punted. Kick-Off is standard.
- C. Pee-Wee Division: will kick-off at the beginning of the game and the beginning of the 3rd quarter only. Each team will kick one time and receive one time per game. This division will not punt...they will have the option of advancing the ball 30 yards. The punting team may never advance the ball inside the 15 yard line.
- D. Midget Division: will not kick-off or punt. The ball will be placed on the 30 yard line. This division will have the option on the 5th down to advance the ball 30 yards or to the opposing team's 15 yard line.

Section Nine: Minimum Playing Time

- A. All players must start on offense or defense. They must play the entire game. Players may be switched from offense to defense at half-time.
- B. Each player must be assigned to play offense or defense on the official roster prior to each game.

- C. Players injured or not present must be indicated on the roster sheet.
- D. Play runners on offense may be used only in the 11-12 age division.
- E. Special team players can be players from offense or defense.
- F. Goal line defense is considered a special team.
- G. Players may be substituted for inside the 10 yard line.

Section Ten: Defensive Standards

A. Senior Division:
per GHSA Rules.

B. Junior, Pee-Wee, & Midget Divisions:
Defense must use a minimum 3-man front and a maximum 6 man front.
All defensive down linemen must play “head-up”, or directly in front of an offensive lineman. No gap-play will be allowed.

*Exception: In the Midget, Pee-Wee, & Junior Divisions, no defensive lineman is allowed to play “head-up” the offensive center at any time during the game.....a nose guard is not allowed.
The defensive-end may play on the outside shoulder of the tight-end or uncovered tackle.

C. Junior, Pee-Wee, & Midget Divisions:
All defensive backs (linebackers, safeties, cornerbacks) must play 5 yards off the ball. On the snap of the ball, all defensive backs must be at least 5 yards from the line of scrimmage. Once the ball has been snapped, then all players may pursue accordingly.

*Exception: Inside the 10 yard line, all defensive backs may walk to within arms length of the down defensive linemen.....Goal Line Defense.

- D. Definitions:
1. Front – the line of scrimmage from sideline to sideline.
 2. Lineman – any player (offensive or defensive) who is lined-up on the line of scrimmage.

Section Eleven: Penalty for Defensive Standard Violation

A. A violation of the defensive standards will result in a defensive illegal procedure with a penalty of 5 yards.

Section Twelve: Offensive Standards

- A. Senior Division:
Per GHSA Rules

- B. Junior, Pee-Wee, & Midget Divisions:
Guards and tackles will not be allowed to have more than five (5) foot splits.
Penalty for spreading offense past the five (5) foot maximum will be a five (5) yard procedure penalty.

Section Thirteen: Practice Limitations

- A. Practices with shoulder pads and helmets shall not start prior to 4 weeks of opening day. This excludes any pre-season camps. Practices shall be limited to 3 days maximum per week and 90 minutes maximum per practice. When the regular season begins, no team shall practice more than 2 times per week in which the team has a game.

Weekend practices and/or games (Friday & Saturday) do not count as one of your practice events.

Section Fourteen: Continuous Clock

- A. Continuous running clock will go into effect when a team gets 25 points or more ahead. This applies to all divisions. If the lead is diminished to 15 then the clock will operate according to division rules.

Section Fifteen: Scheduling

- A. The Recreation Department will establish Opening & Closing Day dates. Each team will play 8 games each.

Section Sixteen: Awards

- A. Each player will receive an award presented by the Recreation Department or the area Booster Club.

Section Seventeen: Post Season Play

- A. The top 6 teams in each age division will participate in the "Bowl Games"..... date & location TBA.

The following formula will be used to determine placement in the "Bowl Games".

- 1. Win-Loss-Tie record
- 2. Ties:
 - A. Head to Head
 - B. Play-Off
 - C. If three (3) teams are tied, the recreation department will use a coin-toss to decide which team will compete in the "Bowl Game".

- B. Tournament Format:
 - Game #1: 3 VS 6
 - Game #2: 4 VS 5
 - Game #3: 2 VS winner of game #1
 - Game #4: 1 VS winner of game #2

Football Rules

Age Division: 5-6

Eight-Man Football:

- A. No kick-off
- B. No punting – ball will be moved 30 yards, but not inside the 15 yard line.

Offense:

- A. 5 linemen
The offensive line will have 1 left tackle, 1 left guard, 1 center, 1 right guard, & 1 right tackle.
No unbalanced lines will be allowed in the 5-6 age division.
- B. 3 backs (halfbacks, quarterback)
Running-back must be lined-up in the back-field between the tackles.

Defense:

- A. 4 linemen (tackles, guards)
The defensive line will have 1 left tackle, 1 left guard, 1 right guard, & 1 right tackle.
Defensive down linemen must be head-up on the snap.
- B. 2 linebackers or cornerbacks.....No middle linebackers
- C. 2 safeties
- D. No nose-man
- E. No blitzing
- F. The key to success of the game is allowing the offense to get a play off.
It is very frustrating to the offense if real aggressive blitzing and rushing is used by the defense.

Penalties:

- A. Penalties – 5 steps of official or ½ distance of goal
- B. Clipping called in all cases
- C. Obvious holding called
- D. Face mask called in all cases
- E. Any other flagrant fouls

Start Game Play:

- A. Start game by placing ball at the 30 yard line.
- B. Flip coin – winner will take offense first
- C. Loser of flip will have choice of end of field
- D. Run 5 plays on offense. Switch units (offense or defense) after 5th play if no score occurs, ball will remain where offense gives it up unless score occurs, then it will be taken back to the 30 yard line.
- E. If the ball is turned-over inside the 15 yard line, the ball will be brought back to the 15 yard line for the opposing team.
- F. Extra Points: 2 points.....5 yard line 1 point.....3 yard line
- G. Fumbles handled as in regular football

Time of Game:

- A. 20 minute halves with 7 minute half-time.
- B. Running stop watch (official).

Community Bowl

Rule Clarifications

Clock:

The clock will be run according to High School Rules.
Regular season rules will apply.

Offensive Line:

Guards and tackles will not be allowed to have more than five-foot splits.
Penalty for spreading offense out past the five-foot maximum will be a five-yard procedure penalty.

Extra Point:

Regular season rules will apply.

1 point.....3 yard-line

2 points.....5 yard-line

2 points.....kicking

Rule Addition: (July 10, 2008)

Tie-Breaker for Regular Season Games

All regular season games ending in a tie at the completion of regulation play, will be required to play two (2) "Kansas Method Tie Breakers" in order to determine a winner.

When both teams have been on offense two (2) times and the score remains even, the game will be ruled a tie. NO EXCEPTIONS!

Kansas Method:

01. Coin-flip.....winner chooses either offense or defense.
02. The other team chooses which end-zone.
03. The ball will be placed on the 10 yard line
(exception: 5 & 6 year olds.....the ball will be placed on the 40 yard line).
04. Each team will have 4 downs to score.
05. If a team scores, they will attempt their extra point.
06. The opposing team will have the same opportunity.
07. After the first round the team with the most points is the winner.
08. If the teams are still tied after the first round, we will repeat.....
the team that received the ball last will receive the ball first. We will not change end-zones.
09. Any turnover will end that team's possession.
10. Turnovers may not be returned at any time. Once possession has been established by the defense the play is over.

Walton County

Parks & Recreation

Cheerleading Rules

Revised: July 17, 2006

1. Age Divisions, Mascots, & Draft:

Age Divisions: 5-6, 7-8, 9-10, 11-12

Age Control Date: August 31st of the current year

Participants must cheer in their own age division. Participants may advance one (1) age division only with the approval of the Recreation Department and the head-coach of the squad involved. Participants are not allowed to cheer in a younger age division.

Mascots: Mascots must be registered with the Recreation Department. Mascots must be age 4 or older on August 31st of the current year. Each squad is allowed to have one (1) mascot. A squad's mascots will be chosen by the head-coach & approved by the Recreation Department.

Draft: The Recreation Department will hold a draft in order to select squad members. The following draft procedures will apply to all age groups:

- Each registered participant will be placed in their correct age category.
- Older participants will be drafted first, then the younger participants will be drafted.
Example: Age Division 5-6. The coaches will take turns picking the 6 year olds and then they will take turns picking the 5 year olds.
- A draw will determine in which order head-coaches will pick squad members.
- Once in the draft, head-coaches will pick in numerical order in the first round and pick in reverse order in the second round. They will continue the sequence each additional round.
Example: round one.....pick 1,2,3,4
round two.....pick 4,3,2,1
round three.....pick 1,2,3,4
- Each squad will freeze the children of one (1) head-coach and one (1) assistant coach. These participants will be picked in the first round from the age category in which they are placed. Assistant coaches that do not continue to coach after their child is automatically placed on a squad, will not be replaced.
- Siblings which reside in the same household will be drafted on the same squad.

2. **Uniforms:** Parents & cheerleaders will attend a meeting (scheduled by the Recreation Department) at which time uniform sizes will be determined. The uniform will include a vest w/ team logo, skirt, & bloomers. Parents must submit a uniform payment at this meeting.

Checks should be made payable to: _____.

The uniform style & colors will be determined by the Recreation Department.
The uniforms will be ordered by the Recreation Department.

Participants will wear tennis shoes, socks, and long-sleeve shirts (if necessary).
Parents are responsible for furnishing these items. There shall be no mandatory purchase of matching attire.

Accessories: Accessories (i.e., hair bows, gym bags, etc.) will be allowed. Cost for these items must not exceed \$20 per cheerleader. Coaches will be responsible for selecting and coordinating the purchase of these items.

Pom-Poms: Pom-Poms are supplied by the Recreation Department.
When the season ends, participants may keep their pom-poms.

3. **Cheers:** The Recreation Department will issue a “Book of Approved Cheers” to each coach. Coaches will select their cheers from this book.

Cheer Additions: Coaches may add new cheers to the book by submitting a written copy to their area recreation office for approval.

4. **Practices:** Cheerleading coaches will contact their area recreation office in order to schedule practice sessions. Practices are limited to three (3) per week prior to opening day games. After opening day, squads may have three (3) events per week (i.e., 1 game & 2 practice sessions).

Recommended days.....Monday, Tuesday, Thursday, Saturday.
Each practice session should not exceed 1 ½ hour.

5. **Discipline:** The head-coach is responsible for ensuring that squad members conduct themselves in an appropriate manner. A cheerleader may be restricted from cheering at a game for disciplinary reasons. Parents / guardians must be notified and given details prior to game time.

6. General Game Rules:

- A. Cheerleaders are not to interfere with football players during a game. After the game, cheerleaders are encouraged to follow football players and shake hands with the opposing team's football players & cheerleaders.
- B. It is important that cheerleaders stay in their designated cheering area.
- C. Coaches, parents, fans, or spectators not abiding by the Walton County Recreation Department rules of conduct may be barred from the facility. Example: cursing, bad sportsmanship, offensive remarks, showing disrespect to officials, etc...

7. **Team Captains:** Each cheerleader may be designated captain or co-captain for at least one game. In order to qualify, the cheerleader must attend the required number of practices and abide by the rules. Captains may call the approved cheers of their choice during this game.

8. **Cheers:** Cheerleading coaches should use good judgement when performing cheers and choreography suitable for youth. The Recreation Department has the right to ban a cheer or choreography that, in their opinion, is inappropriate..... refer to page 2, rule 3.

9. **Stunts:** Stunts will not be allowed during games or practices unless a coach is present. Basic techniques & fundamentals must be taught and "mastered" prior to attempting a stunt. At no time should a cheerleader be pressed to perform a particular stunt which they are not comfortable with, nor ready for. It is the coach's responsibility to closely observe, monitor, & recognize a cheerleader or squad's ability level and limit activities accordingly.

- A. Cheering stunts are not permitted on paved areas. Conditions should be inspected before stunts are performed. If the performing surface is wet, muddy, not level, or determined unsafe.....the coach should not allow the squad to perform stunts.

- B. Definition of "STUNT": A stunt is when a cheerleader relinquishes control of her primary body weight to another individual or individuals.

Ground level heel stretch and other one-foot stunts are permitted.

Head-Coaches must make every effort to ensure the safety of the squad members!

10. **Music:** The Recreation Coordinators must approve all cheerleading music. Sideline music is permitted, but must cease when the team breaks the huddle.

Walton County

Parks & Recreation

Youth Basketball – Rules & Regulations

Revised: 1-25-10

01. All games will be played under Georgia High School Rules with the exceptions found herein.
02. No girl or boy will be allowed to participate if their birth certificate is not on file with the Recreation Department.
03. Age Control Date is age prior to January 1st of the current year.
04. No girl or boy may participate with the Walton County Recreation league and an interscholastic athletic activity involving the same sport during the same period of time. This restriction applies to public and private schools.
 - A. An “Interscholastic Activity” is defined as “a program that provides competition between schools”.
 - B. “Period of Time” shall be interpreted to mean from the time a player participates with a school team until the end of the season in that sport.
 - C. “Participation” shall be interpreted to mean that the player is on the school’s initial playing roster.
05. A minimum of 4 members of a team is required to start an official game. If neither team has enough players to start, the game will be considered a double forfeit. Both teams will receive a loss on the records.
06. Players may warm-up for five (5) minutes prior to their game.
07. Only the players of the game in progress will be allowed on the court during half-time.
08. No one shall be allowed to stand behind either baseline during games, unless designated seating is available.

09. Each player is required to play half of every game. Quarters will be divided in half to enable coaches the opportunity to substitute players. Players must play a minimum of four ½ quarters. The clock will stop while players check-in with the scorekeeper. Coaches may only substitute when the clock stops at 4 minutes, unless substituting for an injured player. Failure to play player's required time will result in team forfeit and coach's warning. A second violation will result in coach's suspension and forfeit of game. Exception: Once the entire team has completely satisfied its playing requirements, coaches may substitute by sending player(s) to the scorekeeper area. The player(s) will be sent in on the next dead-ball in accordance with High School Rules. The clock will not stop for these substitutions unless done during the last two minutes of the 4th quarter. Teams that have six (6) players or more must sit-out each player 1 ½ quarter. It is recommended to play all players equally.
10. In the event a player is going to be disciplined, for whatever reason, a one-quarter mandatory-playing requirement will be in effect. The scorekeeper and the gym supervisor must be notified of this disciplinary action. The scorekeeper must be notified if a player is present and unable to play. Players who receive four (4) fouls prior to the end of the first-half may be protected and not play the mandatory playing time. These players must play at least the last ½ quarter. Notify the scorekeeper's desk of the situation.
11. Coaches should submit line-up sheets to the scorekeeper's desk ten (10) minutes prior to their game. Please note on line-up sheets appropriate information concerning players (tardiness, abusing equipment, disrespectfulness, sick, hurt, etc.). line-up sheets should also contain player's full names (no nicknames) and jersey numbers.
12. Coaches can call time-outs from the bench on a dead-ball or when his/her team has possession of the ball.
13. Each team is allowed three (3) time-outs per game. Unused time-outs may be carried over into an overtime game. One extra time-out is given for each overtime period.
14. Team players & coaches are restricted from committing any act which, in the opinion of the referee or gym supervisor, is intended to ridicule the game.
15. Practice & Game Balls:

Division	Ball Size
6 & Under Co-Ed	junior
8 & Under Girls	junior
8 & Under Boys	junior
16. The alternating jump ball will be used (possession arrow).
17. A team is allowed three (3) team meetings per week. This includes games & practices.
18. No dunking is allowed in any division, except for the 15-17 age division.

Coaches Rules & Regulations

01. Never leave a player unattended before, during or after a game or practice.
02. All coaches and parents are expected to conduct themselves in a proper manner at all times.
03. Coaches will not converse with the officials during play. A coach who wishes to ask an official a question must go to the scorers' desk. Scorers will get the official's attention at the appropriate time.
04. Coaches will not question an official's judgement call. Rule infractions only may be discussed.
05. Each Head-Coach is responsible to see that the Recreation Department has an application on file for his/her assistant coach. Approved coaches are the only ones allowed on the players' bench during a game or practice.
06. Any coach continually disregarding the rules & regulations will be suspended and will not be eligible to participate as a coach during the next season.
07. Coaches shall remain seated during games.
Exceptions:
 1. to request time-outs
 2. to spontaneously react to an outstanding play
 3. to confer with scorer's table
 4. to attend to an injured player
 5. when clock is stopped
 6. to communicate to another member of the team not in the ballgame

Misconduct

01. Any player caught abusing equipment or facilities will be suspended for one game. Second offense will result in permanent suspension.
02. A player may not taunt or use abusive language or gestures towards another player. This will be a technical foul.
03. Players are eliminated on the fifth foul. This includes both personal & technical fouls.
04. Any coach or player having two technical fouls called on him or her during a game will be ejected . Coaches will be asked to leave the gym. Players may stay on the bench if they are not causing any further problems. Players & coaches will not be allowed to play or coach their next scheduled game. This includes tournaments if it is the next scheduled game.
05. During the course of a game, if any coach refuses to finish the game, or in any way obstructs the continuance of play, the game will be continued with a member of the recreation staff coaching the team. The coach will be ejected from the game and the program. If the team refuses to continue, the game will be forfeited. If this rule is enforced, the coach will have the right to appeal to the Director of Recreation. Disagreement of official's judgement calls will not be grounds for appeal.

Division: Co-Ed Age 5 - 6

1. This is a fundamental training program that has been formed to help teach the basic skills for the higher age divisions.
2. Games will consist of four (4) eight (8) minute quarters. The clock will stop only for called time-outs and while teams line-up for free-throw shots. All shooting fouls will be two (2) shots. The clock will start running when the referee gives the shooter the ball on the second shot.
3. No three (3) second violation.
4. No full-court press allowed.
5. No fast breaks allowed. Defense must have time to set-up.
6. Double dribble will be called in the following manner: A player may dribble.....stop and dribble again. If repeated, a double dribble penalty will occur. This will only be called when it gives the offensive player an advantage in scoring a basket. A player will not be allowed to run without bouncing the ball. Fouls or penalties will not be called in the back-court. Players should be instructed to go set-up for the next possession.
7. Foul shots will be shot five (5) feet in front of the regulation foul line.
8. Zone defense is required with 2 guards, 2 forwards and a center. All defensive players must keep at least one foot in the lane. Defensive players may go after loose balls. Any time the defensive players interfere with a pass or shot from outside the lane area, the offensive team will receive the ball at the top of the key. The second offense during the same possession will award the offensive team two foul shots.
9. Goals will be set at 8' (if gym facilities accommodate).
10. Players should play an equal amount of time. Coaches should discuss each game to try to match players of the same skill levels in the game at the same time. A minimum playing time of $\frac{1}{2}$ the game is required for all players. All players must sit-out $\frac{1}{2}$ of 1 quarter.
11. No score or "win – loss" record will be kept.

Division: Boys Age 7- 8

Division: Girls Age 7- 8

1. Games will be four (4) eight (8) minute quarters. The clock will stop only for called time-outs, referee time-outs, and while teams line-up for a free-throw. The clock will start on 1-if-1 when the official hands shooter the ball. The clock will start on two shot fouls when official hands shooter the ball for the second shot.
Exception: The last two (2) minutes of the 2nd & 4th quarter, high school rules will apply (clock will stop on each blown whistle and begin when the official motions).
2. **No three (3) point baskets will be allowed in the 7-8 age divisions (boys & girls).**
3. A five (5) second lane violation will be called.
4. No violations will be called in the back court unless flagrant.
5. Double dribbling will be allowed in the back-court only. Once the ball handler has reached the fore-court area, double dribbling will not be allowed. A violation will be called and the ball will be awarded to the opposing team.
6. Foul shots will be shot from four (4) feet in front of the regulation foul line.
7. Goals will be set at 8'.
8. A tie at the end of regulation play will result in one (1) overtime period of two (2) minutes. Each team will be given one time-out per overtime period.
A tie at the end of this period will remain a tie.
9. Fast breaks will not be allowed. All defensive players must be behind the half-court line when the ball is brought into the front court by the offense.
10. Defense must stay inside the three (3) point arc except to retrieve a loose ball.
If a defensive team fails to abide by this rule, the officials will give one warning per half before calling a technical foul on the second infraction per half.
11. The last two (2) minutes of the 2nd & 4th quarter, the defensive team may play man-to-man defense, but must remain inside the half-court line. Teams with a ten (10) point lead may not play man-to-man defense. Any time a ten (10) point lead occurs within this period, the team must fall back into the zone defense.
There will be no full court press.
12. There will be a continual running clock if a team is losing by fifteen (15) points.
The clock will only stop on time-outs. This rule will be waived once the point differential is less than eleven (11) points.
13. First offense for illegal pressing will be a team warning. The second offense will be a one shot technical foul plus possession of the ball.
14. The offense may not freeze the ball. The offense must make an attempt to take a shot.
The referee may turn the ball over if the offense is making an attempt to run the clock without progressing the ball towards the basket.

Division: Boys Age 9 - 10
Division: Girls Age 9 - 10

1. Games will be four eight (8) minute quarters. Clock will stop for called time-outs, referee time-outs, and while teams are lining-up for a free-throw shot. The clock will start on one (1) shot foul and 1-if-1 when official hands shooter the ball. The clock will start on two (2) shot fouls when official hands shooter the ball on the second shot. Exception: The last two (2) minutes of the 2nd & 4th quarter, high school rules will apply (clock will stop on each blown whistle and will start when the official motions).
2. A three (3) second violation will be called.
3. No double dribbling.
4. Defensive players may pick-up the ball-carrier at half-court. The defensive team may not steal the ball until it crosses mid-court. If this should occur, the referee should stop play and warn the player & team. The second infraction would result in a one (1) shot technical foul and the offense would retain possession of the ball.
5. A full-court press will be allowed the last two (2) minutes of the 2nd & 4th quarter. Teams with a ten (10) point lead can not use the full-court press.
6. Fast breaks are allowed. The defense may not steal the ball until half court. A loose ball may be picked-up by either team. It is the referee's judgement if the ball is controlled by the offensive team.
7. An extra two (2) minute period will be used to break ties at the end of regulation play. At the end of this period, if the game remains tied, it will remain a tie in the record book. Each team will have one (1) time-out per overtime period.
8. Goals will be set at 8' 6".
9. All games will be played with a 28.5 size ball.
10. The three (3) point shot will be allowed.
11. Free-throws will be shot from the regulation free-throw line.
12. There will be a continual running clock if a team is losing by 15 points or more. The clock will only stop for called time-outs. This rule will be waived once the point differential is less than eleven (11) points.

Division: Boys Age 11-12
Division: Girls Age 11-12

Division: Boys Age 13-14
Division: Girls Age 13-14

Division: Boys Age 15-17
Division: Girls Age 15-17

- Games will be four (4) eight (8) minute quarters. The clock will stop only for called time-outs, referee's time-outs, and while teams are lining-up for free throws. The clock will start on one (1) shot foul and 1-if-1 when official hands shooter the ball. The clock will start on two (2) shot fouls when official hands shooter the ball on the second shot.
Exception: The last two (2) minutes of the 2nd & 4th quarter, when high school rules will apply (clock will stop on each blown whistle and will start when the official motions).
- A full court press is allowed in all age divisions (boys & girls 11-12, 13-14, 15-18).
- Teams leading by fifteen 15 points or more may not full-court press.
- An extra two (2) minute period will be used to break ties. The clock will run according to high school rules. A tie at the end of this period will result in a tie in the record book. This extra time will be played in accordance with the rules of the 4th quarter.
- Goals will be set at 10'.
- Game & Practice Balls:

Division	Size	Division	Size
girls 11-12	28.5	boys 11-12	28.5
girls 13-14	28.5	boys 13-14	regulation
girls 15-17	28.5	boys 15-17	regulation
- Free-throws will be shot from the regulation free-throw line.
- There will be a continual running clock if a team is winning by twenty (20) points or more. The clock will only stop on time-outs. This rule will be waived once the point differential is less than eleven (11) points.

Walton County Parks & Recreation Department Youth Basketball

Rule Clarification

Teams that have six (6) or more players at the start of a game, must have each player "sit-out" the minimum amount of time which is four (4) minutes or one (1) block.

This rule is not revoked when players are injured, foul-out, or leave a game due to any reason. Teams may have to play with less than five (5) players in order to accommodate this rule.

Teams that start a game with less than six (6) players do not have to meet the required "sit-out rule". The opposing team may also disregard this rule if they are playing teams with less than six (6) players.

All players must still play $\frac{1}{2}$ of each game.

Players that arrive after the game has started, but prior to half-time are required to play $\frac{1}{2}$ of the remaining blocks. Example: If a player arrives after the end of the first quarter, he must play three (3) of the remaining six (6) blocks.

After the third quarter has started, players that show-up are not eligible to play unless approved by the opposing coach and recreation department staff.

Walton County

Parks & Recreation Department

Youth Basketball
All-Star Selection Process
Revised: January 3, 2005

All-Star Selection

A. The Walton County Parks & Recreation Department will select all-star coaches by utilizing the following criteria:

1. Does this individual demonstrate the desire to coach an all-star team?
2. Does this individual have a positive attitude toward the teams, parents, and staff?
3. Does this individual possess sufficient knowledge of the game.
4. Is this individual capable of organizing an all-star team in two (2) weeks?
5. Did this individual's team improve during the local season?
6. Did this individual create a positive environment for his/her team throughout the season?
7. Can this individual handle the ego of ten (10) all-star players and their parents?
8. Does this individual have the time to take on such a challenge (i.e., unlimited practice schedule)?
9. Does this individual possess the characteristics that you would like your child to be exposed to (i.e., good morals, dedication, persistency, perseverance, etc...)?
10. How did this individual's team finish in the county-wide tournament?
The coach of a first place team is not guaranteed a coaching position on the all-star team. Remember, a winning team is not always a successful team.

B. Special Notes

1. Only head coaches are eligible for the all-star head coaching position.
2. If a coach declines his/her position or fails to adhere to his/her responsibilities, he/she will be replaced. The administrative staff of the Walton County Parks & Recreation Department will have full authority when selecting a replacement.
3. The all-star head coach will be allowed to choose one assistant coach and a scorekeeper. He/she must chose the assistant from the certified coaches in his/her team's age division. He/she will then submit the names of these individuals to the Athletic Division Manager for final approval.

All-Star Players Selection

- A. The Walton County Parks & Recreation Department will administer the all-star selection process.
- B. Only head coaches will be allowed to participate at the all-star selection meeting. Assistant coaches will not be allowed to attend the meeting.
- C. Head coaches should be prepared to nominate the number of players, from his/her roster, that corresponds with the place the team holds at the time of the meeting (refer to the chart below).

Division: Age 9-10		Division: Age 11-12		Division: Age 13-14		Division: Age 15-17	
Place	Nominations	Place	Nominations	Place	Nominations	Place	Nominations
1 st	4	1 st	4	1 st	4	1 st	4
2 nd	4	2 nd	4	2 nd	4	2 nd	4
3 rd	3	3 rd	3	3 rd	3	3 rd	3
4 th	3	4 th	3	4 th	3	4 th	3
5 th	3	5 th	3	5 th	3	5 th	3
6 th	3	6 th	3	6 th	3	6 th	3
7 th	3	7 th	3	7 th	3	7 th	3
8 th	3	8 th	3	8 th	3	8 th	3

- D. All-star players will be chosen by a majority vote of the head coaches. Players will be considered by position.
- E. The all-star selection process will be final after the completion of the meeting.
- F. The Athletic Manager will add or delete players from the roster as necessary. Head coaches and assistant coaches do not have the authority to add or remove a player from the team roster without the permission of the Athletic Manager.

All-Star Selection Meeting

Locations: Central Walton Park (Monroe & Social Circle coaches)

Norris Street
Monroe, Georgia 30655

West Walton Park (Loganville coaches)

925 Twin Lakes Road
Loganville, Georgia 30052

Date: Wednesday, February 2, 2005

Time:

Girls & Boys Age 9-10	6:00 PM
Girls & Boys Age 11-12	7:00 PM
Girls & Boys Age 13-14	TBA

It is mandatory that all coaches attend this meeting!

If for any reason you can not attend, please contact Brad Huff at:

770-267-1483 (office)

770-846-5764 (cell)

770-267-4589 (home)

Your cooperation and participation is necessary to insure your players are recognized.

Walton County

Parks & Recreation Department

Youth Basketball All-Star Nomination Ballot

Head coaches must nominate the number of players from his/her roster that corresponds with the place his/her team holds. Please refer to the chart below.

Division: Age 9-10		Division: Age 11-12		Division: Age 13-14		Division: Age 15-17	
Place	Nominations	Place	Nominations	Place	Nominations	Place	Nominations
1 st	4	1 st	4	1 st	4	1 st	4
2 nd	4	2 nd	4	2 nd	4	2 nd	4
3 rd	3	3 rd	3	3 rd	3	3 rd	3
4 th	3	4 th	3	4 th	3	4 th	3
5 th	3	5 th	3	5 th	3	5 th	3
6 th	3	6 th	3	6 th	3	6 th	3
7 th	3	7 th	3	7 th	3	7 th	3
8 th	3	8 th	3	8 th	3	8 th	3

Division: _____ (circle one) 9-10 11-12 13-14 15-17

Team Name: _____ Head Coach: _____

Player	Position
01.	
02.	
03.	
04. (if necessary)	

Walton County

Parks & Recreation

Youth Softball / Baseball

Rules & Regulations

Revised: January 25, 2010

Governing Body

The Walton County Parks & Recreation Department will make all final decisions concerning league rules, age control dates, rule interpretations, scheduling practice sessions & games, officials, registration fees, protest, team drafts, or any matter concerning the youth baseball and softball league.

The following staff members will assist the volunteers:

Administrative Office	770-266-1680 770-266-1683 770-266-1681	Jody Johnson Brad Huff Kathy M. Leasure
Central Walton Park Office	770-266-1795 770-266-1767 770-266-1768	Ben Grzesik Ray Higginbotham Deedra Kilburn
West Walton Park Office	770-266-1603 770-266-1602 770-266-1604 770-266-1615	Vernon Temple Valerie Urmetz Jane Beeco Brandon Talbird
South Walton Park Office	770-464-3374	Kennith Freeman Pam Smith
Criswell Park Sports Hot-Line	770-267-7525	recorded message information on rain-out games
West Walton Park Sports Hot-Line	770-266-1650	recorded message information on rain-out games
South Walton Park Sports Hot-Line	770-464-3150	recorded message information on rain-out games

Board of Directors

The Walton County Little League & ASA Board of Directors will assist the Department to ensure that the rules of Little League Baseball and ASA Softball are being followed. They will also coordinate post season play, pictures, and act as a booster club for each league.

Baseball Rules

The current Little League Rule Book will be used with the exceptions found in this handbook.

Softball Rules

The current ASA Rule Book will be used with the exceptions found in this handbook.

Local Rules

1. All players will be placed in the batting order.
A continual batting order will be used throughout the game.
Any player that arrives late will be added to the end of the batting order.
Any player injured or leaving the game may be skipped without penalty if the umpire, scorekeeper, and opposing manager are notified prior to the next batter.
2. All players must play a mandatory six (6) outs defensively. It is recommended that managers rotate defensive players every inning. It is also recommended that players should not sit two (2) consecutive innings.
3. Helmets are mandatory in all age divisions.
A face-mask is mandatory for co-ed age 4, T-ball boys & girls ages 5-6, and softball ages 7-18. A face-mask is optional in baseball ages 7-18, however is recommended for safety purposes.
4. The "Head-First Slide" is illegal in all age divisions, except boys ages 15-18.
Players will be called out for advancing a base with a "Head-First Slide".
Players will be allowed to dive head-first back to a base.
All runners must follow the 3-G Rule: "Get-Down" (feet first)
"Go-A-Round" (attempt to miss contact)
"Give-Up" (allow themselves to be tagged out)
Primarily, this rule is enforced on plays at home-plate.
5. Cleats with metal spikes will only be allowed in the junior 13-14 & senior 15-17 boys baseball divisions. All other divisions will wear soft-molded cleats or tennis shoes.
6. Teams in baseball & softball age divisions 5-18 must have eight (8) players present to start a game. Any time a team goes below eight (8) players, a forfeit will occur.
Teams that play a game with eight (8) players will receive an out each time the ninth spot in the line-up is scheduled to bat.

Teams having less than the required number of players to begin a game may pick-up a registered player from the same age division or the immediate younger age division in order to play a practice / scrimmage game. Pitches thrown will count toward the week's total (if applicable).
7. Each team shall have an adult scorekeeper age 16 or older. This position may be shared. Home team will provide a scoreboard operator.....Visiting team will provide an adult to keep the official score book.

The scorekeepers (board & book) must sit in the designated score area. They should report to this area 10 minutes prior to game time.

8. All teams are restricted from meeting more than three (3) times per week preceding school days. Friday & Saturday events do not count, but should be optional practices. This includes games, practice sessions, parties, and gatherings of any kind.
9. Time Limit: No new inning will start after the time limit has expired. Games that are tied after the time limit or number of required innings, will remain a tie.
10. Shirts and caps for all age divisions will be standard league issue, unless approved by the Walton County Parks & Recreation Department. Proper names will be allowed on shirts / jerseys. Names of sponsors will not be allowed without prior authorization from the Parks & Recreation Department.

Pants & socks will be purchased by individual players. Managers will advise players in selecting the color & style. Cost must be held to a minimum.

11. All male catchers must wear a protective cup, face mask w/ attached throat protector, chest protector, and shin guards.

All female catchers must wear chest protectors approved for fast-pitch softball, shin guards, and face mask w/ throat guard.

12. Run Rule:	<u>Softball Age 5-6</u>	<u>Baseball Age 5-8</u>
	15 run lead after 3 innings	11 run lead after 4 innings
	11 run lead after 4 innings	
	<u>Softball Age 7-18</u>	<u>Baseball Ages 9-12</u>
	15 run lead after 4 innings	10 run lead after 4 innings
	10 run lead after 5 innings	<u>Baseball Ages 13-18</u>
		10 run lead after 5 innings

13. Games not completed due to weather or uncontrollable circumstances (i.e., light failure) will not be rescheduled, unless a team has more than two (2) game cancellations.
14. Mis-Conduct: A coach / player that does not adhere to proper conduct will receive one (1) warning and then game(s) suspension.
15. On defense, One (1) coach will be allowed outside the dugout within arms reach. All other coaches must remain inside the dugout. Exception: 5-6 division.

Player Eligibility

All boys ages 4-18 prior to May 1st of the current year and girls ages 4-18 prior to January 1st of the current year are eligible to participate during the regular season games.

Note:

Only registered players who reside in the Walton County Little League District are eligible to participate in Little League All-Star Tournaments.

Players, living outside of Walton County, interested in being eligible for post-season play, must notify the Walton County Parks & Recreation Office prior to the first game of the season. This does not guarantee eligibility.

Player Eligibility continued:

All players must play within their age division unless approved by the Athletic Division Manager.

Four (4) year olds must play one (1) season before moving up.

A player will not be allowed to move up an age division unless there is an opening after registration has ended.

Coaches

Each team is allowed to have one (1) manager and two (2) assistant coaches in the dug-out during games. Ages 4-8 boys & girls may have one (1) additional coach to assist with the batters.

Individuals appointed to be managers or assistant coaches are required to:

- submit an application and pass a criminal background check
- attend a certification clinic sponsored by the Recreation Department
- attend a rule clinic sponsored by the Recreation Department
- managers & assistant coaches must be approved by the current Walton County Little League Board

Managers and assistant coaches shall instruct their players in proper conduct and shall maintain proper sportsmanship at all times.

Managers pulling his / her team from the field during a game will be subject to suspension.

Managers using a player, not on their team's official roster, will forfeit the game in which the player was used.

Failure to adhere to proper conduct could result in suspension.

Ejected managers or assistant coaches will be suspended for the remainder of the game in progress and their team's following scheduled game. Suspensions will not be over-turned under any circumstances.

Umpire Procedure for Coaches, Players, and Spectators

- Coaches may ask the umpire, that makes a call, to ask for help from his / her partner if the coach feels something happened on the play that created a situation where the other umpire may have had a better view. If the umpire that made the call chooses to ask his / her partner for help, the umpires may change the original call.
No one is allowed to say anything negative to or about umpires, coaches, or players.
- Teams are responsible for cleaning out their dugout after each game.
- Concerns about umpires should be directed to the Recreation Office in a written form.

Protest

Judgment calls by the umpires cannot be protested.

All protest of rule infractions will be handled in accordance with Little League Baseball Rules and ASA Softball Rules.

Innings / Time Limit / Distance Table

Division	Age	Innings	Time Limit	Bases	Pitching Rubber
Co-Ed	4	2	1 hr.	50'	-----
Girls T-Ball	5-6	5	55 mins. + 1 inning	50'	25'
Girls Pee-Wee	7-8	6	55 mins + 1 inning	50'	28'
Girls Minor - Machine	9-10	6	1 hr. 10 mins. + 1 inning	60'	40'
Girls Minor - Live	9-10	6	1 hr. 20 mins. / finish inning	60'	35'
Girls Major	11-12	7	1 hr. 20 mins. / finish inning	60'	40'
Girls Junior	13-14	7	1 hr. 20 mins. / finish inning	60'	40'
Girls Senior	15-18	7	1 hr. 20 mins. / finish inning	60'	40'
Boys T-Ball	5-6	5	55 mins. + 1 inning	50'	30'
Boys Pee-Wee	7-8	6	55 mins. + 1 inning	50'	40'
Boys Minor	9-10	6	*1 hr. 30 mins.	60'	46'
Boys Major	11-12	6	*1 hr. 30 mins.	60'	46'
Boys Junior	13-14	7	*1 hr. 45 mins.	80'	54'
Boys Senior	15-16	7	*1 hr. 45 mins.	90'	60' 6"
Boys Big League	17-18	7	*1 hr. 45 mins.	90'	60' 6"

* May not start a new inning after the time limit has expired. A new inning is considered to have started once the 3rd out of the previous inning is made.

All divisions with maximum run limits per inning, must have a declared last inning.
The +1 inning is the last inning and must be declared prior to the visiting team bats.

T-Ball Rules

Division: Co-Ed Age 4

1. This division will be totally non-competitive. It will be the responsibility of each manager to make sure this rule is adhered to. Managers and assistant coaches should not mention winning.
2. All players will bat at least two (2) times. Sides will change after each team has batted through the line-up.
3. Managers may pitch one (1) pitch to each player. This pitch may be over-handed or under-handed.

After one (1) pitch, the ball will be hit-off the tee. Adjusting the batter's position in the batter's box is allowed.

4. Each player will hit-off the tee until they have hit a fair ball.
5. Games will be one (1) hour in length. Teams may play a 3rd inning if 20 minutes are left in the time-limit.
6. Runners should not advance after the ball is controlled inside the base-path. Managers should use their own judgement as to which base the runner should stay on.
7. All players play defense.....no catchers and five (5) infielders. All other players should play behind the base paths. Coaches should rotate players each game.

Slow Pitch Softball Rules

Division: Girls T-Ball Ages 5-6

Division: Girls Pee-Wee Ages 7-8

1. Regulation Games:

T-Ball	Ages 5-6	55 mins. + 1 inning	5 innings	5 run limit – 1 st thru 4 th inning 10 run limit – declared last inning
Pee-Wee	Ages 7-8	55 mins. + 1 inning	6 innings	5 run limit – 1 st thru 5 th inning 10 run limit – declared last inning

All games will end with a declared last inning. It is the umpire's responsibility to call the declared last inning. Games that are tied at the end of the declared last inning will remain a tie.

2. No new inning will begin after 9:00 PM.
3. Run Rule: Refer to Page 3.
4. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by the team will result in the batter being called out. Such a play would be a dead ball situation and no runners will be allowed to advance.
5. The playing field will be marked as follows:
 - Halfway lines between the bases will determine the runner's position when play stops.
 - There will be a 16' diameter circle around the pitcher's mound.
 - The pitching mark for T-Ball will be placed 25' from home plate.
The pitching mark for Pee-Wee will be placed 28' from home plate.
 - T-Ball: A semi-circle foul line will be drawn 10' from home plate between the 1st & 3rd base foul lines.
6. The infield fly rule will not apply.
7. There will be no head-first slides allowed. Coaches should teach players to always avoid a collision on the base-path and to slide when necessary.
8. It is encouraged that pitchers and wing position players wear face-guards on defense.
9. T-Ball: The coach will pitch up to five (5) pitches to each batter. If a player fails to hit a fair ball on the first three (3) pitches, the 4th & 5th ball may be hit-off a batting tee. The 5th ball must be hit-off the tee into fair territory or the batter will be called out. Any motion with the bat towards the ball knocking the ball off the tee is considered a swing.

10. Pee-Wee: The coach will pitch five (5) pitches to each batter or three (3) called strikes. A foul ball will be considered a strike unless it is the 3rd strike. A batter will not be called out on strikes as long as she is fouling the ball.
11. T-Ball: There will be an adult catcher behind the plate.
12. T-Ball: If the ball stops inside the 10' area in front of home plate, it is foul. If the ball is touched by a defensive player inside the 10' area, whether moving or not, it is foul.
13. The coach / pitcher must move across the opposite foul line into dead ball territory as soon as a ball is hit. The coach / pitcher must remain there until the umpire calls time.
14. If the coach / pitcher is hit by a batted ball, the ball is dead and the batter will return to the plate with the same count.
15. All players will play on defense. T-Ball may have two (2) coaches positioned in the outfield grass. Defensive coaches must remain near the outfield fence. Defensive coaches must not interfere with base coaches. If a coach touches or is struck by a ball, or enters the infield, all base runners will be awarded an additional base after play has stopped.
16. No more than six (6) defensive players will be allowed in the infield prior to the ball being hit. This includes the catcher. Outfielders must remain in the outfield grass until the ball crosses the plate. No defensive player may stand closer to the batter than the circle player.
17. If the ball is in play, the umpire will call time when either:
 - The circle player has full control of the ball & steps inside the pitcher's circle with both feet.
 - When, in the umpire's judgement, all runners have stopped advancing.
 - The circle player is the only player that may call time in the circle.

If the player is attempting to make a play and runs through the circle, no time will be called by the umpire.
18. The circle player may stand behind the circle for her protection. If the circle player chooses to do so, the wing players must play behind the baselines. The circle player is the only player allowed in the circle prior to the ball being hit.
19. If the circle player catches a fly ball, it will be the umpire's judgement whether to call time immediately after the catch.
20. The player-pitcher will not be allowed to make an unassisted play on any runner until after they reach third base. For Example: Runners on first & second....the ball is hit to the player-pitcher, she cannot tag the runner from home to first, second to third, or touch a base unassisted for the forced out. She can, however, tag a runner going from third to home, or touch home plate for a forced out if the bases are loaded. If in the judgment of the umpire, a tag on the runner from home to first by the player-pitcher is the "natural play", it will be allowed.

21. An overhand throw must be made to first, second, and third base when attempting to get a base runner out. Judgment of the umpire will determine if an underhand toss is justified. Violation of this rule will result in the base runner being awarded the base at which the violation occurred. Any other base runners advancing toward the next base will be allowed to do so. At the time of the violation the ball becomes dead. Balls must be thrown...they cannot be rolled or grounded. The umpire will determine if a proper throw was made.
22. Softball Divisions: 5-6 & 7-8
On a batted ball, if the initial throw to 1st base is overthrown, runners are allowed to advance no more than one (1) base. Runners will remain in jeopardy of being put-out and can be put-out if they advance more than one (1) base. However, once runners reach and maintain contact with a base, she can not be put-out. Instead, when time is called, she will be returned to the proper base.
23. Division: 7-8
A courtesy runner may be used to run for the catcher. This is not mandatory, but is encouraged in order to speed-up the game. The courtesy runner will be the player making the last out prior to the catcher reaching a base.

Fast-Pitch Softball....Machine Rules

Division: Girls Minor Ages 9-10

1. Regulation Game:

Minor Ages 9-10	1 hour 10 minutes + 1 inning	6 innings machine	5 run limit – 1 st thru 5 th inning 10 run limit – declared last inning
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1. All games will end with a declared last inning. It is the umpire's responsibility to call the declared last inning. Games that are tied at the end of the declared last inning will remain a tie.
2. No new inning will begin after 9:30 PM.
3. A team must field a minimum of eight (8) players. Less than eight (8) players shall constitute a forfeit. Refer to page 2, rule #6 & #7.
4. Players are not allowed to wear metal cleats, jewelry, hair clips, plastic visors, etc... Cloth caps or visors are optional.
5. Bats must be stamped "ASA Approved".
6. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by the team will result in the batter being called out. Such a play would be a dead ball situation and no runner will be allowed to advance.
7. A player may steal a base after the ball crosses the plate. Players may steal one (1) base at a time on the first pitch to the batter. Runners may not steal home. The batter may not advance to first-base on a dropped 3rd strike.
8. Intentional walks are not allowed. Count remains 3 & 2 until the ball is hit or a strike-out occurs.
9. Infield Fly Rule will not apply.
10. Look-Back Rule:
 - When a runner is legally off their base after a pitch, or as a result of a batter completing her turn at bat, she must attempt to advance to the next base or immediately return to the base left while the pitcher has the ball within eight feet (8') of the pitcher's plate. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake, or throw.
 - Failure to immediately proceed to the next base or return to the original base after the pitcher has the ball inside the eight foot (8') radius will result in the runner being called out.

- Once the runner has returned to any base for any reason, she will be declared out if she leaves said base unless: 1). A play is made on her or another runner. 2). The pitcher leaves the circle or drops the ball, or the pitcher releases the ball to the batter.
 - If two (2) runners are off base and two (2) different umpires call each runner out, they must determine which runner was called out first and return the other runner to the base she left. It is not possible to obtain two (2) outs on this rule.
 - Additional stipulations per ASA Rule Book.
11. The pitching machine will be set forty feet (40') from home plate at 30-35 MPH. The coach should meet with the umpire prior to the first pitch thrown to verify that the speed is correct. The coach may make a suggestion to the umpire concerning the height of the pitch, however, it is the umpire's decision to adjust the machine.
 12. With two (2) umpires, the umpire will feed the machine.
With one (1) umpire, the offensive coach will feed the machine.
 13. A batted ball that hits the machine, umpire / coach feeding the machine, or is altered by the cord will result in a dead ball. The batter will return to the plate with the same count.
 14. A thrown ball at the pitching machine will result in a dead ball and all runners will be awarded one (1) extra base. The runner must have reached a base to receive the next base.
 15. Defensive pitchers, while using the pitching machine, must remain six feet (6') from the machine and no closer than forty feet (40') from the batter and must keep both feet in the circle until the ball is released from the machine.
 16. Bunting is allowed. A line shall be drawn in the infield at the same distance as the pitching machine. No infielder is allowed in front of the restrictive line until after the ball is delivered through the machine.....outfielders remain on the outfield grass area, and the pitcher must remain in the half-circle.
 17. A courtesy runner may be used to run for the catcher. This is not mandatory, but is encouraged in order to speed-up the game. The courtesy runner will be the player making the last out prior to the catcher reaching a base.
 18. One (1) coach per team will be allowed outside the dugout.....NO MORE.
The coach should remain within arms reach of the dugout entrance / exit.
 19. On-deck batters will stand in the on-deck circle located to the rear of the batter.
 20. Each team is responsible for cleaning their dugout before leaving the playing field.
Team coaches & players must exit the area in a timely manner.

Fast-Pitch Softball....Live Rules

Division: Girls Minor Ages 9-10

1. Regulation Game: 1 hour 20 minutes / finish inning
2. Games consist of six (6) innings, unless the above time limit is reached.
Innings begin when the third out is made.
3. Games that end in a tie will remain a tie.
4. No new inning will begin after 9:30 PM.
5. Teams may play ten (10) players on defense, four (4) of which must be in the grass when the pitch is thrown.
6. There will be a continuous batting order.
7. If a player arrives late, she will be added to the bottom of the order. A player injured or leaving the game may be skipped without penalty (unless the team goes below 9 players).
8. Teams must have at least eight (8) players to play a game. The ninth batter will be an automatic out. Teams with less than eight (8) players will forfeit the game. However, the team may borrow enough players from WCRD to play a practice/scrimmage game in the allotted time.
9. Player substitutions on defense are unlimited. All players must play six (6) defensive outs.
10. Runs will be limited to three (3) in the first three (3) innings and five (5) in any remaining innings (no declared last inning).
11. Games will end if either team is ahead by twelve (12) runs after four (4) or eight (8) runs after five (5) innings.
12. Stealing:
 - Base runner may steal when the ball leaves the pitcher's hand.
 - Base runner may only steal one base at a time.
 - Base runner may not steal home.
 - Batter may not steal first (1st) on a drop third strike.
 - Base runner may not steal when the coach / pitcher is pitching.
 - No one may advance on an over-throw while stealing.
13. The "Infield-Fly" rule is in effect.
14. The "Look-Back" rule is in effect.
15. Players are not allowed to wear jewelry except for medical purposes.

16. Pitching:

- Teams must use at least two (2) pitchers in every game.
- Starting pitcher is limited to three (3) innings.
- Starting pitcher may re-enter the game as a pitcher if she has not exhausted her three (3) innings.
- Batter may take her base if hit by pitcher in accordance with ASA rules.
- The “No-Walk” rules will be in effect.

In the event a player / pitcher throws four (4) balls to a batter, the batter will not be awarded first (1st) base. A coach / pitcher will enter the field after the previous play is ruled dead and pitch a maximum of two (2) pitches to the batter. No “called strikes” will be called when the coach / pitcher is pitching. The batter must hit one (1) of the pitches fair or she will be out, unless it results in a foul ball, which will not result in an out by the batter. The batter will continue until she either strikes out or puts the ball in play. Batters may not bunt off of a coaches’ pitch. Batter may not take her base if hit by a coach pitch.

17. Umpire Procedure for Coaches, Players, and Spectators:

- Coaches may ask the umpire, that makes a call, to ask for help from his / her partner if the coach feels something happened on the play that created a situation where the other umpire may have had a better view. If the umpire that made the call chooses to ask his / her partner for help, the umpires may change the original call. No one is allowed to say anything negative to or about umpires, coaches, or players.
- Teams are responsible for cleaning out their dugout after each game.
- Concerns about umpires should be directed to the Recreation Office in a written form.

Fast-Pitch Softball Rules

Division: Girls Major Ages 11-12

Division: Girls Junior / Senior Ages 13-18

1. Regulation Games:

Major Ages 11-12	1 hour 20 minutes / finish inning	7 innings	5 run limit – 1 st thru 3 rd inning no run limit – 4 th thru 7 th inning
Junior / Senior Ages 13-18	1 hour 20 minutes / finish inning	7 innings	5 run limit – 1 st thru 3 rd inning no run limit – 4 th thru 7 th inning

All games will end with a declared last inning. It is the umpire's responsibility to call the declared last inning. Games that are tied at the end of the declared last inning will remain a tie.

2. No new inning will begin after 9:30 PM.
3. A team must field a minimum of eight (8) players. Less than eight (8) players shall constitute a forfeit. Failure to field eight (8) or more players will result in a 7-0 forfeit.
4. Players are not allowed to wear metal cleats, jewelry, hair clips, plastic visors, etc... Cloth caps or visors are optional.
5. Bats must be stamped "ASA Approved".
6. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by that team will result in the batter being called out. Such a play would be a dead ball situation and no runner will be allowed to advance.
7. Major / Junior / Senior Divisions: Players may steal when the pitcher releases the ball on any pitch.
8. Intentional walks are not allowed. If, in the umpire's judgement, a player is intentionally walked, the batter may be given the option of starting the at-bat over again or accepting the walk.

9. Major / Junior / Senior Divisions: The infield fly rule will apply.
10. Pitchers may not pitch with anything on the pitching wrist or hand, including band-aids.
11. The pitcher, at the start of each half inning, or when a pitcher relieves another, will get five (5) warm-up pitches.
12. Look-Back Rule: When a runner is legally off their base after a pitch, or as a result of a batter completing her turn at bat, she must attempt to advance to the next base or immediately return to the base left while the pitcher has the ball within the 8' radius of the pitcher's plate. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake, or throw.
 - Failure to immediately proceed to the next base or return to the original base after the pitcher has the ball will result in the runner being called out.
 - Once the runner has returned to any base for any reason, she will be declared out if she leaves said base unless: 1. a play is made on her or another runner, 2. the pitcher leaves the circle or drops the ball, or the pitcher releases the ball to the batter.
 - If two (2) runners are off base and two (2) different umpires call each runner out, they must determine which runner was called out first and return the other runner to the base she left. It is not possible to obtain two (2) outs on this rule. Additional stipulations per ASA Rule Book.
13. A courtesy runner may be used to run for the catcher. This is not mandatory, but is encouraged in order to speed-up the game. The courtesy runner will be the player making the last out prior to the catcher reaching a base.
14. One (1) coach per team will be allowed outside the dugout.....NO MORE.
The coach should remain within arms reach of the dugout entrance / exit.
15. On-deck batters will stand in the on-deck circle located to the rear of the batter.
16. Each team is responsible for cleaning their dugout before leaving the playing field. Team coaches & players must exit the area in a timely manner.

Baseball Rules

Division: Boys T-Ball Ages 5-6

1. T-Ball teams are limited to no more than three (3) practices per week before the first game of the season. Teams are limited to three (3) events per week after their first game. Friday & Saturday events do not count, but should be optional.
2. Game time is 55 minutes + 1 inning. No new inning will begin after the last inning has been declared and played. No new inning will begin after 9:00 PM.

All games will end with a declared last inning. It is the umpire's responsibility to call the declared last inning. Games that are tied at the end of the declared last inning will remain a tie.

3. If a player is injured, becomes ill, or simply chooses not to bat, his turn will be skipped with no penalty until such time as he can re-enter the game. A player arriving late must be added to the bottom of the line-up.
4. The coach must start pitching from the pitching rubber. One foot must remain on the rubber until the pitch is released. Pitches may not be bounced across the plate. If a bounced pitch is hit, the pitch must be re-played.
5. All players present who are listed on the team roster will bat in a continuous batting order.
6. Coaches will pitch three (3) pitches to each batter. If a player fails to hit a fair ball on the three (3) pitches, then the 4th & 5th ball may be hit off a batting tee. The 5th ball must be hit into fair territory or the batter will be called out. Coaches may allow the player to receive 5 pitches. **Pitches must be thrown "over-hand"**.
7. The offensive team will be allowed one (1) time-out per batter.
8. There must be an adult catcher behind the plate.
9. There will be a 6' arc in front of home plate to designate foul territory. A batted ball must go past this line to be fair.
10. Game Ball: An "Official Little League" baseball will be used.
11. If the ball hits the coach who is pitching, it is considered a dead ball. The batter returns with the pitch not counted. The coach / pitcher must make every effort to move out of the path of a hit ball. It is required that he move across the opposite foul line into dead ball territory as soon as the ball is hit. The coach / pitcher must remain there until time is called by the umpire.

12. A runner must make an apparent attempt toward second base in order to be tagged out when rounding first base.
13. On all overthrows at first base, a runner may advance up to one (1) base at his own risk of being put-out.
14. Halfway lines between the bases will determine the runner's position when play stops.
15. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by that team will result in the batter being called out. Such a play would be a dead ball situation and no runner will be allowed to advance.
16. Upon completion of the play that scores five (5) runs, the inning and each inning thereafter for the team on offense is complete. Ten (10) runs will be allowed in the declared last inning.
17. There will be no base stealing or leaving the base prior to the batter's contact with the ball. If a runner leaves the base before the ball is hit, it will be handled as an appeal per Little League Baseball Rules.
18. All players present will play on defense. Outfielders must be positioned outside the base path. Teams may use only four (4) infielders plus a player in the circle. Two (2) coaches will be allowed in the outfield grass.
19. Time will be granted when the "circle player" has full control of the ball and steps inside the circle with both feet. The umpire may also call time if all base runners have stopped advancing.
20. No one is allowed in front of the hash marks between 1st & 3rd except the circle player. If the defense is out of position, time will be called for the coach to move players.
21. The defensive team will be allowed two (2) time-outs per game.
22. The player-pitcher will not be allowed to make an unassisted play on any runner until after they reach third base. For Example: Runners on first & second...the ball is hit to the player-pitcher, he cannot tag the runner from home to first, second to third, or touch a base unassisted for the forced out. He can, however, tag a runner going from third to home, or touch home plate for a forced out if the bases are loaded. If, in the judgment of the umpire, a tag on the runner from home to first by the player-pitcher is the "natural play", it will be allowed.
23. An overhand throw must be made to first, second, and third base when attempting to get a base runner out. Judgment of the umpire will determine if an underhand toss is justified. Violation of this rule will result in the base runner awarded the base at which the violation occurred. Any other base runners advancing toward the next base will be allowed to do so. At the time of the violation, the ball becomes dead. Balls must be thrown... they cannot be rolled or grounded. It will be the umpire's discrimination as to whether or not a proper overhand throw was made.

Baseball Rules

Division: Boys Pee-Wee Ages 7-8

1. If at least one (1) umpire is present, game time for the first game on a weeknight is 6:00 PM. The visiting team may take the field for warm-up at 5:50 PM. The home team may take the field at 5:55 PM and remain on the field to begin the game at 6:00 PM. Game time is 55 minutes + 1 inning. No inning will begin after 9:30 PM.

All games will end with a declared inning. It is the umpire's responsibility to call the declared last inning. Games that are tied at the end of the declared last inning will remain a tie.

2. The offense will be allowed one (1) time-out per inning.
3. Games will consist of one (1) inning player pitch and five (5) innings machine pitch. A pitcher may pitch one (1) inning per week if the team is scheduled to play 1-2 games. A pitcher may pitch two (2) innings per week if the team is scheduled to play 3 games.
4. The last five (5) innings will be machine pitch. The umpire will feed the machine and call strikes. No walks. All players will receive three (3) strikes. All batters should be ready to hit when they enter the batter's box. A pitch thrown to establish timing will not occur. If the batter fouls the third strike, he will be awarded additional pitches until he either strikes-out or hits a fair ball. A foul 3rd strike bunt attempt is an out.
5. The pitching machine will be set at 40' from home plate.....32 – 36 MPH. The coaches should meet with the umpires prior to the first pitch thrown to verify that the speed is set correctly. The coaches may suggest to the umpire on the height of the pitch, however, it is the umpires decision to adjust the machine.
6. With two (2) umpires, the umpire will feed the machine.
With one (1) umpire, the offensive coach will feed the machine.
7. Upon completion of the play that scores five (5) runs, the inning for the team on offense is complete. The last inning will have a run limit of ten (10) runs. The last inning will be declared after 55 minutes. No new inning will start after the last declared inning has been played.
8. The player-pitcher must remain 6' from the machine prior to the pitch.
The player-pitcher may not play in front of the pitching machine.
9. There will be no base stealing or leaving the base prior to the batter's contact with the ball. If a runner leaves the base before the ball is hit, it will be handled as an appeal per Little League Baseball Rules.
10. Baseball Division 7-8: Time may be granted, when in the umpire's judgment, all runners have stopped advancing.

11. Initial Play at 1st Base:
On an overthrown ball, the ball is live and the runners may advance a maximum of one (1) base at their own risk.
12. A ball thrown at the pitching machine will result in a dead ball and the runners will be awarded one (1) extra base. The runner must have reached a base to be awarded the next base.
13. Any action by a batter or runner that results in contact with a defensive player and which, in the opinion of the umpire, is intentional or malicious, shall result in the batter being called out. Other runners will be allowed to keep bases reached at the time of such incident, but further advancements shall not be allowed.
14. If a ball hits the umpire, the pitching machine or the cord (not on the ground, but off the ground leading up to the machine), the ball is dead and the batter will return to the plate with the same count.
15. Bunting is allowed.
16. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by that team will result in the batter being called out. Such a play would be a dead ball situation and no runners will be allowed to advance.
17. Ten (10) defensive players will be allowed on the field. Outfielders must be positioned outside the base path in the outfield grass. Teams may use four (4) infielders plus a pitcher and a catcher.
18. The infield fly rule will not apply.
19. The defense will be allowed one (1) time-out per inning. If two (2) time-outs are called in one (1) inning, the pitcher must be removed from the mound. A defensive time-out will not be credited if the coach removes the pitcher. Two (2) time-outs will not be granted after the first inning.
20. A courtesy runner may be used to run for the catcher. This is not mandatory, but is encouraged in order to speed-up the game. The courtesy runner will be the player making the last out prior to the catcher reaching a base.

Baseball Rules

Division: Boys Minor Ages 9-10

Division: Boys Major Ages 11-12

Division: Boys Junior Ages 13-14

1. If at least one (1) umpire is present, game time for that first game on a weeknight is 6:00 PM. The visiting team may take the field for warm-up at 5:50 PM. The home team may take the field at 5:55 PM and remain on the field to begin the game at 6:00 PM. No inning will begin after 9:30 PM in Minor & Major games. No inning will begin after 10:00 PM in Junior games.
2. The infield fly rule is in effect.
3. Unlimited runs in all innings.
4. Any action by a batter or runner that results in contact with a defensive player and which, in the opinion of the umpire, is intentional or malicious, shall result in the runner being called out. Other runners will be allowed to keep bases reached at the time of such incident, but further advancement shall not be allowed on the play. There will be no head-first slides allowed. Coaches should teach the players to always avoid a collision and to slide when necessary in order to do so.
5. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by that team will result in the batter being called out. Such a play would be a dead ball situation and no runners will be allowed to advance.
6. Defensive Time-Outs: refer to the Little League Rule Book, page 83, 8.06
7. Offensive Time-Outs:
One (1) time-out per inning.
8. Team pitching charts must be signed after each game by the opposing head-coach.
9. Minor & Major Divisions: Pitchers may not re-enter as a pitcher.
Junior Division: Refer to the official "Little League Rule Book".
10. Please refer to the attached "Pitching Regulations Chart" (page 18).
11. A courtesy runner may be used to run for the catcher. This is not mandatory, but is encouraged in order to speed-up the game. The courtesy runner will be the player making the last out prior to the catcher reaching a base.

Little League Baseball

Pitching Regulations Chart

League Age	# of Pitches Allowed Per Day	Rest Requirements
9-10 11-12 13-14 15-16	75 85 95 95	If a player pitches 61 or more pitches in a day.....three (3) calendar days of rest If a player pitches 41-60 pitches in a day.....two (2) calendar days of rest If a player pitches 21-40 pitches in a day.....one (1) calendar day of rest If a player pitches 1-20 pitches in a day.....zero (0) calendar days of rest
17-18	105	If a player pitches 76 or more pitches in a day.....three (3) calendar days of rest If a player pitches 51-75 pitches in a day.....two (2) calendar days of rest If a player pitches 26-50 pitches in a day.....one (1) calendar day of rest If a player pitches 1-25 pitches in a day.....zero (0) calendar days of rest

GRPA Sixth District

Youth Football By Laws Revised: 11-17-04

I. Governing Body

- A. The tournament host will be responsible for appointing the tournament protest committee. The committee shall have final authority on all matters. Georgia High School Rules shall prevail except for special conditions stated herein.

II. Eligibility

- A. All football players and cheerleaders must participate in regular season play with the agency that he/she will represent. Players must meet all GRPA Athletic Manual eligibility requirements.

Note, players may not participate in the same sport of GRPA competition and school activity during the same period of time (i.e., “no middle school football players”). Please refer to the GRPA State Manual – page 22, section D.

- B. Age Control Date: The age control date is prior to September 1st of the current year.

- C. Weight Limit: Each division is governed by the following age and weight classifications.

8 & Under.....	90 pounds
10 & Under.....	120 pounds
12 & Under.....	140 pounds

Weight limit restrictions apply to the following skilled positions: quarterback, running-back, tight-end, wide-receiver, defensive-back, line-backer.

- D. Weigh-ins will be one (1) hour prior to each team’s first game of the tournament. No exceptions will be made.
 - 1. Players not making weight will be identified with a red stripe on the back of the helmet.
 - 2. If a player does not attend weigh-in, he will not be eligible to play a skill position.
 - 3. weights can be recorded in shorts & t-shirts.
 - 4. All coaches should attend weigh-ins.

III. Insurance

- A. Each team or agency will be responsible for its own insurance.

IV. Entry Fees

- A. Each team will submit an entry fee of \$150 payable to the host agency.

V. Rosters

- A. A roster certification meeting will be held on Wednesday prior to the tournaments first game. Each agency director will be held accountable for insuring that all of his/her roster information is correct. Birth Certificates and rosters will be certified at this meeting.
- B. Head Coaches should have in their possession at all times, a photo copy of his/her team roster and player's birth certificates.
- C. Roster Limit: 22 players & 4 coaches
- D. Two water-boys or ball-boys are allowed. They must be age 7-12.

VI. Trophies

- A. The following trophies will be provided by the host agency:
 - 22.....1st Place Individual Trophies
 - 22.....2nd Place Individual Trophies
- B. Cheerleading trophies will not be provided.

VII. Officials

- A. The host agency will be responsible for contracting the services of a certified officials organization.
 - 8 & Under Division.....3 officials per game
 - 10 & Under Division.....4 officials per game
 - 12 & Under Division.....4 officials per game

VIII. Game Ball

- A. The official game ball shall be leather or synthetic leather equal to the "Spalding".
 - 8 & Under Division.....K-5
 - 10 & Under Division.....K-5J
 - 12 & Under Division.....K-5Y

IX. Coaches (allowed on the playing field)

- A. On field coaches must remain quiet after the offensive team leaves the huddle.
 - 8 & Under Division.....1 offensive coach & 1 defensive coach
 - 10 & Under Division.....0 - coaches are not allowed
 - 12 & Under Division.....0 - coaches are not allowed

X. Penalties

- A. All Divisions: 5 to 10 yards
15 yards for un-sportsmanlike conduct

XI. Scoring

- A. Touchdowns.....6 points
- B. PAT's run/pass/kick.....3 yard line.....1 point
(all PAT's are live) 5 yard line.....2 points
- C. Field Goal.....3 points

XII. Clock

- A. A regulation clock will be used in all age divisions.
- B. Games will consist of 4 – 8 minute quarters with a 7 minute half-time.

XIII. Play Clock

- A. A 30 second play clock will be used in all age divisions.

XIV. Kicking Game

- A. Kick-Offs: All players are eligible to participate on the kick-off team.
Players who do not meet the weight limit requirement, may kick.
Age 7-8....35 yard line / Age 9-10....35 yard line / Age 11-12....40 yard line
- B. Kick-Return: All players are eligible to participate.
*Exception – If a player who does not meet the weight limit requirement,
controls the football, the play will be blown dead by the officials.
- C. Punts: A player who does not meet the weight limit requirement, may not punt.
Age 7-8 announce punt & advance ball 30 yards. Not inside 15 yard line.
Age 9-10 and 11-12 are live (GHSA Rules).
- D. PAT's, Field Goals: A player who does not meet the weight limit requirement,
may not attempt to kick a field goal or PAT. All field goals and PAT's are live.
- E. Safeties – free kicks from the 20 yard line.

XV. Defensive Standards

- A. Nose-Guards: 8 & Under Division.....nose-guard not allowed
 10 & Under Division.....nose-guard allowed
 12 & Under Division.....nose-guard allowed
- B. Age 7-8 only:
Line-Backers - Line-backers must be 3 yards off the ball when the play begins.
*Exception – Inside the 10 yard line, all line-backers and defensive-backs
may walk to within arms length of the down defensive-lineman.....
"Goal Line Defense".

XVI. Chain Crew

- A. The home team is responsible for providing the chain crew.
The chain-crew will be located on the opposite side of the field from
the score tower. The home sideline will also be on the opposite
side of the field from the score tower.

XVII. Tie Breakers – Kansas Method

- A. Coin-Toss.....the winner chooses either offense or defense.
- B. The loser of the coin-toss chooses the end zone.
- C. The ball will be placed on the 10 yard line.
- D. Each team will have four (4) downs to score unless penalties occur.
- E. If a team scores, they will attempt the extra point.
- F. The opposing team will have the same opportunity.
- G. After the first round, the team with the most points is the winner.
- H. If the teams are tied after the first round, teams will repeat.....
the team that received the ball last will receive the ball first.
Teams will not change end-zones.
- I. Any turnover will end the teams possession.
- J. Turnovers may not be returned at any time. Once possession has
been established by the defense, the play is over.
- K. One (1) time-out per overtime period.

XVIII. Mercy Rule

- A. A continuous running clock will go into effect when a team gets
25 points or more ahead after the first half. If the lead is
diminished to 15 points, the clock will return to regulation play.

Walton County

Parks & Recreation



Youth Football All-Star Selection Process



Revised: October 12, 2004

All-Star Coaches Selection

A. The Walton County Parks & Recreation Department will select all-star coaches by utilizing the following criteria:

1. Does this individual demonstrate the desire to coach an all-star team?
2. Does this individual have a positive attitude toward the teams, parents, and staff?
3. Does this individual possess sufficient knowledge of the game.
4. Is this individual capable of organizing an all-star team in 2 weeks or less?
5. Did this individual's team improve during the local season?
6. Did this individual create a positive environment for his team throughout the season?
7. Can this individual handle the ego's of twenty all-star players and their parents?
8. Does this individual have the time to take on such a challenge (i.e., unlimited practice schedule)?
9. Does this individual possess the characteristics that you would like your child to be exposed to (i.e., good morals, dedication, persistency, perseverance, etc.)?
10. How did this individual's team finish in the Community Bowl (a winning team is not always a successful team)?

B. Special Notes

1. Only head coaches are eligible for the all-star head coaching position.
2. If a coach declines his position or fails to adhere to his responsibilities, he will be replaced. The administrative staff of the Walton County Parks & Recreation Department will have full authority when selecting a replacement.
3. The all-star head coach will be allowed to choose three assistant coaches. He must chose his assistants from the certified coaches in his team's age division. He will then submit the names of these individuals to the Athletic Manager for final approval.

All-Star Players Selection

- A. The Walton County Parks & Recreation Department will administer the all-star selection process.
- B. Only head coaches will be allowed to participate at the all-star selection meeting. Assistant coaches will not be allowed to attend the meeting.
- C. Head coaches should be prepared to nominate the number of players, from his roster, that corresponds with the place his team holds at the time of the meeting (refer to the chart below).

Division: Age 7-8		Division: Age 9-10		Division: Age 11-12	
Place	Nominations	Place	Nominations	Place	Nominations
1 st	5	1 st	5	1 st	6
2 nd	5	2 nd	4	2 nd	6
3 rd	4	3 rd	4	3 rd	5
4 th	4	4 th	3	4 th	4
5 th	4	5 th	3	5 th	4
6 th	3	6 th	3	6 th	3
7 th	3	7 th	3	7 th	0
8 th	0	8 th	3	8 th	0

- D. All-star players will be chosen by a majority vote of the head coaches. Players will be considered by position.
- E. The all-star selection process will be final after the completion of the meeting.
- F. The Athletic Manager will add or delete players from the roster as necessary. Head coaches and assistant coaches do not have the authority to add or remove a player from the team roster without the permission of the Athletic Manager.

All-Star Selection Meeting

Location: Criswell Park – AG Center

1208 Criswell Road
Monroe, Georgia 30655

Date: Wednesday, October 20, 2004

Time: Division: Age 7-8 6:00 PM
Division: Age 9-10 7:00 PM
Division: Age 11-12 8:00 PM

It is mandatory that all head coaches attend this meeting!

If for any reason you can not attend, please contact Brad Huff at:

770-267-1483 (office)

770-846-5764 (cell)

770-267-4589 (home)

Your cooperation and participation is necessary to insure your players are recognized.

Walton County

Parks & Recreation Department

Youth Sports Drafting Procedures

Revised: January 23, 2009

Drafting Procedures:

1. Athletic Coordinators will schedule evaluation dates, times, & locations.
Each participant will be given a written copy of this schedule at registration.

Player evaluations (test of skills) will be rated on a scale of 1 to 5.

Example: #1 needs the most improvement

#5 is an advanced level of play

2. Athletic Coordinators will schedule drafting dates, times, & locations.
Team Managers (head-coaches) will be given a written copy of the draft schedule.

Note, only "Managers" will be allowed to attend draft sessions.

Assistant coaches are not allowed in the draft room.

3. When there is an odd number of players, the drafting order will predict how many players each team will receive. The two teams choosing last will have the most players.
Example: 46 players = 2 teams of 12 and 2 teams of 11

Prior to the draft, each team will have the required number of players for each sport allotted.

4. Request from parents (same team as friend, special coach, etc...) will be noted at the beginning of the draft session. These request will only be honored if the manager selects these players in accordance to the drafting procedures.

5. The managers will draw numbers to determine in which order the players will be selected. The order will be reversed in every even round.

Example: 4 teams.....1st round.....1,2,3,4

2nd round.....4,3,2,1

3rd round.....1,2,3,4

6. Selecting Team Names:

The Athletic Coordinators will present a list of available team names. The reverse order of the first round will be used to select team names.

7. Players not attending their scheduled evaluation will not be eligible for the draft, unless the majority of the managers agree on the skill level of the player. All other players, not attending the evaluation, will be "drawn for" in the order in which the draft has ended. To ensure that each team receives equal draws, the last names listed will be added to the draw if necessary.

Example: 4 teams.....6 players did not attend their evaluation

The last two non-drafted players will be added to the draw.

8. Managers are encouraged to attend the draft.
If it is impossible for the manager to attend the draft, the Athletic Coordinator may allow a substitute. The substitute will draft players for the manager with all of the decisions being final.
9. Participants living in the same household or siblings will be placed on the same team. The manager that selects one of these participants will take the second participant as his first selection in the column that the player has been rated.

Example: 5,4,3,2,1

Note, unless there are two (2) open roster spots, these participants would not be eligible for a blind draw. If there are two (2) open spots, one of the participants would not be drawn. They are automatically drawn together.

10. The manager's sons / daughters will be placed on his / her team as the first selection in the column their child is rated. Managers must draft these players in the designated round or risk losing them in the draft.
11. Managers must disclose their choice of an assistant coach prior to the draft, however, this choice is not binding. All assistant coaches must have a completed coaches application on file prior to each draft in order to be considered as an assistant. All individuals must be approved by the Recreation Department.

Assistant coaches sons / daughters are not frozen and must be drafted in the normal drafting procedure.

12. Trading of players, who attended their evaluation, is allowed after the completion of the drafting process. Players who did not attend their evaluation, cannot be traded.

Trades must be player for player...ranking for ranking in the same column.....no exceptions.

Example: 5 for 5, 4 for 4, 3 for 3, 2 for 2, 1 for 1

Athletic Coordinators must approve all trades.

13. Copies of registration forms will be given to managers after team players are chosen. Team players and team names are declared final, by the Athletic Coordinators upon the official closing of the draft.

14. Managers must notify players / parents within 48 hours of the official closing of the draft. Managers will give the player / parents the following information:

- team name
- coach's name & phone number
- practice location, days, time
- equipment (necessary for 1st practice)