



Summer 2020

COED T-Ball: 5-6

Baseball: 7-8 | 9-10 | 11-12

Girls Softball: 9-12

League Rules Booklet

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Season Opens: 6/3/2019

Holiday Break: 7/1/19 – 7/5/19

T-Ball Jamboree:

Friday, July 31st, 2020

7-8 Coach Pitch League Jamboree:

Tuesday August 11th, 2020

9-10/11-12 Baseball/9-12 Softball League Jamboree:

Friday, August 14th, 2020

Structure TBD

T-Ball: RULES

Rule 1 – Safety (& Updated COVID-19 Safety Protocols)

Our first and foremost priority is the safety of our participants, volunteers, staff, and families. Adhere to the outlined COVID-19 Protocols, prioritize social distancing, and always have your face mask!

Rule 2 – The Playing Field

All fields will be played with the following field dimensions.

Base Distance – 45 feet

Batting Circle – 10 feet in diameter around home plate

Rule 3 – Team Equipment (Provided by Aspen Recreation)

Ball – Our T-Ball program is run with tennis balls in place of baseballs.

Rule 4 – Hitting

All batters are allowed to swing at the ball after being placed on the batting tee until contact is made.

There are no strikeouts.

A ball is considered a fair ball in the field once it goes beyond the batting circle and remains fair. If the ball does not go out of the circle, the batter continues to bat until the ball does go out of the batting circle.

Any batter who intentionally throws the ball out of the batting circle from the tee will be declared out. All normal rules apply to a ball being fair or foul afterwards.

After a fair ball is hit teach batters to drop bat in the batting circle, not to throw it, after hitting and before running down the baseline.

Rule 5 – Defensive Positions

All players on the team roster will be allowed to play defensively in the field. After placing a player at each normal defensive position, the coach will fill in with extra outfielders as the coach feels best.

Please give all the players the opportunity to play both infield and outfield positions. Assistant coaches are allowed on the field to assist players on how to field and/or throw the ball, but will not interfere in active play.

T-Ball: RULES

Rule 6 – The Game (End of Season Jamboree)

The length of a game will be one (1) hour in duration. The official game time begins when the two teams take the field.

The home team will be allowed its final “at-bats” if the time limit has past.

Points of Emphasis:

No score will be kept. Each team is accountable for its own lineup. Lineups will not be exchanged. The inning will conclude after the offensive team has batted through its entire team roster that is present per game played. Late players can be added in. The final batter will be announced by calling: “Last Batter” before he enters the batting circle.

An inning consists of batting through the entire lineup present per game played. Outs should be acknowledged (coaches, parents, and players cheer), but since this is T-ball we get to remain on base. Three outs do not constitute an inning in T-ball.

Coaches – Teach your players skills that enable them to play fundamentally sound T-ball. Teach your players skills they can use to advance to the next level of play. Create a positive, supportive, learning, fun environment. Sportsmanship and fair play should be taught along with emphasis on fun, not winning or losing. Playing rules are not to be changed or altered in any manner.

7-8 Coach Pitch RULES

The National Federation Rule Book will be used with the following amendments or additions

1. SAFETY

One major goal of the program is to create a safe environment for participants. Coaches need to teach all players the proper use of equipment and potential of harm when equipment is misused. Equipment should be placed and/or stored properly before a potentially harmful incident occurs.

2. BASE DISTANCE

The bases will be approximately set at 60 feet.

3. THE BALL

Games will be played with Level 3 or Level 1 Soft Baseballs

4. THE SCOREBOOK

The home team will be responsible for the official scorekeeping.

5. HITTING

Batters are given a total of 6 hittable pitches each time at bat. After the sixth pitch, the batter will be declared out. No walks are allowed. Foul balls are counted toward the 6 total pitches. If the batter hits a foul ball on the 6th pitch, he player is declared out.

6. INNINGS

An offensive inning consists of **FOUR** (4) runs or three outs, whichever comes first. The inning will be over as soon as **four** runs are scored and no more than four runs can be scored per inning.

7. GAME TIME

Games will be one hour in length. No new inning will begin after 55 minutes of play. Coaches and Rec Staff will keep track of official game time. If there is a tie, and time limit has expired, the game will still be over.

7-8 Coach Pitch RULES

8. FORFEITS

There will be no forfeits. Teams will play with the number of players that show up. Sharing players is allowed and pennies are available if requested.

9. PLAYERS ON THE FIELD

Each team will have 10 defensive players in the field. Any additional players will remain on the bench until substituted in. There will be a player at the pitcher's position as well, off to the side of the coach.

PLAYERS MUST ROTATE POSITIONS THROUGHOUT THE GAME

10. STEALING

No leading off or base stealing is allowed.

11. SHOES

No metal or removable cleats are allowed. Molded Rubber ONLY.

12. BATTING LINE-UPS

All players on the roster will bat.

13. OVERTHROWS

Base runners will be allowed to advance one base on overthrows. The ball will be declared dead once it leaves the field of play.

14. SLIDING

Players are always encouraged to slide feet first on close plays. Although there is no mandatory slide rule, malicious play is left to the discretion of the umpire.

15. INFIELD FLY RULE

The infield fly rule is waived for this age division.

16. DESIGNATED HITTER

No designated hitter is allowed.

7-8 Coach Pitch RULES

17. SUBSTITUTES

Any defensive player may be substituted at any time but will stay in the same batting order for the entire game.

18. HELP BEHIND THE PLATE

Each team must supply a volunteer to stand behind the plate to help fetch balls and speed up the game. Any person under the age of 18 must wear a protective helmet for safety reasons.

19. MISCELLANEOUS

The Recreation Departments reserve the right to change any and all rules. The league supervisors, umpires, and scorekeepers will enforce all rules, regulations, and policies.

9-10 Kid Pitch RULES

The National Federation Rule Book will be used with the following amendments or additions

1. SAFETY

One major goal of the program is to create a safe environment for participants. Coaches need to teach all players the proper use of equipment and potential of harm when equipment is misused. Equipment should be placed and/or stored properly before a potentially harmful incident occurs.

2. BASE DISTANCE

The bases will be approximately set at 60 feet.

3. PITCHING

The pitching rubber and pitching machine will be placed approximately 46 feet away from home plate.

4. THE BALL

Aspen Recreation provides a bucket of sanitized/disinfected balls for the pitching machine.

5. THE SCOREBOOK

The home team will be responsible for the official scorekeeping.

6. INNINGS

An offensive inning consists of FOUR (4) runs or three outs, whichever comes first. The inning will be over as soon as four runs are scored and no more than four runs can be scored per inning. The 15 run rule will be in effect after 3 innings, but we want to give the kids the hour.

7. GAME TIME

Games will be one hour in length. No new inning will begin after 55 minutes of play. Coaches and Staff will keep track of official game time. If there is a tie, and time limit has expired, the game will end in a tie.

9-10 Kid Pitch RULES

8. FORFEITS

Teams can play a game with as few as seven players. During regular season games, teams can share players so we can have the game. A replacement player cannot play in the pitcher position on the team he is substituting for. The replacement player must be of the same or lower age group. Coaches must inform the opposing team and the umpires prior to the game that a replacement player is playing on their team. If a team has less than nine players in the line-up, it will not be charged an out for the players missing in the batting order. Replacement players will not be allowed during tournament play.

9. PITCHERS

The Defensive Coach will load pitches into the pitching machine for the Offensive At-Bat Player.

The Offensive Coach will shag pitches behind the home plate, to be collected in a bucket and re-sanitized at the end of the inning before re-entering the ball into play.

10. STEALING

No leading off or stealing any bases.

11. SHOES

No metal or removable cleats are allowed.

12. BATTING/ LINE-UPS

All players on the roster will bat.

13. OVERTHROWS

Base runners will be allowed to advance one base on overthrows. The ball will be declared dead once it leaves the field of play.

9-10 Kid Pitch RULES

14. **SLIDING**

Players are always encouraged to slide feet first on close plays. Although there is no mandatory slide rule, malicious play is left to the discretion of the umpire.

15. **INFIELD FLY RULE**

The infield fly rule is waived for this age division.

16. **DESIGNATED HITTER**

No designated hitter is allowed.

17. **SUBSTITUTES**

Any defensive player may be substituted at any time, but will stay in the same batting order for the entire game. Once a pitcher has been removed, he may not re-enter as a pitcher.

18. **HELP BEHIND THE PLATE**

Each team must supply an Assistant Coach to stand behind the plate to help shag and sanitize balls to speed up the game. Any person under the age of 18 must wear a protective helmet for safety reasons.

19. **MISCELLANEOUS**

The Recreation Department reserves the right to change any and all rules. The league supervisors, umpires, and scorekeepers will enforce all rules, regulations, and policies

11-12 Kid Pitch RULES

National Federation Rule Book will be used with the following amendments or additions

1. **Catcher's helmet and batting helmets are mandatory.** Catcher's helmet must have a throat protector.
2. Aspen Recreation provides sanitized balls for each game.
3. Incomplete or rainout games will not likely be rescheduled.
4. Coaches umpire for their team's offensive possessions.
5. Completed games consist of six (6) innings or ONE (1) hour of play, whichever comes first. Games may end in a tie..

For all age groups, a new inning must be started if there is time remaining.

Pre-game coaches meeting with Rec Staff should establish when last inning time shall be called. Field schedule may determine game times or duration.

6. Field dimensions:

Age / Pitch / Base
11-12 yrs / 50 ft. / 70 ft.

7. Pitching limitations:

- 13-Year-Old players may not pitch in Friday Games without prior approval from Aspen Recreation Staff.
- Players cannot pitch more than 2 consecutive innings.
- Players must rotate in-field and out-field every other inning at minimum

11-12 Kid Pitch RULES

8. Special Rules for 8 – 10 yr. old league:

Bat entire line up with unlimited re-entry rule (put everyone in by the 3rd inning); all players should be involved in 3 outs and up to bat once during game. The inning is over when there are 6 runs or 3 outs. (6 or 3 rule). No lead off; no balk will be called; no stealing, batter is out on dropped third strike; unlimited substitution.

Special Rules for 11-12 old league: Bat line up of 9 with unlimited re-entry rule (put everyone in by the 3rd inning); all players should be involved in 3 outs and up to bat once during game – and no players will be stuck to one position at any point. The inning is over when there are 10 runs or 3 outs. (10 or 3 rule). No lead off; no balk will be called. See rule 23 regarding stealing.

9. Steel cleats are not allowed for 12 and under. Molded Rubber only.

10. Teams should agree on final score before leaving field.

Re-entry rule 11-15 Baseball:

Any of the nine starting players may withdraw and re-enter once, provided they occupy the same position in the batting order upon re-entry. A substitute who is withdrawn may not re-enter. A pitcher may re-enter as a pitcher once if he has not been removed from the game by the umpire, as long as the pitcher remains in the

11-12 Kid Pitch RULES

12. No designated hitter.

13. Infield fly rule 11-15 Baseball: An infield fly is a fair fly ball which can be caught by an infielder with ordinary effort, when 1st and 2nd or, 1st, 2nd and 3rd bases are occupied, before 2 outs. Infield fly must be called while the ball is in the air. This rule does not apply to a bunt.

14. Contact avoidance (slide rule): On close plays, it is not mandatory the offensive player slide, but he must make an attempt to avoid malicious contact with the defensive player. Final judgment rests with the umpire. Player will be called out and/or ejected according to umpire.

15. No protests will be accepted during the regular season.

16. Bats: 8-12 year old Rule #1-3-5 involving bat weight and length is waived. Any official baseball bat can be used as long as it has not been modified. 13-15 year old 3 oz maximum drop will be allowed.

Player/Team caught with illegal bat, it is an automatic out and bat will be pulled from dugout.

17. Teams' coaches are responsible for themselves and the behavior of their assistant coaches, players and fans. Player/Coach/Fan/Parent Ejection- Leave facility, miss next playable game, away from team.* *minimum punishment, VYL and towns may require further disciplinary action.

18. All players must have played in at least three league games in order to play in league tournament.

19. Speed of play rule #7-3-1, regarding batter keeping one foot in the batter's box will be emphasized at the 8 - 10 yr. old age level and enforced at 11 - 15 age level.

11-12 Kid Pitch RULES

20. Teams can play a game with 8 players from the season's original roster, less than 8 players is a forfeit. The 9th player position is an out. The 9th player out can be waived if agreed upon prior to game time.

21. The only time a player can play on two teams is if a team only has 7 original roster players, then the team can pick up two players to make 9 players. A replacement player cannot play in the pitcher position, must be of the same or lower age group, and must be from the same town's baseball program. If a player from the original roster team shows up to play, the replacement player(s) leaves the game and the original roster player enters as a legal substitute and the team continues to take the out for the 9th player. If 2 or more original roster players show up the team can go to their original 9 players. Coaches must inform the opposing team and the umpires prior to the game that a replacement player is playing on their team. This rule applies only for regular season games.

22. During tournament play, teams can play with 7 original roster players. There will not be replacement players allowed during tournaments. 7 players=2 outs, 8 players=1 out.

23. Players may not lead off and can steal once the ball has crossed the front plane of home plate on pitch delivery. If a base runner leaves base before the ball is released, the runner is out.

24. All teams will follow the NFHSA dropped third strike rule. Any movement towards the dugout is an out.

25. Speed up rule. When time or the last inning has expired and the teams are tied, the last batter from previous inning is placed on

11-12 Kid Pitch RULES

second base, and an out is issued for the next at bat team. This rule will be in effect during the regular season, not in effect during tournaments.

26. Coaches and assistant coaches should remain in the field of play, and are not allowed outside fence and behind home plate area. Maximum of 3 coaches in dugout area per game.

9-12 Girls Softball RULES

The National Federation Rule Book will be used with the following amendments or additions

1. SAFETY

One major goal of the program is to create a safe environment for participants. Coaches need to teach all players the proper use of equipment and potential of harm when equipment is misused. Equipment should be placed and/or stored properly before a potentially harmful incident occurs.

2. BASE DISTANCE

The bases will be approximately set at 60 feet.

3. PITCHING

The pitching rubber will be placed approximately 46 feet away from home plate. Coaches are asked to rotate pitchers regularly so that everyone who wants to pitch has the opportunity.

4. THE BALL

Aspen Recreation provides a bucket of sanitized/disinfected fast pitch softballs for the games.

5. THE SCOREBOOK

Coaches are responsible for managing their own scorebooks/batting orders.

6. INNINGS

An offensive inning consists of **FOUR** (4) runs or three outs, whichever comes first. The inning will be over as soon as **four** runs are scored and no more than four runs can be scored per inning.

7. GAME TIME

Games will be one hour in length. No new inning will begin after 55 minutes of play. Coaches and Staff will keep track of official game time. If there is a tie, and time limit has expired, the game will end in a tie.

9-10 Kid Pitch RULES

8. FORFEITS

Since we do not have games this year, scrimmages in practice sessions will be adapted to the number of girls at the practice each day.

9. PITCHERS

The players who want to pitch will rotate inning to inning, and coaches are able to fill in to provide consistent pitches if needed. Balls will need to be sanitized between each inning.

10. STEALING

No leading off or stealing any bases.

11. SHOES

No metal or removable cleats are allowed. Molded rubber ONLY.

12. BATTING/ LINE-UPS

All players on the roster will bat.

13. OVERTHROWS

Base runners will be allowed to advance one base on overthrows. The ball will be declared dead once it leaves the field of play.

LEAGUE STATURE

THE ASPEN STANDARD

SPORTSMANSHIP

- Sportsmanship is respecting all opponents equally, no matter their record, skill, or ability.
- Sportsmanship is committing your best effort to every challenge with the intention of achieving mutual growth and to further development.
- Sportsmanship is respect – it must first be given before it can be earned.

SUCCESS

- Success is the peace of mind which comes from the self-satisfaction in knowing you did give your entire effort in pursuit of your best potential.

ETIQUETTE

Aspen Hospitality

- Our athletic environments should be warm and welcoming to any and all visitors.

Respecting Officials

- Parents shouldn't interact with officials in any capacity, in any sport. If an interaction does occur, it has to be positive.
- How we as adults interact with officials directly influences our student-athletes' perception of referees and what is/what is not acceptable.
- How we react to adversity in competition impacts our athletes' ability to maintain focus and composure. If we want our student athletes to realize competitive greatness, we have to lead by example!

COMPETITIVE GREATNESS

Our youth sports are **not** about Wins/Losses. Our youth sports are about growth and development, and at Aspen Recreation we emphasize the traits and values well-taught athletics can instill in young student-athletes.

If our youth can learn at an early age to respect and enjoy the process of growth, rather than focusing only on their W/L 'value', we will create a community of healthy competitors who can recognize and appreciate the lessons our sports can teach, prioritizing enjoyment and progress over trophies and records.

ASPEN RECREATION; CODE OF CONDUCT



City of Aspen Parks and Recreation Department Youth Athletics Code of Conduct

To ensure the integrity of our leagues and safety of officials and participants the Youth Athletics Player Code of Conduct has been developed. Any questions of these guidelines can be brought to the attention of any Youth League City Representative or to any League-Representing City Official on-site.

1. Keep in mind that our leagues are focused on fun, safe, and fair play for all participants.
2. Respect across all four ROLES is expected, and direct dialogue should only occur between the Players, Coaches, and Referees during games.
 - DIALOGUE: Player-Coach-Referee | Spectator-Spectator
 - RESPECT*: Player-Coach-Referee-Spectators
 - * Between and across all ROLES involved
3. Remember that even professional officials cannot always make the right calls, nor can they always see an infraction/violation that takes place. Please understand that not in this league, not every official is professionally certified and will sometimes be in training. Anything that distracts the attention of the game from the kids should be deemed inappropriate – and we should be teaching the kids to brush-off bad calls and focus on the next play, rather than dwelling on something that’s ultimately out of their control.
4. **Remember that calls do not get overturned in youth athletics!** We do not have a replay center, and officials are supported in sticking to their calls regardless of the reactions of the spectators. Only another referee can overturn a referee’s call. Let them do their job.
5. Teams are expected to inform their City’s League Representative with any discrepancies regarding a questionable call made by an official. The league commissioner can then approach the official for an explanation of his/her call. If further explanation or evaluation is needed then the Athletic Coordinator should be notified.
6. Any excessive physical contact (Unsportsmanlike Conduct) towards other participants or league officials may result in immediate police involvement. “Excessive Physical contact” includes but is not limited to an attempt to push, head butt, kick, punch, spit, bite, etc. League commissioner and/or Adult Sports Coordinator will determine game suspensions, removal from league play, and/or ejection for one year of Adult Sports play.

Any questions regarding the Code of Conduct can be brought to the attention of the Athletic Coordinator, Alex Schrempf, at the Aspen Parks & Recreation Department Red Brick Office. 920-5140 or cell 319-5416.

THE 2 ESSENTIAL CHARACTERISTICS OF A GOOD ROLE MODEL

Respect

'Treat others how you want to be treated'.

Teach your players how to treat others with the utmost respect. Never belittle another person just to make yourself feel more superior.

Don't allow your players to trash talk an opposing team or badmouth the officials, teach them by your actions to treat everyone with respect.

Commitment

Your players have made a commitment to be a part of the team and they need to be held accountable when they do not follow the rules. Let your players know that you expect them to show up on time for practice and to work hard during practice and during the games.

To hold your players accountable to their commitment on the team, you must be willing to bench your best players in order to make a point if need be. You can't allow your better players to get away with breaking the rules just because they're one of your star players. All players need to be held equally accountable.

This is by no means a definitive list of what makes a good role model. There are many more than two characteristics, but I believe these two to be the most important of all. The biggest thing to take away from this is that as a coach, you're a role model.

Whether you like it or not your players will look up to you and learn from you. You need to show your players that you possess these qualities, and that you expect the same from them.

