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**PINEVIEW  
DIXIE YOUTH  
BASEBALL  
GROUND RULES**

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**JANUARY 5, 2022  
PINEVIEW DIXIE YOUTH BASEBALL  
1300 Methodist Park Rd. W. Cola, SC 29170**

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## **ALL LEAGUES**

### **PINEVIEW SPORTS COMPLEX ZERO TOLERANCE POLICY**

PINEVIEW, in association with Lexington County Recreation and Aging Commission (LCRAC), is committed to providing a safe and drug-free environment in which our children can learn and play. LCRAC requires that all managers and coaches, that serve voluntarily, must undergo a criminal background check, and uphold the Code of Ethics, which states “I will provide a sports environment for my team that is free of drugs, tobacco, alcohol and I will refrain from their use at all youth sports events”. In conjunction with LCRAC, PINEVIEW will enforce the ZERO TOLERANCE Drug Use Policy for all managers, coaches, Board members, volunteers, and spectators, as outlined below:

1.1 The use of any illegal substance, alcoholic beverage, or tobacco product (including e-cigarettes), within the confines of the PINEVIEW Youth Sports Complex, by any manager, coach, player, umpire or League Official or spectator is prohibited. PENALTY: The offender will be asked to immediately dispose of the offending substance. Should the offending individual refuse to immediately dispose of the offending substance he/she will be asked to leave the complex/property. If necessary, a Lexington

County Law Enforcement Officer will be called by a League Official and asked to escort the offender off the premises. Each occurrence will be documented and kept on file for no less than two (2) years. The first offense will result in an immediate suspension from all PINEVIEW activities for seven (7) consecutive days. After serving the seven (7) day suspension, the offender can resume participation in PINEVIEW activities. The second such documented occurrence will result in expulsion from all PINEVIEW activities for the remainder of the calendar year. Expelled managers, coaches, players, umpires, and League Officials must submit a written request to the Board of Directors for consideration of renewal of participation privileges for the following year. Please refer to the LCRAC's Zero Tolerance Policy.

1.2 The use of any illegal substance, tobacco product (including e-cigarettes) or alcoholic beverage, within the confines of the PINEVIEW Youth Sports Complex, by any person, is prohibited. PENALTY: The offending individual will be asked to immediately dispose of the offending substance. Should the offending individual refuse to immediately dispose of the offending substance he/she will be asked to leave the complex/property. If necessary, a

Lexington County Law Enforcement Officer will be called, by a League Official, and asked to escort the offender off the premises. Please refer to the LCRAC's Zero Tolerance Policy

1.3 This Policy supersedes any previously stated agreement, arrangement, or ground rules on this subject.

1.4 League Specific Officials is defined as: The League specific commissioner, Player Agent, Coach Agent, President, and Vice President.

## SECTION TWO ALL LEAGUES

1. Teams are responsible for cleaning up their dugouts and policing the area from behind the dugout to home plate, inside and outside of the fence, immediately following completion of their game and before the next game starts, if a game follows immediately. Failure to do so could result in the suspension of the manager(s) for the next scheduled game.

2. The home team will provide an adult to operate the scoreboard. Failure to do so could result in the suspension of the manager(s) for the next scheduled game.

3. NO GLASS CONTAINERS OR FOOD are allowed in the dugout area at any time during games. All equipment not in use by players will be kept inside

the dugout area. Dugout gates will remain closed during games.

4. In the event of inclement weather, the appropriate League Commissioner/Executive Officer will be responsible for determining the starting time of ball games and whether a game will be played or called. If a game is interrupted by inclement weather, the league will follow DYB OFFICIAL RULES & REGULATIONS, RULE 3.10(b). SEE DYB OFFICIAL RULES & REGULATIONS, RULE 4.10(a) FOR DEFINITION OF A REGULATION GAME.

4.1 Lightning Protocol: When radar indicates lightning at 10 miles away, players and coaches must vacate the playing field. At 8 miles away, the park is to be cleared and players, coaches and spectators are to seek shelter in their vehicles for safety. Dugouts and picnic awnings are not considered shelters. Do not leave the park during the delay until notified.

5. GAMES POSTPONED DUE TO INCLEMENT WEATHER will be made up using the following guidelines:

5.1 On the first available open date following the cancellation (including Wednesday and Sunday),

5.2 Based upon umpire availability, and

### 5.3 League commissioner approval.

6. Rescheduled games will not interfere with regularly scheduled season games. EXCEPTIONS: No team will have a four (4) game week. No team will play three (3) games in one day. GAMES POSTPONED due to inclement weather will be re-scheduled by that League's Commissioner in the order in which they were postponed.

7. ANY GAME that is not ruled a regulation game shall resume play from the point at which it stopped. Team scorebooks will be signed either by the Commissioner, Umpire or League Representative at the time play is suspended.

8. Participation requirements for completion of games stopped prior to completion:

8.1 Players present for the start of the game but absent when the suspended game is rescheduled shall be skipped in the batting order without penalty (This is a DYB rule, including because we need to expand for the flip side of this possible circumstance)

8.2 Players absent for the start of the game but present when the suspended game is rescheduled shall be added to the end of the batting order and must meet defensive requirement of 3 consecutive outs.

8.3 Any player(s) borrowed to prevent forfeit for the start of the game shall not play when the suspended game is rescheduled if enough rostered players are present.

8.4 Any player(s) borrowed to prevent forfeit when the suspended game is rescheduled shall be added to batting order in place of the player they are substituting for.

9. Managers will give the opposing manager a complete lineup of all players assigned to their team no later than fifteen (15) minutes prior to the scheduled game time. Failure to provide the lineup in a timely manner could result in disciplinary action to be taken against the offending manager by the Board of Directors, up to and including suspension and/or forfeiture of game.

9.1 The lineup will consist of:

- (a) batting order
- (b) first and last name, or name as appears on player jersey
- (c) position
- (d) uniform number
- (e) absentee player(s) and reason for absence

9.2 If a player arrives after the batting order has been submitted, but before the initial time through the batting order has been completed, the player must be added to the end of the batting order. In continuous batting order,



players arriving after the start of the 3rd inning shall not participate in the game.

9.3 Manager, coaches or scorekeeper will inform the opposing coach of all defensive substitutions during the game to meet minimum playing requirements.

9.4 All teams in competitive leagues are required to keep a scorebook and pitch count where applicable.

10. Managers will not carry inactive players on their rosters to keep from selecting another player. When a player becomes inactive, he/she may be dropped and, if necessary, a replacement player may be selected within three (3) days.

NOTE: Before a player can be dropped, a manager must submit a written request to the Player Agent and the request must be submitted for approval by League Specific Officials.

11. Eligible reasons for dropping a player from a team may be as follows, but not limited to the following:

11.1 INJURY which will prevent playing for a period of five (5) or more weeks.

11.2 DISCIPLINARY MEASURES such as, but not limited to:

- (a) Causes trouble at practice
- (b) Refuses to play the position assigned (provided they are qualified)
- (c) Causing trouble among other players
- (d) Gets angry, quits playing, and leaves the game or field.

**NOTE: COACH MUST ADDRESS ISSUES WITH LEAGUE SPECIFIC OFFICIALS PRIOR TO REMOVING PLAYER FROM TEAM**

**11.3 FAILURE OF PLAYER TO ATTEND PRACTICE OR GAMES.** Any player who misses a total of three (3) or more games or a total of five (5) or more practices may be dropped, with proper documentation. At second (2nd) missed team activity with no communication from parent, or third (3rd) missed team activity, Manager is to notify league commissioner. Commissioner will bring to President or Vice President to address the situation and attempt to rectify.

**11.4 NO PLAYER WILL BE DROPPED FOR PLAYING ABILITY.** However, a player may be assessed for safety concerns, or as a precaution.

12. The reason for a player quitting must be provided in a written statement by the team manager and filed with the Player Agent within 72 hours of player quitting. Player agent will verify with parent and Secretary will keep record.

13. The Board of Directors must approve all managers and coaches, before the season gets underway, on a per season basis. This includes all managers and coaches approved from the previous season.

14. There will be a coach's pool, to be made up of coaches that have been approved but not assigned to a team. Each division will have the option of selecting one individual to act as an alternate coach. Alternate coaches will be governed as follows:

14.1 An alternate coach must meet League criteria for coaching and must be approved by the Board of Directors.

14.2 An alternate coach is not recognized by Dixie Youth Baseball and cannot qualify as an All-star coach.

14.3 Serving as an alternate coach does not qualify as serving the one (1)-year eligibility standard of an assistant coach.

14.4 An alternate coach can't coach in any manner when regular coaching staff is available, but may participate in dugout (i.e., warmup pitcher, keep book, etc.)

14.5 The league will not purchase a shirt or hat for alternate coaches.

PENALTY: Any breach may result in the violating alternate coach's immediate removal from the coach's pool. No replacement alternate coach will be allowed for that team for the remainder of the season.

15. The following rules of Conduct and Sportsmanship will be strictly adhered to:

15.1 The use of profanity or profane gestures by any spectator, manager, coach, umpire, player, or League Official is prohibited. PENALTY: Removal of manager, coach, umpire, player, or League Official or said individual will be brought before the Board of Directors for appropriate disciplinary action. Spectator will be asked to cease the improper behavior. Should spectator refuse, he/she will be asked to leave the Complex and, if necessary, Lexington County law enforcement will be contacted by a League Official for removal of the spectator.

16. Any manager or coach that is asked to leave a game by an umpire (otherwise known as ejected) will be placed on probation for the remainder of the calendar year. Immediately after being ejected, the coach and umpire will complete an incident report and submit it to a board member. If the coach feels that the ejection was unjust, he/she can request the board to review the reports before suspension. If the coach does not feel a Board review is needed, the suspension will start with the next regularly scheduled game following the

ejection. The Board of Directors will then decide if additional action, up to, and including loss of coaching privileges at Pineview for the remainder of the calendar year. Refusal to appear before the Board, and /or to comply with the Board's ruling, or failure to complete the required incident report will result in the removal of the manager or coach from their team for the remainder of the calendar year. This includes any and all organized activities held during the current calendar year, including Fall Ball. This action will remain on the manager/coaches file for no less than two years following the year in which the probation/removal took place. Any coach suspended from a game shall not warm-up the team or enter the playing field for any reason. At the board's discretion, the suspended coach must sit outside the left or right outfield fence line and beyond the bullpen during the game.

17. No umpire will officiate a game in which his/her immediate family member is a participant, unless there is no one else available. If no one else is available, they must be a field umpire

18. Only team members, and authorized team representatives will be allowed in the dugout during a game. An alternate coach may actively participate in dugout when required (i.e., warmup pitcher, keep book, etc.) The team manager and coaches are the only authorized team representatives. All managers and coaches must be at least eighteen (18) years of age prior to the start of the season in which they wish to

volunteer, be approved by the board, and successfully complete a background check Absentee coaches may only be substituted with League-approved coaches.

19. League Officials may visit the dugouts for a short period of time during games for the purpose of monitoring the conduct of players and coaches.

20. Baseline coaching:

20.1 Coaches on the baselines shall consist of:

- (a) Eligible players in uniform with protective head gear; or
- (b) League approved adult team coaches.

20.2 Baseline coaches cannot be exchanged or change from one coaching box to another during play. Only between innings can base line coach exchanges occur. EXCEPTION: See DYB Official Rules and Regulations, Rule 4.05 (b), NOTE 1.

20.3 Base line coaches must occupy their coaching box. Base line coaches will not leave a coach's box except: (a) When time out is called, or after a wild throw or foul ball (b) When relieved of base coaching duties.

21. Managers and coaches are not permitted to position themselves behind the backstop while the opposing team's pitcher is on the mound.

22. Players are to remain behind the fence in the dugout during the game. One (1) coach may occupy a designated area in front of their dugout. No unauthorized persons or equipment will be permitted inside the dugout.

23. All batters, "on deck" batters and base runners and players serving as base line coaches will wear protective head gear (batting helmet). In the event a base runner loses the full protection of the batting helmet, the player will not be permitted to proceed beyond the base to which he/she was advancing. All catchers will wear league approved catcher's mask and a protective cup and supporter.

24. The following guidelines will govern the advancement of runners:

24.1 Fair territory hits:

24.1.1 A ball bounding in fair territory, which proceeds to go through an open gate on the field, will be scored as a ground rule double. The batter, and all base runners, will be awarded two (2) bases from their previously held positions.

24.1.2 A ball bounding in fair territory, which lodges in the fence, will permit the batter and all base runners, to advance at the risk of being retired by the defense, a maximum of two (2) bases from their previously held position

24.1.3 A ball hit bounding in fair territory, which then proceeds to go under or through the fence will be scored as a ground rule double. The batter, and all base runners, will be awarded two (2) bases from their previously held positions.

24.1.4 A ball bounding in fair territory, which then bounces over the fence, will be scored as a ground rule double. The batter, and all base runners, will be awarded two (2) bases from their previously held positions.

24.1.5 A fly ball, in fair territory, that clears the outfield fence and then strikes an obstruction outside the fence (e.g., light pole, scoreboard, etc.) and lands back onto the field of play will be ruled an automatic homerun for the batter.



24.1.6 A fly ball, hit in fair territory, which first hits on the top of the outfield fence and continues over the fence will be ruled an automatic homerun for the batter.

24.1.7 A fly ball, hit in fair territory, which first hits on top of the outfield fence and bounces back into the field of play will be considered a live ball and will allow the batter and all base runners to advance at the risk of being retired. If caught before touching the field of play, it will not be counted as an out, but a live ball.

## 25. Overthrows:

25.2.1 An overthrow at first base, third base, or home plate from which the ball remains on the playing field will be a live ball. All base runners can advance at the risk of being retired.

25.2.2 An overthrow at first base, third base, or home plate from which results in the ball going over, under, through or lodging in the fence or dugout will be ruled a dead ball. Play will be stopped, and all base runners will be awarded two (2) bases; the base to which they were advancing, plus one (1) additional base.

25.3 A pitched ball that passes the catcher and goes through, or lodges in the fence (backstop), will advance base runners only to the base to which they were proceeding.

26. Selection of post-season tournament coaches and players will be governed by the following guidelines:

26.1 The manager(s) of the regular season pennant champions, in their perspective league(s), should manage their league's All-star teams. The regular season pennant champions will be the team with the best overall win/loss record. In the event of a tie, the manager of the team that won the overall season play-off will be considered the manager of the all-star team. The all-star manager will be allowed to pick the assistants of his choosing. Any selected assistant must be a League approved coach appearing on a DYB registration affidavit for that season. Ozone and Minor League all-star teams are allowed one (1) manager and two (2) coaches. Coaches Pitch and Ball all-star teams are allowed one (1) manager and three (3) coaches. If the first-place team manager declines, the second-place manager may be offered the position and be allowed to select his/her assistants.

26.2 The All-star team selections shall be selected in accordance with Addendum A to the By Laws.

26.3 In the event the first-place manager declines or is ruled ineligible to coach the All Star team, the second place manager will be offered the position and so on down the line until an acting manager accepts (3rd, 4th, Etc.) At no time will an assistant coach be considered for the position of All Star manager in lieu of an acting manager who was removed or declines the All-Star team.

**27. ALL SAFETY RULES AND REGULATIONS WILL BE ADHERED TO BY ALL MANAGERS AND COACHES**

27.1 It is the parent's responsibility to provide a mouthpiece for pitchers, protective cup, and supporter for their child (ren). If the child is catching, it is mandatory (see DYB rule 1.16e), and if they are playing any other position, it is highly recommended, but not mandatory (see DYB rule 1.18b)

24. No manager shall manage for more than one team unless prior board approval obtained.

25. The Pineview Board of Directors will not sanction, approve, or acknowledge any practice, called or otherwise, held during the off season. Any coach or manager who calls a practice, voluntary or otherwise,

will do so at his/her own risk. Any liability for injuries to players, parents, or bystanders will be strictly the responsibility of that coach or manager.

26. All players will wear league issued uniforms while on the playing field during regular season play.

Manager/Coaches will be required to wear their league issued coach's shirt and team hat or no hat at all while on the playing field during regular season play. Any exceptions will be made on an individual basis, by the individual league Commissioner in which the manager or coach participates, or the Board President.

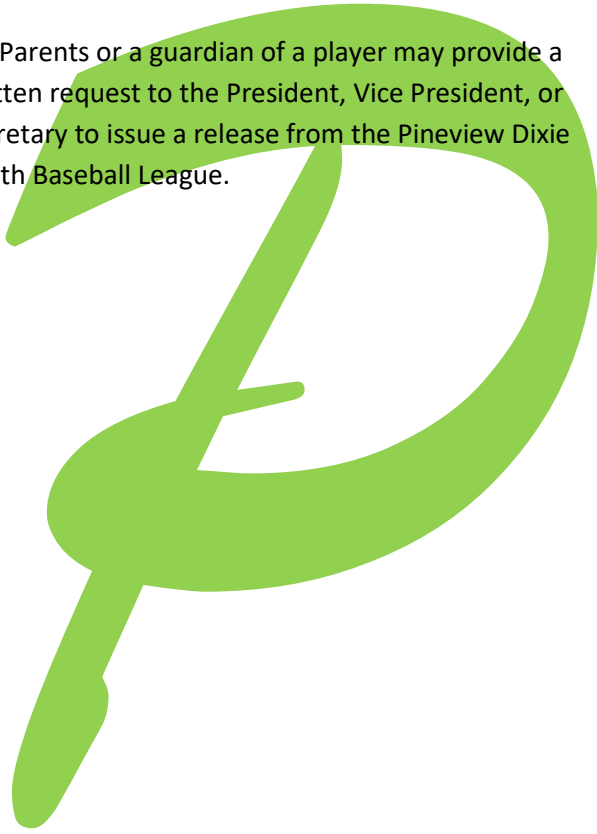
27. A batter who slings the bat (at the discretion of the umpire) after hitting the ball will receive a warning for the first offense. The second offense will result in the batter being called out.

28. The Manager shall be responsible to maintain order with his spectators. The head umpire will approach the Manager if he/she feels someone(s) is disorderly as a warning. If the inappropriate behavior continues, then the head umpire may remove the spectator(s) and the Manager may be brought before the Board for possible disciplinary action. The Board has the authority to call Lexington County Law Enforcement to remove the spectator(s) per DYB Rule XII (F).

29. Anyone proposing a bylaw must submit proposed rule in writing to Secretary prior to closing ceremonies

and be present at the yearly general meeting for it to be voted on.

30. Parents or a guardian of a player may provide a written request to the President, Vice President, or Secretary to issue a release from the Pineview Dixie Youth Baseball League.



## **GROUND RULES: T-BALL**

The visiting team shall occupy the 3rd base dugout and the home team shall occupy the 1st base dugout.

Home team shall be responsible for keeping scoreboard. Failure to do so could result in the suspension of the manager(s) for the next scheduled game.

One registered coach/team parent must remain in dugout any time players are present in the dugout. Violation of this rule will result in an initial warning. The next offense will result in the forfeiture of the game.

Player substitution to prevent Forfeit: A manager may borrow player(s) as specified below to prevent a forfeit. This substitution rule only applies if the team does not have the minimum number of players present. The borrowed player may be from the same league and division.

Borrowed Player must meet the following criteria:

1. Must be registered at Pineview for the current season.
2. Borrowed player must bat last and play outfield.

## **1:00 - THE PLAYING FIELD-EQUIPMENT**

1:01 The length of the baselines shall be sixty feet (60').

1:02 The distance from the front side of the pitching slab to the point of home plate shall be thirty feet (30').

1:03 Player-Pitcher must wear a protective helmet with facemask.

1:04 If you have a catcher, the Catcher must wear a batters helmet with facemask. The Catcher may play anywhere behind home plate.

1:05 The ball must travel to the infield grass to be a fair ball.

1:06 Game balls will be provided, DYB approved tee ball bats must be used during play.

## **2:00 - THE GAME, GENERAL**

2:01 Ten (10) players will be allowed in the lineup on defense.

2:02 An inning will consist of three (3) outs or three (3) runs. Game time limit is 1 hour and 15 minutes, however games shall not end in a tie.

2:03 A continuous batting order will be used.

2:04 Four (4) Outfielders will be at least ten feet (10') behind bases.

2:05 A team may score a maximum of three (3) runs per half inning, except in the 3rd inning. They may score a maximum of six (6) runs.

2:06 If the game is tied at the end of the 3rd inning, revert to the 3 run maximum per half inning for remaining innings.

### **3:00 – STARTING, DURING AND ENDING THE GAME**

3:01 There will be no “infield fly” rule in effect; Walks; Base stealing; Called strikes, or Intentional Bunts.

3:02 All games will be played to conclusion.

3:03 Offensive requirements: EVERY PALYER MUST BAT at least once.

3:04 A complete game will be 3 innings unless the home team is ahead after the visiting team has batted 3 times provided all players have met their offensive requirements.

3:05 Coaches will be limited to the following:

Offense: Coach-batter (the batter coach may only coach the batter while in the batter’s box, once the ball is hit the base coaches are responsible for coaching the runner) a Dugout coach, and two base coaches and a pitcher. Adult pitcher may coach batter but not runners.

Defense: One (1) coach allowed in foul territory, One (1) infield coach and two (2) outfield coaches. Outfield coaches must stay 10’ behind bases at all time.



3:06 The pitching and batting coaches will exit the playing field as soon as the ball is hit and any interference on the part of the pitcher will be a judgement of the umpire and will result in a no pitch. \*The pitching and/or batting coach must clear home plate of bats and/or tees.

3:07 All teams must play a regular baseball infield. Up to six (6) players will be allowed in the infield if no catcher is used or five (5) if a catcher is utilized. One infielder must be positioned at First Base. Infielders must stay behind the (30') line until the ball is hit. Outfielders must stay (10') behind the base path until the ball is hit.

#### **4:00 LIVE BALL AND TIME OUT**

4:01 The ball will be declared dead when the lead runner is stopped or abandons any effort to advance further. A play on any other runner will release the lead runner if the ball has not been declared dead.

4:02 A base runner must be attempting to advance to the next base to be awarded the next base when time is granted and they are across the halfway line. If a baserunner is straddling the line and time is granted, he must return to the previous base. (Ex. The base runner is straddling the line between first and second and the defensive player has the ball at second and calls time, the runner must return to first base.)

4:03 When a player is struck by a thrown or batted ball and in the opinion of the umpire the impact of the ball striking the player is sufficient enough to injure or incapacitate the player, the Play will cease. At that

point, immediate attention will be given to the injured player, all runners will advance to the next base, and then the play will be resumed by the Umpire.

### **5:00-THE BATTER**

5:01 Each batter will be allowed four (4) pitches. After four (4) pitches the batter will hit from the Tee. THE TEE WILL BE PLACED ON THE PLATE. If the fourth (4) pitch is fouled, the batter will be allowed another pitch. If that pitch is fouled, the batter will be allowed another pitch, etc...

5:02 If hit on the tee, no matter where it is hit, all hits are singles if batter/runner reaches the Base safely without being put out.

5:03 If hit on the pitch, on the ground to the outfield, up to two bases if the batter/runner reaches the base safely without being put out at his own risk.

5:04 If a pitch ball is hit to the outfield grass in the air, it is a live ball and the runner may run/advance unlimited bases at his own risk.

5:05 After the first warning to a player for slinging the bat, the player will be called out.

### **6:00-THE PITCHER**

6:01 The Player-pitcher must be to the left or right of the adult pitcher.

6:02 If the adult pitcher is hit by a batted ball, or the coach intentionally interferes with the fielder, the ball is dead and will be a “no-pitch.”

## **GROUND RULES: ROOKIE BALL**

The National Dixie Youth Baseball “AA” division rules that are currently in use will be the basic set of rules for Rookie League division play except for these rules noted below:

### **1:00- THE PLAYING FIELD-EQUIPMENT**

1:01 The length of the baselines shall be sixty feet (60).

1:02 The distance from the front side of the pitching slab to the point of home plate shall be thirty-five feet (35’).

1:03 The minimum distance from home plate to the nearest outfield fence shall be 160 feet.

1:04 Player-Pitcher must wear a protective helmet with a face guard.

1:05 The catcher must wear a batter’s helmet with facemask. The Catcher may play anywhere within the catcher’s box. (If less than 10 players the catcher can be removed)

1:06 There will be a (10’) arc from the back of home plate, the ball must go past the arc to be a fair ball

1:07 The pitching coach must pitch standing up.

1:08 A team may score a maximum of seven (7) runs per inning except for the last inning when they can score ten (10).

## **2:00- DEFINITIONS OF TERMS**

2:01 "Pitching Circle" is a circle approximately twelve feet (12') in diameter, around the center of the mound or pitcher's slab.

2:02 "Player-pitcher" is the defensive player playing the pitching position, except he does not pitch to the batter.

2:03 A "bunt" is defined as an obvious attempt by the batter to bunt the ball, including but not limited to the normal squared around stance.

## **3:00- THE GAME, GENERAL**

3:01 Ten (10) players will be allowed in the lineup on defense.

3:02 An inning will consist of three (3) outs or seven (7) runs.

3:03 A continuous batting order will be used.

3:04 Players on defense must play 6 consecutive outs.

3:05 Four (4) Outfielders will be at least ten feet (10') behind bases.

3:06 A team may score a maximum of seven (7) runs per half inning, except in the 6th inning, they may score a maximum of ten (10) runs.

3:07 There will be five coaches (5). One (1) will always remain in the dugout.

#### **4:00- STARTING, DURING AND ENDING THE GAME**

4:01 There will be no: "Infield Fly" rule in effect; Walks or Intentional Walks; Base stealing; Called strikes, a strike must be a missed attempt or foul ball; Bunts.

4:02 A regulation game shall be five (5) innings for tournament play unless the 10 or 15 run rule applies. (Fifteen runs after three (3) innings or ten (10) runs after 4 innings.

4:03 Coaches will be limited to the following:

Offense: Pitching Coach who can coach the batter while in the batter's box, a Dugout Coach, (2) two base coaches and the catcher coach.

Defense: (2) Two coaches allowed in outfield and (1) by the dugout.

4:05 The pitching will exit the playing field as soon as the ball is hit and any interference on the part of the pitcher will be a judgment of the umpire and will result in a no pitch.

4:06 The Pitching Coach must STAND while delivering the pitch.

4:07 All teams must play a regular baseball infield. Up to six (6) players will be allowed in the infield. Infielders must stay behind the (35') line until the ball is hit. Outfielders must stay (10') behind the base path until the ball is hit.

### **5:00 LIVE BALL AND TIME OUT**

5:01 With runners on base, a timeout will be called by the umpire after each play comes to a natural end.

5:02 A caught fly ball, the ball is alive, and runners may advance at their own risk.

### **6:00-THE BATTER**

6:01 Each batter will be allowed five (5) pitches or three (3) strikes. The batter will be called out after the fifth (5) pitch unless the fifth (5) pitch is a foul ball. A foul on the last pitch shall not count unless a foul fly is caught in the air; then the batter is declared out.

6:02 Any overthrown ball to first base, each runner may only advance one base and is liable to be put out.

### **7:00-THE PITCHER**

7:01 The Player-pitcher must have at least one (1) foot completely inside the pitching circle at the time of the

pitch and no closer than the pitching slab. Penalty: Pitch or no-pitch at the choice of the offensive team.

### **8:00-THE BAT**

8:01 In the Rookie League division, only TEE BALL BATS will be allowed. Tee Ball Bats will be stamped with the USA Baseball Mark and the language "only for use with approved tee balls"

APPEAL PLAY ADVICE FOR ALL AGE DIVISIONS A simple procedure to teach and follow:

(1) If time is OUT: Pitcher takes position on mound, catcher takes position behind home plate, wait for home plate umpire to call or signal that time is IN, pitcher steps out pitching circle and takes or throws the ball to the player covering the base on which the appeal is to be made, \* player with the ball in his possession tags (steps on) the base missed by the runner and state what you are appealing. If more than one runner crossed the base, specify the specific runner (such as "the second runner") that missed the base. (2) If time is NOT OUT: Any player in possession of the ball takes or throws the ball to the player covering the base on which the appeal is to be made and proceed at the corresponding point as shown by the \* in the above paragraph. Last updated January 31, 2020 (3) When time is OUT, the coach will make appeals for 5- & 6-year-olds.

(2) If time is NOT OUT: Any player in possession of the ball takes or throws the ball to the player covering the base on which the appeal is to be made and proceed at the corresponding point as shown by the \* in the above paragraph.

(3) When time is OUT, the coach will make appeals for 5- & 6-year-olds.

### **GROUND RULES: COACH PITCH**

1. Coaches Pitch will consist of players league age seven and eight. Seven-year-old players must attain the age of seven on or before May 1 to be eligible. League age six-year olds may be evaluated to play in coaches pitch at their parent's request, if slots are available.

1.2 Coaches Pitch teams shall keep the original number on the roster at drafting. As vacancies occur, players will be assigned from the waiting list on a first-come, first-serve basis until the original number on the roster drops below 11 players or the designated number set by the President, Vice President and league commissioner prior to the beginning of the season.

1.3 Until mid-season, if a Coaches Pitch team drops below the designated number of players and the waiting list has been depleted, the manager will go to the League Specific Officials with his selection of tball player and they will coordinate the transition. The child that is pulled will be counted as a first round draft pick for that team the following year. Any child that refuses



will return to the draft. If a pulled player quits the League, and registers the following year, he will remain the property of the team to which he was pulled.

1.4 After mid-season, if a Coaches Pitch team drops below the designated number of players, League Specific Officials will meet and decide whether or not the Manager will be allowed to select a new player.

1.5 If a player is pulled from T-Ball to Coaches Pitch, the T-Ball team from which the player was pulled will be excluded from further pulling until all T-Ball teams have lost a player.

1.6 If a player is pulled up at the request of the Pineview Board of Directors; the games played with the team he/she is pulled up to will be considered as a full season. Therefore, that player may utilize the black ball rule the following season. If the black ball rule is implemented; the manager will not be penalized a draft pick.

2. Any player quitting a Coaches Pitch team for any reason will not be eligible to participate in the program for the remainder of the season unless he rejoins his original team. If the player is eligible for Coaches Pitch the following year, he must also rejoin his original team (excluding a pulled player).

3. Only team members, one manager and three coaches will be allowed in the dugout. One additional adult who has been approved by the Board of Directors will be allowed in the dugout area for supervision.

4. All Coaches Pitch games are to be played six (6) innings. There will be a “Ten (10) Run Rule Limit” on all regular season games. Definition: If the home team is ahead by ten (10) runs or more after the visitors have had four (4) turns at bat, then the home team will be declared the winner. If the visitor team is ahead by ten (10) runs or more after four (4) complete innings, then the visitor team will be declared the winner. Tournament rules do not apply for regular season per DYB rule XV.

4.1 “Fifteen (15) after 3” rule will also apply provided all players have batted. Definition: If the home team is ahead by fifteen (15) runs or more after the visitors have had three (3) turns at bat, then the home team will be declared the winner. If the visitor team is ahead by fifteen (15) runs or more after three (3) complete innings, then the visitor team will be declared the winner

4.2 All players must bat at least once

4.3 At the conclusion of a game called before the sixth inning (see Rule 4 and 4.1 above), no more runs will count however the game may continue until the time limit or the conclusion of the 6th inning. Umpires may remain on the field and in control of the game.

5. IN COACHES PITCH, ALL PLAYERS MUST PLAY AT LEAST SIX (6) CONSECUTIVE OUTS ON DEFENSE. THERE WILL BE A CONTINUOUS CONSECUTIVE BATTING ORDER OF ALL PLAYERS. In the event of sickness or injury that

prevents a player from taking his/her turn at bat, he/she will be skipped at no out to the team. Any violation of this rule must be reported by the opposing manager to the umpire or a League Official within fifteen (15) minutes after the completion of the game under protest. The protest filing procedure is the same as stated in the current DYB Official Rules and Regulations. PENALTY: If a protest is upheld, forfeiture of the game, in the event violating team is the winner.

6. Teams may score a maximum of seven (7) runs per half-inning, except in the 6th inning where teams may score a maximum of ten (10) runs. After the 6th inning, the seven (7) run maximum is in force for the remainder of the game. EXCEPTION: Ground rule double and OUT of the park homeruns will count above run limit

7. No balls will be called. A batter may not receive a walk.

8. Each batter will only receive 6 pitches, then he will be called out. No batter will be called out on a foul ball.

9. Batters are not permitted to bunt or swing easy at the ball. PENALTY: Batter will be called back to home plate and charged with a strike. If this penalty strike is the batter's third strike, the batter shall be called out.

10. Runners cannot advance on a passed ball by the catcher.

11. The pitching coach shall be governed by the following guidelines:

11.1 The pitching coach may deliver the ball to the batter overhanded from a standing position at any speed the pitching coach desires.

11.2 The pitching coach must remain behind the 10' radius line at all times when pitching or completing the pitch.

11.3 The pitching coach must leave the field after the ball is hit in fair territory and must make every effort to avoid obstructing any play. If, in the judgment of the umpire, the pitching coach intentionally obstructs a play, the batter or runner may be called out. If a batted or thrown ball hits the pitching coach and remains in fair territory, the ball is alive and in play. If, however, the ball stops in foul territory, the ball is dead and the batter or runner advances 1 base.

11.4 For the purpose of this rule, the umpire shall use his judgment with regard to the pitching coach catching a batted ball. If, in the judgment of the umpire, the pitching coach catches, deflects or touches a ball hit at him/her, in a manner of self-defense, the pitch shall be declared a "no pitch" and the play started over. If, however, the pitching coach intentionally catches, deflects or touches a batted ball, the ball becomes dead, the batter is out, and the runners must return to the base occupied prior to the pitch.

12. The defensive team shall have a player in the defensive position on the pitcher's mound. This player

may not move from his defensive position until the ball is pitched. Should this occur, the pitch shall be declared illegal. The offensive team may then have the option to accept a “no pitch” or any or all of the play that occurred if the batter hit the ball.

13. To be a fair ball in play, a batted ball must remain within the foul lines as specified by current DYB Official Rules and Regulations. If a batted ball is ruled fair, passes first or third base and then continues into foul territory, the ball is alive and in play.

14. Players are not permitted to steal or lead off a base. PENALTY: Defensive team has the option of a “no pitch” or any or all of the play that occurred after the infraction of this rule. The umpire shall drop his hat or other object to signify an infraction; he will not make the infraction known by voice until the play is completed.

16. There is no “infield fly” rule. Any caught ball is an out.

17. Any charging done from third base to home plate will result in an automatic out on the runner. The second time the charging occurs, the player will be ejected from the game.

18. Head first sliding at any base will result in an automatic out on the runner.

19. Coaches Pitch time limit will be 1 hour 45 minutes. (Added June 2012)

20. Pitcher player must wear helmet with face mask

21. **PLAYER SUBSTITUTION TO PREVENT FORFEIT:** A manager may borrow player(s) as specified below to prevent a forfeit. A team may start or end a game with a minimum of eight (8) players. The borrowed player may play any position.

Borrowed Player must meet the following criteria:

1. Must be registered at Pineview for the current season.
2. Borrowed player must be from the division below (Example: Coaches Pitch must borrow from Tball)
3. Teams may borrow to bring team up to ten (10) players
4. At no time may an eligible rostered player sit for a borrowed player to play.

#### **GROUND RULES: MINORS**

1. All Minor League games are to be played six (6) innings. There will be a "Ten (10) Run Rule Limit" on all regular season games. Definition: If the home team is ahead by ten (10) runs or more after the visitors have had four (4) turns at bat, then the home team will be declared the winner. If the visitor team is ahead by ten (10) runs or more after four (4) complete innings, then the visitor team will be declared the winner.

- 1.1 "Fifteen (15) after 3" rule will also apply provided all players have batted. Definition:

If the home team is ahead by fifteen (15) runs or more after the visitors have had three (3) turns at bat, then the home team will be declared the winner. If the visitor team is ahead by fifteen (15) runs or more after three (3) complete innings, then the visitor team will be declared the winner.

2. ALL MINOR LEAGUE PLAYERS MUST PLAY A MINIMUM OF SIX (6) OUTS ON DEFENSE AND PLAY AT LEAST THREE (3) OUTS WITHIN THREE (3) INNINGS. Any suspected violation of this rule must be reported by the opposing manager to the umpire or League Official within fifteen (15) minutes after completion of the game under protest. The protest filing procedure is the same as stated in the current DYB Official Rules and Regulations Section 4.19. PENALTY: If protest is upheld, forfeiture of the game in the event the violating team is the winner.

2.1 All roster players will bat in a Round Robin (continuous) batting order.

2.2 Any manager or coach that is observed to be violating the player participation rule can be brought before the Board regardless of the game being protested or not. If the game is not protested, then the outcome will remain unchanged, but the manager or coach will be counseled by the Board and could face further disciplinary action up to and including dismissal from his/her team duties for the remainder of the calendar year.

3. Minor League teams shall keep the original number on the roster at drafting. As vacancies occur, players will be assigned from the waiting list on a first come, first serve basis until the original number on the roster drops below 11 players or number set by President, Vice President and Commissioner prior to beginning of season.

3.1 Until mid-season, if a Minor League team drops below the designated number of players and the waiting list has been depleted, the manager will go to the player agent with his/her Coaches Pitch player selection and the player agent will coordinate the transition. EXCEPTION: See Bylaw Article III, Number 3, Second paragraph. Any child that refuses will return to the draft. If a pulled player quits the League, and registers the following year, he will remain the property of the team to which he was pulled.

3.1.1 EXCEPTION: For circumstances when initial team rosters start below 11 players per team: If a team's roster falls below 10 players prior to the first half of the season the manager will be allowed to borrow players from a lower league, up to 9 players, for each remaining game of the season. These borrowed players must bat last and may play any defensive position EXCEPT



pitcher. No player on the current team roster will sit during a game in place of a borrowed player. Borrowed players are not considered a draft pick for the team and will not affect the next season's draft.

3.2 After mid-season, if a Minor League team drops below the designated number of players, the League Specific Officials will meet and decide whether or not the Manager will be allowed to select a new player

3.3 If a player is pulled from Coaches Pitch to Minor League, the Coaches Pitch team from which the player was pulled will be excluded from further pulling until all Coaches Pitch teams have lost a player.

3.4 If a player is pulled up at the request of the Pineview Board of Directors; the games played with the team he/she is pulled up to will be considered as a full season. Therefore, that player may utilize the black ball rule the following season. If the black ball rule is implemented; the manager will not be penalized a draft pick.

4. Any player quitting a team for any reason in the first half of the season will go back into the Draft the following year (excluding a pulled player). Any player

quitting in the second half of the season will rejoin his/her original team.

5. Any charging done from third base to home plate will result in an automatic out on the runner. The second time the charging occurs; the player will be ejected from the game.

6. If the defensive player has the ball, and is waiting on the runner, the runner must either slide or attempt to get around the defensive player, without going out of the three feet baseline and without making malicious contact with the defensive player. If the defensive player is in the act of fielding the ball then the runner does not have to slide or attempt to get around the defensive player but cannot interfere with, or make malicious contact, with the defensive player. Any malicious contact will result in the runner being ejected. If done after scoring then the run will count. If done prior to scoring then the run will not count. And out will be awarded to the defense. On the first occurrence both managers will receive a warning. The second occurrence will result in the offending team's manager being ejected from the game.

7. With two outs, the last out may pinch-run for the catcher. The pinch runner will take the catcher's place on the base as soon as play is halted and time called by the umpire. This is so the catcher can be dressed in gear and ready to warm-up the pitcher as soon as their teams turn at bat is over.

8. Pitch Count Penalty: Any Manager exceeding the pitch count will be penalized one (1) game suspension at his next game. Opposing Managers shall verify pitch count during the game and not wait until the count has been presumably exceeded. Second offense will result in a two (2) game suspension and no pitching by the player for one (1) week.

8.1 The pitching log will be maintained in the canteen. Managers will complete the pitching log after each game on the same day of the game. If game is offsite, Manager must notify league commissioner on the same day of the game with pitch counts. Counts must be recorded in pitching log no later than 30 minutes prior to next game start time.

**PENALTY:** Managers who do not complete the pitching log will be warned once by the league commissioner. offense will result in the suspension of the Manager at his next game. Further offense will result in two (2) consecutive game suspensions.

8.2 Pitching/Catching Rule: If a pitcher pitches 41 or more pitches in a game, he/she will not be allowed to play in the catcher position for the remainder of the game. The intent of this rule is to protect the player and prevent overexertion.

8.3 Pitchers will wear protective mouth guards.

9. There will be a time limit of 1 hour and 45 minutes per game. If the inning starts prior to the time limit, as ruled on by the umpire, then both teams will bat unless the home team is ahead.

10. PLAYER SUBSTITUTION TO PREVENT FORFEIT: A manager may borrow player(s) as specified below to prevent a forfeit. A team may start or end a game with a minimum of eight (8) players. The borrowed player may play any position EXCEPT Pitcher.

Borrowed Player must meet the following criteria:

1. Must be registered at Pineview for the current season.
2. Borrowed player must be from the division below (Example: Minors must borrow from Coaches Pitch).
3. Teams may borrow to bring team up to nine (9) players
4. At no time may an eligible rostered player sit for a borrowed player to play.

#### **GROUND RULES: OZONE**

1. All OZONE League games are to be played six (6) innings. Exception: There will be a "Ten (10) Run Rule Limit" on all regular season games. Definition: If the home team is ahead by ten (10) runs or more after the visitors have had four (4) turns at bat, then the home team will be declared the winner. If the visitor team is ahead by ten (10) runs or more after four (4) complete innings, then the visitor team will be declared the winner.

1.1 "Fifteen (15) after 3" rule will also apply provided all players have batted. Definition: If the home team is ahead by fifteen (15) runs or more after the visitors have had three (3) turns

at bat, then the home team will be declared the winner. If the visitor team is ahead by fifteen (15) runs or more after three (3) complete innings, then the visitor team will be declared the winner.

2. ALL OZONE LEAGUE PLAYERS PRESENT MUST PLAY AT LEAST SIX (6) OUTS ON DEFENSE AND COMPLETE ONE (1) TIME AT BAT IN EACH GAME PLAYED BY HIS/HER TEAM. Each team will bat Round Robin (continuous order). Any suspected violation of this rule must be reported by the opposing manager to the umpire or League Official within fifteen (15) minutes after completion of the game under protest. The protest filing procedure is the same as stated in the current DYB Official Rules and Regulations, Section 4.19.

PENALTY: If protest is upheld, forfeiture of the game in the event the violating team is the winner. 2.1 All players must play 3 defensive outs by the end of the third (3rd) inning.

3. OZONE League teams shall keep the original number on the roster at drafting. As vacancies occur, players will be assigned from the waiting list on a first come, first serve basis until the original number on the roster drops below 11 players or the designated number set by the President, Vice President, and league commissioner prior to the beginning of the season.

3.1 Until mid-season, if an OZONE League team drops below the designated number of players and the waiting list has been depleted, the manager will go to the League Specific Officials with his/her selection of a Minor league player, and they will coordinate the transition.

EXCEPTION: See Bylaw Article III, Number 3, Second paragraph. The child that is pulled will be counted as a first-round draft pick for that team the following year. Any child that refuses will return to the draft. If a pulled player quits the League, and registers the following year, he will remain property of the team to which he was pulled.

3.1.1 EXCEPTION For circumstances when initial team rosters start below 11 players per team: If a team's roster falls below 10 players prior to the first half of the season the manager will be allowed to borrow players from a lower league, up to 9 players for each remaining game of the season. These borrowed players must bat last and may play any defensive position except pitcher. No player on the current team roster will sit during a game in place of a borrowed player. Borrowed players are not considered a draft pick for the team and will not affect the next season's draft.

3.2 After mid-season, if an OZONE League team drops below the designated number of players, the League Specific Officials will meet and decide whether the Manager will be allowed to select a new player.

3.3 If a player is pulled from the Minor League to OZONE League, the Minor League team from which the player was pulled will be excluded from further pulling until all Minor League teams have lost a player.

3.4 If a player is pulled up at the request of the Pineview Board of Directors; the games played with the team he/she is pulled up to will be considered as a full season. Therefore, that player may utilize the black ball rule the following season. If the black ball rule is implemented; the manager will not be penalized a draft pick.

4. Any player quitting a team for any reason in the first half of the season will go back into the Draft the following year (excluding a pulled player). Any player quitting in the second half of the season will join his/her original team.

5. If the defensive player has the ball, and is waiting on the runner, the runner must either slide or attempt to get around the defensive player, without going three feet out of the baseline and without making malicious

contact with the defensive player. If the defensive player is in the act of fielding the ball, then the runner does not have to slide or attempt to get around the defensive player but cannot interfere with, or make malicious contact, with the defensive player. Any malicious contact will result in the runner being ejected. If done after scoring, then the run will count. If done prior to scoring, then the run will not count. An out will be awarded to the defense. On the first occurrence both managers will receive a warning. The second occurrence will result in the offending team's manager being ejected from the game.

6. With two outs, the last out may pinch-run for the catcher. The pinch runner will take the catcher's place on the base as soon as play is halted and time called by the umpire. This is so the catcher can be dressed in gear and ready to warm-up the pitcher as soon as their teams turn at bat is over.

7. Pitch Count Penalty: Any Manager exceeding the pitch count will be penalized one (1) game suspension at his next game. Opposing Managers shall verify pitch count during the game and not wait until the count has been presumably exceeded. Second offense will result in a two (2) game suspension and no pitching by the player for one (1) week.

7.1 The pitching log will be maintained in the canteen. Managers will complete the pitching log after each game on the same day of the



game. If a game is offsite, Manager must notify the league commissioner on the same day of the game with pitch counts. Counts must be recorded in the pitching log no later than 30 minutes prior to next game start time.

**PENALTY:** Managers who do not complete the pitching log will be warned once by the league commissioner. The second offense will result in the suspension of the Manager at his next game. Further offense will result in consecutive two (2) game suspensions.

**9.2 Pitching/Catching Rule:** If the pitcher pitches 41 or more pitches in a game he/she will not be allowed to play in the catcher position for the remainder of the game. The intent of this rule is to protect the player and prevent overexertion.

**9.3** Pitchers will wear protective mouth guards.

10. There will be a time limit of 1 hour and 45 minutes per game. If the inning starts prior to the time limit, as ruled on by the umpire, then both teams will bat unless the home team is ahead.

## 12. PLAYER SUBSTITUTION TO PREVENT FORFEIT

A manager may borrow player(s) as specified below to prevent a forfeit. A team may start or end a game with a minimum of eight (8) players. The borrowed player may play any position EXCEPT Pitcher.

Borrowed Player must meet the following criteria:

1. Must be registered at Pineview for the current season.
2. Borrowed player must be from the division below (Example: Ozone must borrow from Minors)
3. Teams may borrow to bring team up to nine (9) players
4. At no time may an eligible rostered player sit for a borrowed player to play.

### **GROUND RULES: FALL BALL**

In addition to DYB and Pineview spring rules, the following rules will apply for Fall Ball season. All leagues will be competitive, scoreboards will be turned on, and games will count for tournament seeding at the end of the season.

**\*\* All players will play the league age in which they must play the upcoming spring. If a player has to move up in Spring, he/she must play up in Fall Ball unless there is a safety issue as ruled on by the Board\*\***

With Pineview board approval, players that are league age 13 will be allowed to play ozone but not allowed to pitch.

1. Games will be 6 innings, except Rookie Ball and Tee ball, or 1 hour 30 minutes. Tee Ball will play 3 innings. Rookie Ball and Tee Ball time limit will be 1 hour and 15 minutes. Once a new inning is started it must be finished regardless of time limit.

2. Except for Tee Ball all players must change positions at least every 2 consecutive innings. Exceptions: Ozone / Minor - catcher; Coaches Pitch/Rookie Ball - 1st base and catcher. Tee Ball players except the First Baseman must change position every inning. No player is allowed to return to a position already played.

3. Round robin batting order.

4. Pitching: "O" Zone- must pitch an 11-year-old for 40 consecutive pitches during the first 4 innings. Must be 2 different pitchers in the 5th and 6th innings if using 12-year-olds. Pitchers in the 5th & 6th innings cannot have pitched in the 1st - 4th innings. No pitcher can go back to the mound once removed for any reason.

Minors- must pitch a 9-year-old for 40 consecutive pitches during the first 4 innings. Must be 2 different pitchers in the 5th & 6th innings if using 10-year-olds. Pitchers in the 5th & 6th innings cannot have pitched in the 1st - 4th innings. No pitcher can go back to the mound once removed for any reason.

PITCHING AGE is determined by the age the player will be in the upcoming spring season. Example: Any player turning 10 before May 1 is considered a 10-year-old in this fall ball season.

6. Home team will be responsible for providing someone to run the scoreboard. Scoreboard operator to be age 16 or older

7. There will be 7 runs max per inning in all leagues except Tee Ball. Tee Ball will be 3 runs max in the 1st and 2nd innings and 6 in the 3rd inning.

8. Any team not meeting the minimum number of players may borrow a player(s) from another team (must be from the division below) as long as he/she is registered at Pineview for the current season. The borrowed player may play any position. (Example ozone team can only borrow a player from minors)  
EXCEPTION: for minors and ozone, borrowed player cannot pitch.

9. One instructional coach is allowed in the outfield during the regular season. (CP, Minors)

### **Tournament Rules:**

The same above rules will apply for tournament play with the following exceptions:

1. Time limit will be 1 hour and 45 minutes for Coaches Pitch and 2 hours for Minors/Ozone. Full inning will be played even if time is up except championship game(s) will be played without a time limit.
2. Scoreboard will be kept by the home team during tournament.
3. No Coaches are allowed in the outfield during the tournament. (CP, Minors, Ozone)

4. Failure to comply with above rules during tournament will result in a forfeit.
  1. Spring season rules for positions you don't have to rotate. (Except for pitching) pitch count we will use spring tournament rules.
  2. Seeding for tournament bracket will be based off fall season record. (Example 8 team league 1 vs 8 2 vs 7 etc.)

### **GROUND RULES: Abuse/Molestation Risk Management Program**

Pineview Dixie Youth Baseball has adopted and should implement the following risk management elements:

- 1.1 Criminal background checks should be run with a third-party vendor on all paid and volunteer staff with access to youth. Any background check that indicates that a potential staff member is unfit to work with youth should result in disqualification of such staff member.
- 1.2 Prior to running background checks, the following steps should be taken:
  - All prospective staff to complete written application to include question about whether the applicant has ever been convicted of a crime involving physical violence / sex offenses, and a consent provision to run a background check.
  - Determine disqualification criteria.
  - Develop procedures to protect the confidentiality of records.

- Comply with all state and federal laws.

1.3 The following warning signs should be communicated to your League Commissioner:

- Attitudes/behaviors expressed on the part of an adult that may be associated with inappropriate or abusive behavior (racist, poor sense of athlete development, raging temper, extremely controlling, jealous, hypersensitive, poor sexual boundaries, bullying, intimidating manner, unrealistic or inappropriate training practices and risks, etc.)
- Unexplained/unlikely explanation of injuries. Extreme fear of a league volunteer.
- Extreme low self-esteem, self-worth.
- A child's attachment to a coach/staff to the point of isolation from others.
- A coach/staff with an interest beyond caring concerns, special interest in a child (time, gifts, attention, obsession, unrealistic expectations)
- A child's desire to drop out without a clear explanation, or without one that makes sense.
- A child that misses a lot of practices or games with suspicious explanations or excuses.

1.4 The following policies should be communicated to all volunteers:

- Limit one on one contact between a single unrelated child and adult by use of buddy system where two adults are always present.
- Prohibition of overnight sleepovers
- Touch is acceptable only if it is "respectful and appropriate".
- Inappropriate comments of a sexual nature and suggestive jokes are prohibited.

- Take home / pick up of athletes by league personnel is strongly discouraged because of difficulty in limiting one on one contact.

#### 1.5 In the event of an allegation:

- Notify your league commissioner who will escalate to the Pineview DYB General board and police should be immediately contacted.
- Police will handle investigation.
- The volunteer should be immediately suspended or reassigned to alternative duties that don't involve access to youth pending the outcome of the police investigation.
- League officials should not comment on the allegation or police investigation until it has been concluded.

#### 1.6 The information in this risk management program should be communicated by pre-season staff meeting and/or by distribution of this document to all paid and volunteer staff.