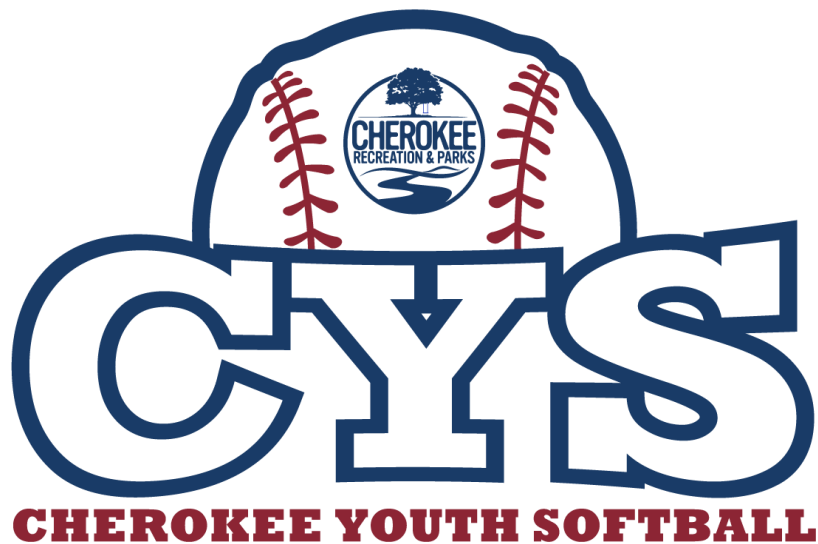


CHEROKEE YOUTH SOFTBALL



HANDBOOK



Revised January 2022

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**CHEROKEE YOUTH SOFTBALL
MISSION STATEMENT**

“The mission of Cherokee Youth Softball is to develop and maintain a healthy, safe and fun environment where everyone involved may realize the true value of youth sports participation.”



WELCOME FROM THE LEAGUE DIRECTOR

Sports are one of the greatest tools in existence today which can help children develop positive character traits and life values. Early adolescence is a time when children are looking for basic values that they can count on in their lives. Under the right conditions, many youth sports experiences can be enormously beneficial, teaching the importance of teamwork, cooperation, and hard work, among many other qualities.

It is at this level that parents, coaches and administrators play a tremendous role in making the sports experience positive, healthy, and safe. Clearly, the results of a child's experiences during these years are crucial, especially when we consider the positive role sports can play in their overall development.

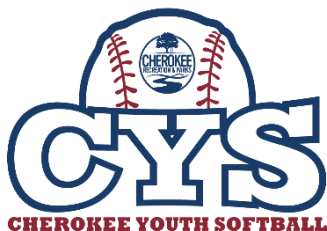
Children learn a multitude of important lessons through sports that are basic to leading productive adult lives in our society. Sports provide an ideal forum to teach such valuable fundamentals as ethics, abiding by the rules, winning and losing with grace, coping with success and failure, respecting authority figures, always striving to do your best, etc. These traits provide the building blocks that help young citizens of our communities become well-balanced adults, and which translate into leading productive lives.

So, on behalf of Cherokee Recreation & Parks Agency, I want to thank you for choosing Cherokee Youth Softball. We are extremely proud of this league and the facilities. The fields at JJ Biello Park - Twin Creeks Softball Complex serve as a great setting for these young athletes to learn and play.

I am very excited about the upcoming season and the positive memories that will be created for your families throughout the year. I truly believe that with our professional staff and quality volunteers you will be very pleased with the end result.

Yours in Softball,

Leigh Prickett
Cherokee Recreation & Parks



Acknowledgements:
Recommendations for Communities
developed through the National
Summit on Raising Community
Standards in Children's Sports



POLICY & PROCEDURES

A. Registration Information

- Registration begins approximately two months prior to player assessments each season.
- Early registration is not permitted and a late fee may be applied for late registration.
- One registration form for each participant and each program is required.
- The age control date for the CYS spring season is January 1st of the current year.
- The age control date for the CYS fall season is January 1st of the following year.
- To register, visit www.playcherokee.org and click Register Now.
 - Register Now > Youth Athletics > Cherokee Youth Softball > Select your Age Group> Select your preferred Park Location
- Copy of the child's birth certificate must be provided upon request.
- Registration cannot be accepted over the phone, fax or email.
- Registration cannot be accepted by volunteers.
- Returned checks are subject to a **\$35 fee**.
- **When paying in cash, please have the correct amount.**

B. Cancellation Policy

- All leagues not meeting minimum enrollment will be cancelled or combined with another league when possible.
- If your league is cancelled, you will be notified. Leagues may be cancelled due to low enrollment, lack of coaches, etc.
- A full refund will be given for the cancellation of any league.
- All refunds for cancelled leagues will take 30 days to process.

C. Refund Information

- Refund requests must be completed in person at the Recreation Center Monday – Friday between 9 a.m. and 5 p.m. within five (5) working days of the beginning date of the season. (The beginning date of the season is the draft date for each league)
- Refund requests must be in writing and are subject to approval by the Cherokee Recreation and Parks Agency staff.
- **Refund checks will take 30 days for processing. There are No Cash Refunds.**
- Participants requesting a refund will be charged a \$5 processing fee and any other applicable fees including the cost of uniform, etc.
- There are not sibling discounts for Cherokee Youth Softball.

D. Inclement Weather

- The safety of the participants, officials, and spectators is the primary concern in cases of inclement weather. Once a game has started, the league coordinator and/or officials will have the responsibility to remove the players from the field if the conditions become extreme. If ordered to do so, please find a safe shelter until instructed to return to the playing field or told that the game has been cancelled. The storm will be considered over 15 minutes after the last sighting of lightning. Light rain showers, without thunder and lightning will not justify delaying or cancelling a game.

E. Scholarship Program

- The Cherokee Recreation and Parks Agency recognizes the need to provide leisure activities for the entire community. A family or individual can apply for a scholarship one time per year. Some restrictions may apply. Please call (770) 924-7768 for more information.

F. Registration Requirements

- If the participant requires any special accommodations, the ADA Compliance Coordinator is required to be notified within fifteen (15) business days prior to the beginning of the league in order to attempt to accommodate.
- Participants (or their parents or guardians) must sign a waiver/release form prior to participation in any league.
- Drafts- No favor/requests can be accepted in order to maintain the integrity of the league.

G. Calendar of Events

- A Calendar of Events will be provided during registration for each spring and fall season to highlight all important dates and information needed.
- Spring Season will consist of a 10-game regular season schedule with a single elimination end of season tournament.
- **Fall Season will consist of a 8-game regular season schedule, with a single elimination end of season tournament.**

H. Parent Orientation Meeting

- CRPA requires that all teams (head coaches) conduct a mandatory parent meeting during the first week of practice. In order for your child to play in the league, it is mandatory that one or both of the parents/guardians attend. Important information such as policy and procedures, safety and first aid, medical alerts, expectations, responsibilities and team rules will be discussed in detail. This meeting is held in order to lay the foundation for open communication among coaches, parents and participants. Meetings can be done in person, electronically, virtual. **If your head coach does not hold this meeting, then report this to the CRPA athletic staff immediately.**

I. Medical Information

- All minor injuries will be treated by CRPA Staff or coaches. Any major or life-threatening injury or accident that may occur on the playing field or at the facility, during scheduled game/practice times will be handled as follows:
 - 911 will be called immediately
 - Parent/Guardian will be contacted
- Based on the professional decision of the EMT unit, the participant may be transported to the closest medical facility for immediate care. If medical transportation is required, the charges incurred will be billed to the parents/guardians and/or parents'/guardians' insurance policy. It is prohibited to transport a participant in a personal vehicle.
- A doctor's Release Form must be submitted before a participant may resume play.
- Please notify CRPA if your child has a pre-existing medical condition (i.e. allergies, medications, physical impairments, etc.) on the registration form. Also, notify the coach at the mandatory team meeting. This is essential in order to determine the severity of an accident and to assist medical personnel who respond to the scene.

J. Uniforms/ Equipment

- A portion of your registration fee is used to supply the team with uniforms. Uniforms are expected to be worn in the condition that they are given out. **DO NOT USE BLEACH** or other harsh abrasives to clean uniforms/equipment. Unauthorized alterations to the uniform will require the parent/guardian to pay for a replacement uniform.
- The addition of names added to the back of the jersey must be approved by league director.
- Equipment will be issued to each team and an inventory will be taken of those contents. Wear/tear on equipment is expected and will be replaced as needed.
- Head coaches will be required to pay a refundable deposit prior to receiving equipment. Any lost equipment will be replaced by the head coach at their own expense.

K. Volunteer Appointments (Regular Season- Spring and Fall are considered separate seasons)

- It is mandatory that each volunteer complete and pass a criminal background check & abuse prevention Training.
- Coaches will be assigned to leagues/teams as needed based on participation numbers.
- All volunteers must pay for their own criminal background check. The cost is \$22.50.
- There are no guarantees in receiving a coach appointment from season to season.
- Approved coaches from the previous (same) season will take seniority in the same league.
- Approved coaches in the league from the previous season moving up to the next league will take second priority.
- Approved coaches in the league for the first time will take final priority.

L. Player Selection

- **Player Assessments-** An "Assessment Day" will be held in order to give coaches an opportunity to evaluate all eligible players. Eligible players that do not attend will still be eligible for the draft but special circumstances

may affect their draft round status. If in any way the spirit and intent of player assessments or draft is abused, CRPA may make decisions on a player placement in the best interest of the program.

- **Draft-** A draft will be scheduled after the player assessment process is complete which includes scoring for hitting, throwing, catching, running and pitching when applicable. Only approved coaches will be allowed at this meeting. Once those scores are calculated and sorted from highest to lowest round the projected rounds will be determined by the number of teams that each league will have.
- Teams will draft according to the established rotating chart based on the number of teams in the league. Each team will draw for their draft pick #. Team draft order shall vary in each round so that each team will average out to approximately the same pick in each round. The sequence shall be resumed and so on until team sizes are reached by the drafting of all eligible players available for drafting.
- There shall be only one draft per league or per age group.
- Unless requested otherwise, by their parents, in writing to the program supervisor before the draft, siblings must be taken as consecutive draft choices by the same team.
- Coaches' children will be automatically placed on their father or mother's team. Head coaches will automatically draft their child in the 3rd round and the 1st assistant coach will be in the 2nd round. If a coach has more than one child in the same league (age group), the second child must automatically be taken following the round of when the first child is taken.
- Only players who attend player assessments AND complete all three (3) stations at evaluations may be drafted initially. The names of those participants not attending assessments OR who attend and do not complete all three stations will be placed in a "HAT" and drawn for at the end of the draft.
- Only 2 trades are allowed at the end of the draft. Only 1 player that has been drafted and 1 player whose name was drawn at the draft this season may be traded and these trades must meet the following criteria: Players drafted in round(s) equal to the number of starting positions for that league or age division may be traded, but only for a player drafted in the same round. EXAMPLE: Softball – (rounds) 1 through 9 must be traded for a player drafted in the exact same round. Players drawn from the "Hat" pick round can only be traded with a player chosen from the "Hat" pick round. Players drafted and players Drawn from the "Hat" pick round can not be traded for one another.
- Players drafted in any other round (including "HAT"), may be traded with any player who has been drafted after the starting position requirement has been reached. EXCEPTION: The coaches' children are not to be traded.
- In all trades involving a team where a head coach was not named at the time of the draft, the CRPA Staff must grant approval of the trade.
- All trades must be completed in the draft room immediately following the draft with both head coaches and the draft coordinator present. The draft coordinator will have final approval on all trades as it may affect the integrity of the league.
- The draft-able players will be drafted as long as there are enough players to make an even round so everyone has the same amount of draft choices. Then the names of those players not drafted, along with participants who are registered in the program (not on a waiting list), but did not attend player evaluations, will be placed in a hat and drawn in draft order. In the last round drawn from the hat, if there are not enough players left for each team to receive a player, blanks will be inserted in place of names so that every team has a draw. Blanks will later be filled by potential participants who are on the waiting list in order that they signed up.
- Players, registered after player assessments including returning players, will be placed on a waiting list (some may be placed on a waiting list once player assessments begin, or prior to, if necessary) and will be assigned to the teams that need players in the same manner as stated above (HAT PICK- element of chance), provided vacancies exist.
- **In order to request that a player not be drafted by a head coach, the following conditions must be met: A written parental request must be received seven (7) days prior to player evaluations. (This can be done on the registration form or by email)**
- **A duplicate copy will be sent to the head coach listed.**
- **Head Coaches must sign their official roster prior to leaving the draft room.**

N. Coaching Clinic & Training

- CRPA will provide NYSCA clinics through online opportunities. (We strongly advise that head & assistant coaches complete the NYSCA training prior to the first scheduled game.)

- It is mandatory that each team have the HEAD COACH complete the CYS Coaching Clinic prior to the start of the season. Any team (coach) not represented for the entire clinic will be penalized by placing their team to the lowest possible draft pick. (For example, if a league has 10 teams and 7 of the teams were present and 3 teams were not. The 7 teams would randomly draw #1 to #7 for their draft order and then the 3 remaining teams would draw for #8 to #10. All teams would still have a draft pick each round. This is being done to reward those coaches that have dedicated the time to be prepared for the upcoming season. If a team does not have a coach prior to the draft, CRPA staff may waive this rule in order for this team to be drafted fairly.

O. More General Information

- Other documents such as CYS registration forms, player assessment forms, draft order by rounds, background application, etc. can be provided when requested.
- CRPA, on occasion, may photograph or videotape registrants, participants and spectators in programs, special events or facilities. Such photographs are for CRPA use only and may be used in publications, brochures, pamphlets, flyers websites or video productions.
- Twin Creeks Softball Complex at Biello Park serves as the home site for CYS, but any CRPA facility may be used if necessary for practice/ games.
- All dates, days, times and leagues are subject to change due to inclement weather and/ or number of participants. Tuesdays and/or Thursdays and/or Saturdays are playing days. Additional playing days can be added if needed.
- Dual participation- no player may participate (play or practice) with another softball team outside of CYS during the same season. (i.e., travel teams and/or any other league, park, etc.) Players found guilty of this violation will be removed from the league immediately with no refund. Other sports or activities do not count toward dual participation. EXCEPTION: Players and/or teams will be allowed to participate in softball games/ tournaments outside of CYS games/ practices during school breaks & holidays when there is no conflict. CRPA Permission must be granted prior to participation.
 - The CYS Select League/All-Star Team IS allowed and approved under dual participation because the all-star teams are sanctioned by CRPA and games do not interfere with CYS regular season games.
- No solicitation of any kind will be allowed in the park without prior consent from CRPA.

Season Player Selection and Coach Selection (All-Stars)

- The league does have a formal All-Star Player Selection and Coach Selection Process. The players will have tryouts on 1 or 2 Sundays during/prior to the spring season. Players must be in attendance during a least one of the tryouts to be eligible to be selected for the team. Coaches will be interviewed by CRPA staff and selected prior to the player tryouts. Each team will be responsible for all expenses (uniforms, insurance, entry fees, equipment, etc.). CRPA will set forth any additional criteria for teams to meet in order to use Twin Creeks which includes but not limited to uniform colors, team name, team finances, etc. to be allowed to practice at no charge during the All-Star season.
- See Appendix B for detailed All-Star/Select Team information.

VOLUNTEER COACHES

A. Responsibilities and Expectations:

1. A coach should be enthusiastic without being intimidating. He or she should be sensitive to the children's feelings and genuinely enjoy spending time with them. He or she should be dedicated to serving children and understand that youth sports provide physical and emotional growth for participants. Remember, youth sports are for the children.
2. A coach needs to realize that he or she is a teacher, not a drill sergeant. He or she should help children learn and work to improve their skills. Personal gains are never a consideration. The job does not depend on winning. The best interest of the child transforms into the best interests of the game.
3. The safety and welfare of the children never can be compromised. A coach will consider these factors above all others.
4. A coach needs a tremendous amount of patience. Don't push children beyond limits in regards to practice. Children have many daily pressures and the youth sports experience should not be one of them. Playing sports is meant to be fun.
5. A coach should care more about the players as people than as athletes. The youth sports program is a means to an end, not an end to itself.
6. A coach should encourage his players to dream and set lofty goals. It is important to remain positive and refrain from discouraging remarks. Negative comments are remembered far more often than positive affirmations.
7. A coach needs to remember that the rules of the game are designed to protect the participants, as well as to set a standard for competition. He or she never should circumvent or take advantage of the rules by teaching deliberate misconduct. A coach who puts his or her opponents' team at risk should not be involved with children.
8. A coach should be the first person to demonstrate good sportsmanship. He or she should take a low profile during the game and allow the kids to be the center of attention.
9. Parents and players place a lot of trust and confidence in the coach. The coach has an important role in molding the athletic experience of the child.
10. A coach can measure success by the respect he or she gets from the players, regardless of victories or defeats. Children who mature socially and physically while participating in sports are the best indication of good coaching.
11. Coaches will be required to wear alike coaching shirts. CRPA will provide such coaching shirts for each team's coaching staff or they may provide their own in likeness of their team with prior approval from CRPA staff.
12. A coach must always Be Early, Be Prepared and Make It Fun! It is your leadership as a coach that children will remember over the games themselves.

B. National Youth Sports Coaches Association Certification Program

The Cherokee Recreation & Parks Agency recommends that ALL coaches should complete the NYSCA Certification course. This is done in an effort to properly prepare everyone for the responsibilities they are about to undertake as well as to protect the child, the coach, and the league. The NYSCA program will cost the volunteer coach \$20 per coach/ per year and membership must be kept current each year in order to remain eligible for a coaching appointment. Go to www.nays.org for more information about this coaching certification program.

Program Description

The National Youth Sports Coaches Association is designed to "sensitize" volunteer coaches to their responsibilities when working with children in sports and hold them accountable to a strict CODE OF CONDUCT defined by the NYSCA Coaches' Code of Ethics Pledge. More than one million coaches have been certified worldwide through more than 2,200 NYSCA chapters that exist among parks and recreation departments, Boys & Girls Clubs, YMCAs/YWCAs, church recreation programs, PALs, Optimist Clubs, and military youth activities. The clinics feature information on the psychology of coaching children, maximizing athletic performance, first aid, nutrition, safety, organizing fun and interesting practices, how to teach fundamentals of the sport, plus many other important areas. Coaches who complete the program receive a variety of benefits.

C. NYSCA COACHES' CODE OF ETHICS PLEDGE

- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group
- I will do my best to provide a safe playing situation for my players.
- I will promise to review and practice the basic first aid principles needed to treat injuries of my players.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events.
- I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.
- I will use those coaching techniques appropriate for each of the skills that I teach.
- I will remember that I am a youth sports coach, and that the game is for children and not adults.

Upon completion of registration and acceptance of being approved as a volunteer coach all league rules, policy & procedures, Code of Conduct & Code of Ethics will strictly be enforced.

D. Coaches' Code of Conduct & Code of Ethics

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

A. Expected Behavior:

1. Using appropriate language in appropriate tones when interacting with league officials, game officials, parents and spectators.
2. Including all players in team activities without regard to race, religion, sex, sexual orientation, body type, national origin, ancestry, disability, ability, or any other legally protected classification.
3. Treating all players, league officials, game officials, parents and spectators with dignity and respect.
4. Playing all players according to the equal participation rules established by the league and the spirit of those rules.
5. Encouraging youth to participate in other sports and activities to promote all aspects of their development.
6. Allowing reasonable absences from practice.

2. I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.

B. Expected Behavior:

1. Recognizing the differences of each child and treating each player as an individual while demonstrating concern for their individual needs and wellbeing.
2. Encouraging all players, regardless of skill level, to be included as a member of the team and to remain involved in sports.
3. Recognizing that some physical tasks, drills and demands are not appropriate for all youth.
4. Recognizing that youth may vary greatly in physical, social and emotional maturation and considering these factors when setting up competitions and when interacting with youth.

3. I will do my best to provide a safe playing situation for my players.

C. Expected Behavior:

1. Maintaining a high level of awareness of potentially unsafe conditions.
2. Protecting players from sexual molestation, assault and physical or emotional abuse.
3. Correcting or avoiding unsafe practice or playing conditions.
4. Using appropriate safety equipment necessary to protect all players.
5. Seeing that the players are provided with adequate adult supervision while under the coach's care.

4. I will promise to review and practice the basic first aid principles needed to treat injuries of my players

D. Expected Behavior

1. Keeping basic first aid supplies available in all practice and game situations.
2. Recognizing and administering proper first aid to an injured player.
3. Demonstrating concern for an injured player, notifying parents and cooperating with medical authorities.

4. Protecting the players' wellbeing by removing them from activity when injured and not returning them to activity if they are compromised by injury.

5. I will do my best to organize practices that are fun and challenging for all my players.

E. Expected Behavior:

1. Establishing practice plans that are interesting, varied, productive and aimed at improving all players' skills and individual abilities.
2. Devoting appropriate time to the individual improvement of each player.
3. Conducting practices of reasonable length and intensity appropriate for the age and conditioning of the players.

6. I will lead by example in demonstrating fair play and sportsmanship to all my players.

F. Expected Behavior:

1. Adopting the position, teaching and demonstrating that it is our basic moral code to treat others as we would like to be treated.
2. Abiding by & supporting the rules of the game as well as the spirit of the rules.
3. Providing an environment conducive to fair and equitable competition.
4. Using the influential position of youth coach as an opportunity to promote, teach and expect sportsmanship and fair play.

7. I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all Cherokee Youth Softball events.

G. Expected Behavior:

1. Being alcohol and drug free at all team activities or in the presence of players.
2. Refraining from the use of any type of tobacco products at all team activities or in the presence of your players.
3. Refraining from providing any type of alcohol, drug or tobacco products to any of your players.
4. Encouraging parents to refrain from the public use of tobacco products or alcohol at team activities.

8. I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.

H. Expected Behavior:

1. Become knowledgeable, understanding and supportive of all applicable game rules, league rules, regulations and policies.
2. Teaching and requiring compliance of these rules among players.

9. I will use those coaching techniques appropriate for each of the skills that I teach.

I. Expected behavior:

1. Teaching techniques that reduce the risk of injury to both the coach's own players and their opponents.
2. Discouraging illegal contact or intentional dangerous play and administering swift and equitable discipline to players involved in such activity.

10. I will remember that I am a youth sports coach, and that the game is for children and not adults.

J. Expected Behavior:

1. Maintaining a positive, helpful and supportive attitude.
2. Exercising your influence to control the behavior of the fans/spectators.
3. Exhibiting gracious acceptance of defeat or victory.
4. Accepting and adhering to all league rules and policies related to the participation of adults and youth.
5. Fulfilling the expected role of a youth coach to adopt a "children first" philosophy.
6. Allowing and encouraging the players to listen, learn and play hard within the rules.
7. Placing the emphasis on fun and participation.

E. Enforcement of the Code of Conduct

Cherokee Recreation & Parks Agency, along with the National Youth Sports Coaches Association, is dedicated to raising the standard of service to youth in sports through the enforcement of this Code of Conduct among its membership. This Code of Conduct defines the expectations for adults serving as coaches in youth sports and provides the tools to be used, when necessary, to check behavior and to respond with resolve to protect all children from the psychological, emotional, physical or social abuses that can be perpetrated against them by youth sports coaches. CRPA and the NYSCA firmly believe that for the sports experience to be positive, safe and a learning experience for youth, volunteer coaches must be trained and held accountable for their behavior when working with and around children.

Every NYSCA member coach is required to sign and adhere to a Coaches' Code of Ethics Pledge. The **Code of Conduct** has been developed to help explain how each of the "canons" of the Code of Ethics should be manifested in the actions and behaviors of an NYSCA Certified Coach.

It is the duty of Cherokee Recreation & Parks Agency, as a NYSCA Chapter, to respond to complaints lodged against an NYSCA member coach that has allegedly violated the Code of Ethics. This is accomplished by initiating the "Complaint Against a Coach Procedure." The purpose of this procedure is to hear the complaints and to determine what, if any, action should be taken towards correcting the member coach's behavior. In order to provide the league the flexibility to take appropriate action when an NYSCA member coach is found to have violated the Coaches' Code of Ethics, a range of possible actions has been developed to accompany the Code of Conduct.

1. Possible actions include:

- a. Warning to and/or Apology from the coach
- b. Probation
- c. One Game Suspension
- d. Multiple Game Suspension
- e. Season Suspension
- f. Permanent Revocation of Certification

When reviewing a complaint and deciding what action is the most appropriate in a given situation, the Chapter Director/Committee must take into consideration various extenuating circumstances.

2. Factors that might suggest a more lenient sanction include:

- a. First Offense
- b. Remorse
- c. Apparent Desire to Reform
- d. Other Good Coaching Attributes
- e. Dedication to Youth Sports

3. Factors that might suggest a harsher sanction include:

- a. Child Endangerment
- b. Violation of Law
- c. Prior Complaints/Review Action
- d. Lack of Remorse
- e. Number of Ethics Canons Violated
- f. Number of Expected Behaviors Violated
- g. Breach of Duties as a Role Model
- h. Extraordinarily Poor Judgment around Children

F. Complaint Against a Coach Procedures

When Cherokee Recreation & Parks receives a complaint about a member coach, the league will:

- 1. Gather information and eyewitness accounts of the event(s) that took place from everyone involved to determine if a violation of the letter or intent of the Coaches' Code of Ethics Pledge has occurred. This may include the site supervisor, game officials, and other coaches, parents and children.
- 2. Require the member coach to attend a meeting (in person or over the phone is acceptable) to address the complaint and to offer his/her side of the incident.
- 3. CRPA Staff under supervision of the CRPA Director has the authority to determine the severity of the situation and whether or not the affected coach has violated the expected behaviors outlined under each of the canons of the Code of Ethics Pledge that comprise the NYSCA Code of Conduct.
- 4. CRPA Staff, after approval from CRPA Director, has the authority to enforce the appropriate range of disciplinary actions outlined in the NYSCA Coaches' Code of Conduct. This information will be logged in the member's file.
- 5. There is no appeal process following an ejection.

G. Coaches ejected from a game/park by an administrator, official or umpire.

1. When a coach is ejected from a game, they shall leave the field and park immediately and take no further part in that game. Any coach ejected from a game is automatically suspended for their next two (2) physically played games for that team but may attend the game site from which they are suspended. If any further altercations and arguments are made prior to leaving the premises, a multiple game suspension or expulsion is possible. There is no appeal process following an ejection.

2. In the event that a coach(s) is ejected from the park after the game by an administrator or CRPA staff, that coach(s) will be suspended for their next two physically played games for that team. There is no appeal process following an ejection.

PARTICIPANTS

A. Responsibilities and Expectations

Participation in youth sports programs can have a lasting and meaningful effect on children's lives.

Therefore, it is the goal of Cherokee Recreation & Parks Agency to provide the highest quality of athletic programs to ensure that a child's experience with sports is a positive one. It takes the cooperation of everyone involved, including the participant, to make this happen. Therefore, the league has established the following responsibilities for participants to adhere to.

1. Players will listen to their coaches and be respectful of their elders.
2. Players will take care of the facilities, equipment, and uniforms, which they are given.
3. Players will make sure to eat the right foods and drink plenty of water before and after practices and games.
4. Players will avoid all types of taunting and belittling remarks to their teammates or opponents.
5. Players will show good sportsmanship at all times, win or lose.
6. Players will not make sports a priority over schoolwork or family.
7. Players will refrain from horseplay and all other dangerous activities, in which they may become hurt.
8. Players will participate for the love of the game and competition and not to win at all costs.

B. Players Code of Ethics

1. I will encourage good sportsmanship from fellow players, coaches, officials and parents at every game and practice by demonstrating good sportsmanship.
2. I will attend every practice and game that I can, and will notify my coach if I cannot.
3. I will expect to receive a fair and just amount of playing time.
4. I will do my very best to listen and learn from my coaches.
5. I will treat my coaches, other players, officials and fans with respect regardless of race, sex, creed, or abilities, and I will expect to be treated accordingly.
6. I deserve to have fun during my sports experience and will alert parents or coaches if it stops being fun!
7. I deserve to play in an environment that is free of drugs, tobacco, and alcohol and expect adults to refrain from their use at all youth sports events.
8. I will encourage my parents to be involved with my team in some capacity because it's important to me.
9. I will do my very best in school.
10. I will remember that a sport is an opportunity to learn and have fun.

Upon being a registered player all league rules, policy & procedures, Code of Conduct & Code of Ethics will strictly be enforced.

PARENTS & SPECTATORS

A. Responsibilities and Expectations

In order for a program to be truly successful, it takes the cooperation of everyone involved: players, coaches, officials, league administrators, spectators and especially parents. Parents and spectators have the following responsibilities and expectations when participating in Cherokee Recreation & Parks Agency Athletic Programs:

1. Parents have a responsibility to their children: To make sure that your child gets the most out of his or her playing experience, parents should show their unwavering support, including positive reinforcement of your child's performance and effort. This is absolutely essential, especially at an early age, to ensure their healthy development. Parents should also be positive role models, including, but not limited to, showing proper sportsmanship at all times and refraining from negativity of any kind.

2. Parents have a responsibility to the coaches: Coaches volunteer their personal time to spend it with your child. They need you to be supportive of their decisions and not undermine their efforts. If you don't agree with a coach, you are expected to tell that coach, BUT make certain it is done at the right time and place and not in front of the children. Parents are also expected to drop off and pick up their children on time for games and practice, and it is highly encouraged for parents to stay and participate in order to maintain control of the group and to assist the coach as needed.

3. Parents/ Spectators have a responsibility to the league: League administrators cannot be at all games and practices of all teams. Therefore, in order to maintain the protective shell around these programs, it is essential for parents/spectators to report abusive behavior or any other situation that needs to be addressed to the league administrator. This is the only way that these programs can achieve their intended goals.

4. Parents/ Spectators have a responsibility to other parents: Personal gain and satisfaction should not be derived from a child's performance. Competition and taunting between parents is never acceptable, and no parent/spectator should ever feel embarrassed or disappointed by their team or child's performance. Good plays should always be cheered, and disappointments should always be consoled, no matter whose team it affects.

5. Parents/ Spectators have a responsibility to themselves: It is your responsibility to enjoy watching your child and other children participate and learn. The joy and pride associated with watching children participate in sports should be experienced to the fullest, because a lifetime of memories is being created before your very eyes.

B. Parent/ Spectator Code of Ethics

1. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event.
2. I will place the emotional and physical wellbeing of my child ahead of a personal desire to win.
3. I will insist that my child play in a safe and healthy environment.
4. I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.
5. I will demand a sports environment for my child that is free of drugs, tobacco, and alcohol and will refrain from their use at all youth sports events.
6. I will remember that the game is for youth – not adults.
7. I will do my very best to make youth sports fun for my child.
8. I will ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed, or ability.
9. I will require that my child's coach be trained in the responsibilities of being a youth sports coach and that the coach upholds the Coaches' Code of Ethics.
10. I will read the NYSCA National Standards for Youth Sports and do what I can to help all youth sports organizations implement and enforce them.

Parents/ Spectators/ Legal Guardians are required to follow all league rules, policy & procedures, Code of Conduct & Code of Ethics. This will be strictly enforced.

C. Corrective Action Policy

Parents who do not follow the Code of Ethics will be subject to a Corrective Action Policy. It is the philosophy of Cherokee Recreation & Parks Agency that parents should not spoil the experience of participation in youth sports for their children. Furthermore, the league will never punish a child for the actions of his or her parent(s). Therefore, the following guidelines have been established for addressing problem parents.

For violations of the Code of Ethics or Responsibilities and Expectations, the following steps will be followed:

Step 1 – Verbal Warning – League Administrator/ Coach will discuss undesirable conduct with parents and stress that this behavior will not be tolerated. Coach will document this conversation and give it to league administrator.

Step 2 – Written Warning - League Administrator, Coach or Official will notify the league of continued breach of Code of Ethics and league will bring parent(s) in for a meeting to discuss actions and what the proper behavior is. Furthermore, there will be

a formal letter of reprimand given to parent(s) stating that the next offense will lead to the parent being banned from the sporting event venue for a period of one game.

Step 3 – Game Suspension - League Administrator will ban the parent from attending the next scheduled contest and another letter will be given to parent(s) stating that the next offense will lead to the parent being banned from all future contests.

Step 4 – Season Suspension -The parent(s) will be banned from attending all league contests after a 4th offense. The parent(s) will then have to make a formal request to be reinstated into this league. The parent(s) will then have to meet with the League Administrator and CRPA Director prior to the start of the season to determine if the parent(s) is capable of behaving within the spirit and letter of the guidelines of this program.

**These guidelines are not absolute in dealing with behavioral problems.
Severe situations could merit harsher sanctions against the parent(s).**

ADMINISTRATORS & OFFICIALS

A. Responsibilities and Expectations

Cherokee Recreation & Parks Agency is dedicated to raising community standards in youth sports. In order to do so, we must hold ourselves accountable by staying abreast of current topics and trends in the recreation industry. Training administrators and officials is essential in maintaining a level of professionalism and credibility in youth sports.

B. Administrators' Code of Ethics

1. *I* will run youth sports programs for the children involved, not the adults.
2. *I* will ensure that I am knowledgeable in the area of youth sports administration.
3. *I* will do my best to provide a safe playing situation for all participants.
4. *I* will provide support for coaches, officials and parents to provide a positive, enjoyable experience for all.
5. *I* will require all coaches and officials to be trained in the responsibilities of being a volunteer within the organization and that they uphold the NYSCA/NYSOA Codes of Ethics.
6. *I* will implement and enforce the National Standards for Youth Sports.
7. *I* promise to keep informed about current issues involving youth sports programs.

C. Officials' Code of Ethics

I will hereby pledge to live up to the high standards of ethics and training for an Official by following the Code of Ethics.

1. *I* will encourage good sportsmanship by demonstrating positive support for all players, coaches, fellow officials and league administrators at all times.
2. *I* will ensure that I am knowledgeable of the rules of each sport I officiate, and apply those rules fairly to all participants, teams and coaches.
3. *I* will not allow personal friendships and associations to influence my decisions during a contest.
4. *I* will refrain from the use of tobacco and alcohol products when in the youth sports environment.
5. *I* will remember that youth sports are an opportunity for children to learn and have fun.
6. *I* will place their safety above all else.

CRPA currently contracts with NGAUA (North Georgia Amateur Umpires Association) for umpires. This association also provides their own set of rules and regulations. For more information about their association please visit their website at www.ngaua.com

RULES & REGULATIONS

GENERAL LEAGUE INFORMATION

1. **All games will be played by the softball rules as published by the USA Softball's "Official Rules of Softball". Exception: when local CYS rule supplements supersede federation rules.**
2. **Playing Up-** Players may play in an age group (league) above their league age. The player must be the oldest league age in their current age group to do so. For example, a 6-year-old could play up to 8U, an 8-year-old could play up to 10U, a 10-year-old could play up to 12U, etc. (Based on Age Control Date)
3. **Playing Down-** No player may play below their age group (league), unless medical documents are provided proving it to be necessary.
4. **Practice Regulations-** No team may conduct more than two practices and / or games within one week without express consent from CRPA. Practice slots will be allotted based on field availability.
5. No team (6U) may conduct a practice longer than 1 hour, No team (8U, 10U, 12U and 16U) may conduct a practice of more than 1 ½ hours in length. No practice may go beyond 9 PM on a school night.
6. No disciplinary action should be taken against any player should they miss these activities.
7. Jewelry shall not be worn at any time with the exception of medical identification and emergency tags.
 - Earrings are not allowed even if covered by band-aids or athletic tape.
8. **Metal spikes on cleats are NOT to be worn by any CYS players during games.**
9. On deck batters must remain in their on-deck circle or in the dugout until their at bat.
10. A team's win/ loss record will only be kept during the spring season.
11. **A single elimination tournament will conclude the Spring and Fall seasons.**
12. Tie-breaker rule will only be used in tournament play only.
13. **Tournament Champions and Tournament Runner-Up will receive awards. Regular Season Awards are NOT given out.**
14. During games coaches are required to wear similar coaching shirts. CRPA will provide such coaching shirts for each team's coaching staff or they may provide their own in likeness of their team with prior approval from CRPA staff. Coach's dress code will be strictly enforced and should include the proper coaching shirt along with appropriate pants, shorts, shoes, etc. (athletic attire).
NO JEANS ALLOWED. NO EXCEPTIONS!!!
15. No one without approval will be allowed in the dugout or playing area.
16. In the last 3 minutes of any game when the clock is being used, it will be stopped for any timeouts OR unusual stoppages of play as the umpire deems necessary.
17. Each team will be required to provide an official scorekeeper for the book and for the electronic score brain. Home team will provide the scorebook keeper and the visiting team will provide the score brain operator. Those scorekeepers must be ADULTS and must sit in the scorekeeper stand together ensure accuracy for both teams. Umpires will be responsible for reporting the game results at the conclusion of the day/night and bring the score brain back to the concession area.
 - Both teams can keep a scorebook, but the HOME team will be deemed as the official scorebook in the event of a dispute.
 - CRPA staff have the right to make sure said scorebook has been scored accurately if there is a dispute.
18. **No Forfeit Rule/ Borrowing Players:** A player being pulled up through the Farm System may only be borrowed once during the season. This will also promote opportunities for more players when situations are deemed necessary. See league rules for additional details.
19. **Fields Closed-** Anyone entering a closed field will be suspended for their next 2 scheduled games. Anyone caught digging on a field at Twin Creeks may be subject to a one game suspension.
20. **During practices field mats should be used when hitting on the fields. When pitchers are practicing on the field they should use a mat in the pitcher's circle. This is to preserve the batter's boxes and pitching areas.**
21. **CRPA will rule upon anything not covered in this handbook or other CYS material.**

SEASON STANDINGS

1. Team standings will be determined by win-loss record.
2. In the event of a tie, the following procedures will be used in determining position in the standings.
 3. In the event that two teams are tied with identical records at the conclusion of the regular season and have played head to head to a tie score, an additional game will be played with the international tie-breaker rule in effect for seeding purposes.

Two Teams Tied

1. Head to Head record
2. Net points in head to head games.
3. Net points in all games.
4. Coin Toss.

Three Or More Teams Tied

1. Head to Head record
2. Net points in head to head games.
3. Net points in all games.
4. Coin Toss.

Note: If two teams remain tied after the third team is eliminated during any step, the tie breaker reverts to step #1 of the two-team format.

5 & UNDER T-BALL RULES LEAGUE RULES

This league will utilize a combination of coach pitch and t-ball techniques. The T-Ball rules vary greatly from regular softball rules. This is a direct acknowledgement of the child's age and the fact that they are still learning the game. The goal of this league is to teach basic softball fundamentals while stressing fun and sportsmanship through positive instruction and encouragement. The T-ball League is designed primarily as an instructional non-competitive league focused on preparing your child for coach pitch.

GENERAL RULES

1. There will be no pre-season or post-season tournament.
2. There will not be player assessments or drafts. Players will be automatically assigned to teams.
3. There will be no protest. The coaches will be responsible for making ALL Umpiring calls during the game. If in doubt, replay!
4. The home team will be noted on the game schedule.
5. The home team will occupy the third base dugout.
6. All batters and base runners must wear safety helmets during games.
7. All batters and base runners must wear a helmet with a face mask.
8. No infield warm-ups will be allowed prior to or during the game.
9. There are NO FORFEITS. There is no minimum number of players required to start/finish the game.
10. Only "APPROVED" coaches will be allowed in the dugouts or playing area during practices and games.
11. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior the game being ready to start.
12. All equipment issued by CRPA must be returned at the conclusion of the season.
13. CRPA and the league director will rule upon any item not covered.

PLAYING RULES

1. There will be no standings or score keeping in the T-Ball League.
2. The game will be played with a 10" safety ball.
3. Base distance will be 50' in length.
4. The pitching rubber will have a 12 ft. diameter with 6 ft. radius from pitcher's rubber. The pitching rubber will be positioned 20 ft. from home plate.
5. A game will consist of 5 innings or 50 minutes, whichever comes first. Once an inning has started, teams will be allowed to complete the inning. New no inning should start after 45 minutes.
6. In case of rain or other unsafe weather conditions, 30 minutes or 2 complete innings shall constitute a full and legal game.
7. **The first four games of the season, runners will be allowed to remain on the base even if tagged out. After the fourth game they will be removed from the base if they are out. If a team makes three outs in an inning the offensive team will still continue to bat through the entire batting order before the change of the inning.**

DEFENSE

1. Each team will place their entire present defensive roster in the field using 4 infielders, 1 pitcher, the remainder of the players at the outfield arc.
2. Infielders must be positioned behind the base path until the ball is put in play.
3. The pitcher must keep one foot in the pitching circle until the ball is put into play.
4. All defensive players must remain behind the bases/baselines (diamond) until the ball is put into play by the batter.
5. All outfielders must remain beyond the infield until the ball is put into play by the batter.

6. **Defensive Coaches:** Two adults may serve as the base coaches and/ or hitting coach but may not physically assist their players while the ball is in play. The hitting coach may assist the batter only with their position. Penalty for violation: Base runner(s)/ Batter will be called out. Two Adult coaches may serve as defensive coaches in the field. They may position themselves anywhere beyond the baselines (infield) in fair or foul territory.
 - a. Once a ball has been hit, it is the responsibility of the coach at home plate to remove the Tee from home plate.

BATTING

1. Each team must bat the entire roster present at game time.
2. Runners will advance only one base at a time
3. There are no walks or strikeouts. Each batter must put the ball into play.
4. Each batter will receive two (2) pitches from her adult coach. If the batter does not put the ball in fair territory after (2) pitches, the batter will be entitled to hit from a tee. The batter will be given unlimited opportunities to put the ball into fair territory from the tee.
5. Stealing is NOT PERMITTED. If a runner leaves the base before the ball is hit, they will be allowed to advance only as far as they were forced to advance as a result of the hit. Runners must stay in contact with the base until the ball is put into play by the batter. A base runner shall occupy the base to which they are nearest when the play becomes dead. Any runner who misses a base or leaves early when tagging up on a fly ball will be called out by the umpire when the play stops.
6. No penalty shall be charged for a player leaving the line-up. A player may re- enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order. There is NO on deck batter; the next batter must wait in the dugout area until it is their bat during the game.
 - a. Each team will bat their entire batting line-up each inning.
7. **Infield Fly Rule:** Does not apply to this league.
8. **Offensive Coaches:** An additional offensive coach will be behind home plate to catch the pitched balls and return them to the pitching coach. The offensive coach behind home plate will also be responsible for tee during each at bat.

DEAD BALL

Under the coach's discretion, time shall be called when a fair ball is held by any defensive player on any base/ home plate or the pitching circle. Only runner(s) on or behind the base(s) that time has been called from will not be permitted to advance if they have not reached 1/2 distance to the next base. Any runner(s) that are in advance of the ball and base that time has been called from will be allowed to continue until they reach the next base without a defensive play.

6 & UNDER COACH PITCH LEAGUE RULES

GENERAL RULES

1. The home team will be noted on the game schedule.
2. The home team will occupy the third base dugout.
3. All batters and base runners must wear a helmet with a face mask.
4. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior to the game being ready to start or on the dirt behind 1st and 2nd or 2nd and 3rd bases.
5. There are NO FORFEITS. There is no minimum number of players required to start/finish the game. Teams may borrow players from the league directly under them (referred to as the Farm System) in order to field a roster of 10 players. Approval must be granted in writing by CRPA staff and given to the opposing coach and umpire prior to the game. A player being pulled up through the Farm System may only be borrowed once during the season. A borrowed player may play any position except (P)- Pitcher and 1B – 1st base.
6. CRPA will rule upon any item not covered below.

PLAYING RULES

1. The Official USA Rulebook will govern play for all leagues with the exceptions listed.
2. **The game will be played with a 10” safety ball.**
3. The game shall consist of 6 innings. No new inning shall begin after 1 hour. Regular season games may end in a tie.
4. In an effort to allow maximum participation and playing time, even if one team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.
5. The official starting time shall begin with the coach pitcher’s first pitch. (This will be the first warm-up pitch.)
6. Base distance will be 60’ in length with a hash mark midway between 1B & 2B, 2B & 3B, and 3B & home.
7. The pitching rubber will be set at 35’ with an 8’ radius circle around it.
8. If the game is suspended due to rain or any other reason, 30 minutes or 3 ½ innings will count as a complete game.

DEFENSE

1. All players present may play a defensive position.
2. A maximum of Five infielders may be used (pitcher, 1B, 2B, SS, 3B).
3. The catcher position is not a defensive position in 6U Coach Pitch.
4. No infielder will be closer than 30’ feet (halfway between home and 1st or 3rd) prior to the release of the pitch by the coach pitcher.
5. Outfielders shall be in the outfield grass until the ball crosses the plate.
6. Only 2 defensive coaches will be allowed in the outfield (grass). These 2 coaches must remain in foul territory at all times. All other defensive coaches must remain in the dugout.

BATTING

1. **Offensive Coaches:** An additional offensive coach will be behind home plate to catch the pitched balls and return them to the pitching coach.
 - a. Once a ball has been hit, it is the responsibility of the coach at home plate to remove the Tee from home plate. (FALL ONLY)
2. The infield fly rule shall NOT be used. The ball remains alive with all runners in jeopardy of being put out.
3. **A maximum of 7 runs may be scored in any one inning. NO CONTINUATION RULE.**
4. Bunting or half swings are not permitted. In the umpire’s judgment, if a batter intentionally takes a half swing or bunts, the ball is dead, a strike is called, and the offensive team manager is given one warning. If it happens again, the umpire will declare the batter out.
5. There will be no stealing. Base runners are allowed a relaxed step when the ball reaches the plate.

6. All players on the roster present must be in the batting order. No penalty shall be charged for a player leaving the line-up. A player may re-enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order.
7. **A batted ball must travel at least 10 feet or it is a foul ball (there is an arc at 10 feet from the home plate)**

PITCHING

1. Coaches will pitch to their own batters. A maximum of 6 pitches will be thrown to each batter. No strikes will be recorded. The pitching coach may pitch from any distance but must maintain contact with the pitching line during delivery. If the batter has NOT put the ball into play after the 6th pitch not including “fouled off last pitches” that batter will be recorded as an out. No limit on fouled 6th pitches.
 - **6U Fall Supplement League Rule**: During the fall seasons ONLY, if the batter doesn't hit the 6th pitch, the player will be allowed TWO (2) attempts to put the ball in play off a tee.
2. When the ball is in play the pitching coach must avoid all contact with the ball and all defensive players and remove themselves from the field of play. The pitching coach cannot coach/ talk to batter/ runner(s) once the ball is in play. 1st violation will be a warning from the plate umpire. Additional violations will result in a mandatory removal of that pitching coach for the remainder of the game.
3. If the pitching coach is struck with a batted ball or contacts a player attempting to field a live ball, the ball shall be ruled a dead ball. All runners return to the base they occupied when the pitch was hit and the pitch does not count in the pitch total.
4. The player pitcher must take a position behind or beside the pitcher's rubber (35' from the batter), but must have one foot inside the pitcher's circle (if drawn or 8' radius) until the ball is put into play by the batter.
5. Pitchers must wear a protective face mask at all times.

DEAD BALL

1. Time shall **immediately** be called by the umpire when any defensive player has control of the ball inside of the pitcher's circle whether it is **intentionally** or **unintentionally**. *(EXCEPTION: If P fields a ball directly from the batter in the pitchers circle she must **call/signal time** for the umpire to declare a dead ball once the batter/ runner reaches 1st base. No runners may advance unless forced to do so by the batted ball.) Time shall also be called when any defensive player has control of the ball inside the diamond area and/or in front of the lead runner and all runners have stopped. Placement of base runners will be determined by the location of such runners when time is called (base behind or base ahead).
2. In the event that there is more than one runner on base, the lead runner will govern placement of all runners.
3. On an overthrown ball (resulting from a batted ball) to first base or third base that enters foul territory, all runner(s) may advance one base with liability to be put out if they do not reach the base safely or come off the bag after reaching safely.
*(RULING: A runner may be put out between bases. A runner cannot be put out while in sole contact with a base. If a runner occupies a base beyond the one the runner was entitled to, the runner will be returned to the correct base without liability to be put out.)

8 & UNDER COACH PITCH LEAGUE RULES

GENERAL RULES

1. The home team will be noted on the game schedule.
2. The home team will occupy the third base dugout.
3. All catchers are required to wear a catcher's mask, helmet and chest protector.
4. All batters and base runners must wear a helmet with a face mask.
5. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior to the game being ready to start or on the dirt behind 1st and 2nd or 2nd and 3rd bases.
6. There are **NO FORFEITS**. There is no minimum number of players required to start/finish the game. Teams may borrow players from the league directly under them (referred to as the Farm System) in order to field a roster of 10 players. Approval must be granted in writing by CRPA staff and given to the opposing coach and umpire prior to the game. A player being pulled up through the Farm System may only be borrowed once during the season. A borrowed player may play any position except (P)- Pitcher and 1B – 1st base.
7. CRPA will rule upon any item not covered below.

PLAYING RULES

1. The Official USA Rulebook will govern play for all leagues with the exceptions listed.
2. The game shall consist of 6 innings. No new inning shall begin after 1 hour and 15 minutes. Regular season games may end in a tie.
3. In an effort to allow maximum participation and playing time, even if one team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.
4. The official starting time shall begin with the coach pitcher's first pitch. (This will be the first warm-up pitch.)
5. Base distance will be 60' in length with a hash mark midway between 1B & 2B, 2B & 3B, and 3B & home.
6. The pitching rubber will be set at 35' with an 8' radius circle around it.
7. If the game is suspended due to rain or any other reason, 45 minutes or 3 ½ innings will count as a complete game.

DEFENSE

1. All players present may play a defensive position.
2. A maximum of six infielders may be used (pitcher, catcher, 1B, 2B, SS, 3B).
3. The catcher may be in up position. The catcher position is a required defensive position at all times.
4. No infielder will be closer than 30' feet (halfway between home and 1st or 3rd) prior to the release of the pitch by the coach pitcher.
5. Outfielders shall be in the outfield grass until the ball crosses the plate.
6. Only 2 defensive coaches will be allowed in the outfield (grass). These 2 coaches must remain in foul territory at all times. All other defensive coaches must remain in the dugout.

BATTING

1. The infield fly rule shall NOT be used. The ball remains alive with all runners in jeopardy of being put out.
2. **A maximum of 7 runs may be scored in any one inning. NO CONTINUATION RULE.**
3. Bunting or half swings are not permitted. In the umpire's judgment, if a batter intentionally takes a half swing or bunts, the ball is dead, a strike is called, and the offensive team manager is given one warning. If it happens again, the umpire will declare the batter out. **Slapping is allowed provided the batter takes a full swing.**
4. There will be no stealing. Base runners are allowed a relaxed step when the ball reaches the plate.
5. All players on the roster present must be in the batting order. No penalty shall be charged for a player leaving the line-up. A player may re-enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order.

PITCHING

1. Coaches will pitch to their own batters. A maximum of six pitches or three swinging strikes will be thrown to each batter. No limit on fouled 6th pitches. **The pitching coach can pitch from the 35' pitching rubber or from any spot directly in front of the pitching rubber as long as both feet remain inside the pitching circle through the release of the pitch.** 1st violation will be a warning from the plate umpire. Additional violations will result in a dead ball pitch and called a strike by the plate umpire.
2. When the ball is in play the pitching coach must avoid all contact with the ball and all defensive players and remove themselves from the field of play. The pitching coach cannot coach/ talk to batter/ runner(s) once the ball is in play. 1st violation will be a warning from the plate umpire. Additional violations will result in a mandatory removal of that pitching coach for the remainder of the game.
3. If the pitching coach is struck with a batted ball or contacts a player attempting to field a live ball, the ball shall be ruled a dead ball. All runners return to the base they occupied when the pitch was hit and the pitch does not count in the pitch total.
4. The player pitcher must take a position behind or beside the pitcher's rubber (35' from the batter), but must have one foot inside the pitcher's circle (if drawn or 8' radius) until the ball is put into play by the batter.
5. Pitchers must wear a protective face mask at all times.

DEAD BALL

4. Time shall **immediately** be called by the umpire when any defensive player has control of the ball inside of the pitcher's circle whether it is **intentionally** or **unintentionally**. *(EXCEPTION: If P fields a ball directly from the batter in the pitchers circle she must **call/signal time** for the umpire to declare a dead ball once the batter/ runner reaches 1st base. No runners may advance unless forced to do so by the batted ball.) Time shall also be called when any defensive player has control of the ball inside the diamond area and/or in front of the lead runner and all runners have stopped. Placement of base runners will be determined by the location of such runners when time is called (base behind or base ahead).
5. In the event that there is more than one runner on base, the lead runner will govern placement of all runners.
6. On an overthrown ball (resulting from a batted ball) to first base or third base that enters foul territory, all runner(s) may advance one base with liability to be put out if they do not reach the base safely or come off the bag after reaching safely.
*(RULING: A runner may be put out between bases. A runner cannot be put out while in sole contact with a base. If a runner occupies a base beyond the one the runner was entitled to, the runner will be returned to the correct base without liability to be put out.)

10U YOUTH FASTPITCH LEAGUE RULES

GENERAL RULES

1. The home team will be noted on the game schedule.
2. The home team will occupy the third base dugout.
3. All catchers are required to wear a catcher's mask, helmet, shin guards and chest protector.
4. All batters and base runners must wear a helmet with chin strap and face mask.
4. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior to the game being ready to start.
5. There are NO FORFEITS. There is no minimum number of players required to start/finish the game. Teams may borrow players from the league directly under them (referred to as the Farm System) in order to field a roster of 10 players. Approval must be granted in writing by CRPA staff and given to the opposing coach and umpire prior to the game. A player being pulled up through the Farm System may only be borrowed once during the season. A borrowed player may play any position except (P) Pitcher or (C) Catcher.
6. CRPA will rule upon any item not covered below.

PLAYING RULES

1. The Official USA Rulebook will govern play for all leagues with the exceptions listed.
2. The game shall consist of 6 innings. No new inning shall begin after 1 hour and 15 minutes. Regular season games may end in a tie.
3. A maximum of three (3) outs or five (5) runs will constitute an offensive inning. **NO CONTINUATION RULE.**
4. In an effort to allow maximum participation and playing time, even if a team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.
5. All players on the roster present must be in the batting order. No penalty shall be charged for a player leaving the line-up for an injury. If a player leaves the game for any reason other than injury or by ejection the player's at bat will be an out every time the spot comes up in the batting order. An injured player may re-enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order.
6. 10 players may play in the field. Unlimited defensive substitution is allowed.
7. The official starting time shall begin with the pitcher's first pitch. (This will be the first warm-up pitch.)
8. Warm-up Pitches: At the beginning of each half inning, or when a pitcher relieves another, not more than 5 pitches may be used to warm up. Play shall be suspended during this time.
9. Courtesy Runner: A courtesy runner may be substituted at any time for P or C. The runner must be the last player that was recorded as an out for that team.
*It is highly encouraged to use a courtesy runner for your catcher with 2 outs.
10. Base Distance – 60 feet
11. Pitching Distance – 35 feet
12. If a game is suspended due to rain or any other reason, 45 minutes or 3 ½ innings will count as a complete game.

League Supplement Rules (FALL & SPRING)

1. If a batter strikes out and the ball is dropped by the catcher, the batter is OUT and CANNOT advance to 1st base.
2. On a base on balls or a batter hit by a pitch they may only take 1st base. The batter may NOT take 2nd base on the same pitch.
3. Runners on base are entitled to steal ONE BASE ONLY per pitch with liability to be put out. (runners may steal home)
4. Runners MAY NOT leave the base until the pitch has crossed the plate or put into play by the batter.

10U Fall League Supplement Rules Only

1. Strikes will be counted, either called, swinging or fouled off.
2. Balls will not be counted and there will be NO walks.

3. If the batter has not struck out, hit by a pitched ball, or put the ball into play in fair territory within **4 pitches**, a coach pitcher will replace the player pitcher.
4. The player pitcher will then assume a “pitcher’s helper” position with at least one foot on the inside the pitcher’s circle (if drawn or 8’ radius) until the ball is put into play by the batter.
5. The coach pitcher will be allowed pitches equivalent to the number of strikes remaining for the batter. **The coach must pitch from the 35’ pitching rubber.**
6. No bunting is allowed when a coach pitcher is being used. Any attempt at a bunt will be declared a dead ball and strike against the batter. **Slapping is allowed provided the batter takes a full swing.**
7. A foul 3rd strike against the player pitcher or the coach pitcher entitles the batter to another pitch.
8. A foul 3rd strike against the player pitcher on the 4th pitch results in the next pitch coming from the coach pitcher.
9. A batter who is hit by a pitch from a player pitcher is entitled to 1st base. The batter/ runner may not advance or steal beyond 1st base. A batter who is hit by a pitch from a coach pitcher is not entitled to 1st base. That pitch will be recorded as part of the pitch count that the coach pitcher has to use during the at bat.
10. Example 1- Player pitcher throws 4 pitches- 0 strikes, 4 balls. After the 4th pitch, a coach pitcher replaces the player pitcher and may throw up to 3 pitches.
11. Example 2- Player pitcher throws 4 pitches- 1 strike, 3 balls. After the 4th pitch, a coach pitcher replaces the player pitcher and may throw up to 2 pitches.
12. Example 3- Player pitcher throws 4 pitches- 2 strikes, 2 balls. After the 4th pitch, a coach pitcher replaces the player pitcher and may throw 1 pitch.
13. Example 4- Player pitcher throws 4 or fewer pitches- 3 strikes, or fewer balls. Batter is out, and the coach pitcher does not participate.

12U & 16U YOUTH FASTPITCH LEAGUE RULES

GENERAL RULES

1. The home team will be noted on the game schedule.
2. The home team will occupy the third base dugout.
3. All catchers are required to wear a catcher's mask, helmet, shin guards and chest protector.
4. All batters and base runners must wear a helmet with chin strap and face mask.
5. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior to the game being ready to start.
6. There are NO FORFEITS. There is no minimum number of players required to start/finish the game. Teams may borrow players from the league directly under them (referred to as the Farm System) in order to field a roster of 10 players. Approval must be granted in writing by CRPA staff and given to the opposing coach and umpire prior to the game. A player being pulled up through the Farm System may only be borrowed once during the season. A borrowed player may play any position except (P) Pitcher or (C) Catcher.
7. CRPA will rule upon any item not covered below.

PLAYING RULES

1. The Official USA Rulebook will govern play for all leagues with the exceptions listed.
 - a. The drop 3rd Strike Rule and Infield Fly Rule ARE in effect during all 12U & 16U games.
2. The game shall consist of 6 innings. No new inning shall begin after 1 hour and 15 minutes. Regular season games may end in a tie.
3. A maximum of three (3) outs or five (5) runs will constitute an offensive inning. **NO CONTINUATION RULE.**
4. In an effort to allow maximum participation and playing time, even if a team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.
5. All players on the roster present must be in the batting order. No penalty shall be charged for a player leaving the line-up for an injury. If a player leaves the game for any reason other than injury or by ejection the player's at bat will be an out every time the spot comes up in the batting order. An injured player may re-enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order.
6. 10 players may play in the field. Unlimited defensive substitution is allowed.
7. The official starting time shall begin with the pitcher's first pitch. (This will be the first warm-up pitch.)
8. Warm-up Pitches: At the beginning of each half inning, or when a pitcher relieves another, not more than 5 pitches may be used to warm up. Play shall be suspended during this time.
9. Courtesy Runner: A courtesy runner may be substituted at any time for P or C. The runner must be the last player that was recorded as an out for that team.
 - a. *It is highly encouraged to use a courtesy runner for your catcher with 2 outs.
10. Base Distance – 60 feet
11. Pitching Distance – 40 feet (12U) / 43 feet (16U)
12. If a game is suspended due to rain or any other reason, 45 minutes or 3 ½ innings will count as a complete game.

APPENDIX A

PARENT ORIENTATION MEETING OUTLINE

The Cherokee Recreation & Parks Agency requires that all teams conduct a “mandatory parent meeting” during the first week of practice, preferable the very first practice. In order for your child to play in the league, it is mandatory that at least one of the parents/ guardians attend. Important information such as policy and procedures, safety and first aid, medical alerts, expectations, responsibilities and team rules will be discussed in detail. This meeting is held in order to lay the foundation for open communication among coaches, parents and participants. Don’t forget your handbook!

- 1) Introduction (Coaches, Players, Parents, Administrators, etc.)
- 2) Review of Mission Statement
- 3) Player’s Responsibilities and Expectations
- 4) Player’s Code of Ethics
- 5) Player’s Corrective Action Policy
- 6) Parent’s/Spectator’s Responsibilities and Expectations
- 7) Parent’s/Spectator’s Code of Ethics
- 8) Parent’s/Spectator’s Corrective Action Policy
- 9) Special Needs (i.e., disability, behavior disorder, medical alert, etc.)
- 10) Following the Chain of Command (Coach- CRPA Staff)
- 11) Practice and Game Attendance and Drop Off/Pick Up
- 12) Coordination of Drink and Snack Assignment for practice/games.
- 13) Assignment of the Team Mom/Dad- Roles and Responsibilities
- 14) Inclement Weather Procedures (770-924-7768 or www.playcherokee.org)
- 15) Equipment and Uniforms
- 16) Discussion of Rules and Regulations (CYL and Head Coach)
- 17) Methods of Communication-OPEN LINE AT ALL TIMES
- 18) Circles of Criticism and Affirmation
(What you say at home will eventually be heard at the field)
- 19) Practice and Game Schedules
- 20) Open Discussion

APPENDIX B

All-Stars/Select League Information

General

- Teams which participate in approved select league/post season play will be composed of All-Stars chosen from the teams within the CYS league.
- No All-Star team will form prior to the date set by CRPA.
- There will be one All-Star team per age group. The League Director/CRPA will determine if more than 1 team in an age group is feasible.
- Under no circumstance can All Star activity interfere with any CYS games, practices, or CRPA events.
- All fees for the Select/All-Star season are to be paid for by the teams. CRPA and CYS do not cover any fees outside of regular CYS season/games.
- Cherokee Recreation and Parks will rule upon any items not covered.

Coach Selection

- League Director/ CRPA staff will take applications for the All-Star Head Coach(es) for each division. The criteria that the League Director/CRPA will use to select the coaches is as follows:
 - Ability to organize players/parents
 - Qualifications and experience
 - Evaluations from parents, players, other coaches and staff
 - Availability and commitment
 - Any other intangibles that may have an impact
- The nominated/selected coaches will only be allowed to coach one team.

Player Selection

- There will be 1 open tryout for all interested participants in the league. The tryout will be held on a date set by CRPA prior to the Spring Season starting. There must be a designated coach in each division to hold a try out for that age group.
- Designated All-Star coaches and CRPA staff will issue an assessment score for all participants in the following areas: hitting, fielding, throwing and running. Based on the scores and number of teams, the combined scores will determine the number of eligible players for All Stars.
- Coaches will choose 9 players from a list of approved players meeting the score threshold.
- The All-Star Head Coach has the option to fill the final three (3) roster spots from the league. This is for players that did not meet the score threshold but are committed and want to compete in the All-Star program.
- Only players who competed in Cherokee Youth Softball (CYS) during the spring season are eligible for All Stars.
- If a player “plays up” during the CYS regular season, but is eligible for a younger age division they CAN play with their age division for select/all-star season.



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