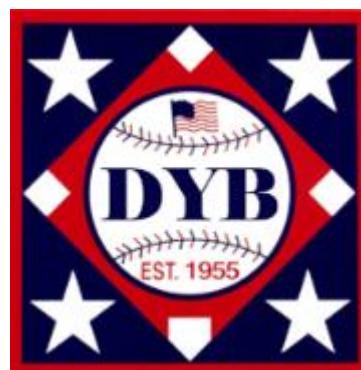




# NEWBERRY COUNTY DYB HANDBOOK



This handbook reflects current guidelines and expectations. Changes may be made as needed, and updates may occur without advance notice.

## INTRODUCTION

**WELCOME AND THANK YOU!** Whether you are returning or new this year, we truly appreciate your willingness to support our county and community through this program. We hope that this is a fun and educational season.

Youth recreation programs are designed to provide a safe, FUN, educational experience for the players and their families as well as to provide instruction and to inspire teamwork, sportsmanship and community awareness. One of our goals is to provide coaches with the resources needed to effectively lead their team through a successful season. Success is not just defined through winning though; at the end of the season, players should have learned the following:

- Sports programs are instructional and FUN
- The importance of teamwork and sportsmanship
- The value of hard work and dedication
- New skills or improved skills

The players' development and ability to work together should be the focus rather than on winning or losing.

## PARTNERS

Newberry County Parks & Recreation: (P) 803-924-6234 or 803-924-8328, E: recreation@newberrycounty.gov

City of Newberry Parks, Recreation, and Tourism: (P) 803-321-1015

Town Of Prosperity: (P) 803-364-2622

Newberry County Family YMCA: (P) 803-276-9936

## OFFICIAL STATEMENT OF POLICY FOR DIAMOND YOUTH BASEBALL (DYB)

*It is the policy of Diamond Youth Baseball (DYB) to promote the development of strong character, a right attitude, a sense of responsibility, and citizenship in youngsters using the game of baseball as a vehicle. It is the purpose of DYB to achieve this goal through fair play, good sportsmanship, and congenial fellowship with adult leaders providing the example while attempting to limit injury caused by overexertion. It is strictly against the policy of DYB for any person, either as a participant or a spectator, to engage in arguments, to use abusive language, to harass umpires, or to exhibit any behavior not in concert with the general intention of this policy statement. Team coaches are required to abide by this policy statement, and all parents and other adults are strongly encouraged to do so.*

## OBJECTIVES OF THE NEWBERRY COUNTY DYB PROGRAM

- Instruct players in the skills, rules, and fundamentals of the game.
- Instill a sense of fun and sportsmanship in each player.
- Practice positive coaching to increase player's self-esteem and self-confidence.
- Ensure players enjoy participating so they are more likely to continue playing.
- Teach players about determination, commitment, hard work, and empathy.
- Promote teamwork and good sportsmanship at all levels.

## INSURANCE INFORMATION

Accidental insurance is covered in the registration fee. This is a secondary accidental policy only. If your child should get hurt, please let the League Administrator know immediately and he/she will provide you with the forms to submit.

Please keep all medical receipts for reimbursement. Due to the insurance liability limitations of this policy the following must be followed:

- ALL practices must be approved by the League Administrator/Representative to be declared an official DYB practice.
- NO bat boy/girl is allowed in the dugout or on the field other than as a team member.
- NO parents or spectators are allowed in the dugout UNLESS they are a coach on that team.
- DYB only recognizes three (3) coaches per team (4 coaches for 8U). You are allowed a manager (head coach) and two other coaches (manager and three assistant coaches for 8U). On offense, a coach may be at first base, one at third base, and the other must be in the dugout (unless retrieving a bat). On defense, only one coach is permitted to stand in front of the dugout (this is discouraged but allowed).



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## RULES

### **DYB HIGHLIGHTED RULES**

All rules in this section are merely highlights of commonly questioned, overlooked, or infringed rules from the DYB rulebook. The most recent rulebook can be found on the official DYB website: <https://dybusa.org>

#### *Age Limits*

- Any candidate who will attain the age of 7 to 12 on or before April 30 shall be eligible to compete in regular season and tournament play during the current DYB season.

#### *Participation*

- All players on every team must play at least three consecutive outs on defense in two innings (if possible based on time limits; the innings do not have to be consecutive) and complete one time at bat in each game played. A player who is injured may not participate in any game if they are unable to meet both the offensive and defensive participation requirements.

#### *Helmets*

- Must be worn by any offensive player while on the playing field – batter, on-deck batter, base runner, player base coach, etc. An offensive player shall not remove his helmet while on the playing field.

#### *Batting*

- If a player not listed in the first nine batting positions leaves the game because of injury, illness, or disqualification, before he/she takes his/her initial turn at bat, this position in the batting line up will be skipped and the next batter in the order will take his/her place. If this offensive position is one of the top nine, the removed player's position will be filled by one of the official substitutes.

#### *Pitching Limitations*

- Pitch Count
  - A Minors (age 10 and under) pitcher shall NOT throw more than 75 pitches in a game or in a calendar day.
  - An Ozone (age 11 or 12) pitcher shall NOT throw more than 85 pitches in a game or in a calendar day.

*Exception: If the pitcher reaches the daily pitch count limit while facing a batter, he/she may continue to pitch until the batter reaches base safely, is put out, or a third out is made on a base-runner to end the half-inning.*

- A pitcher shall be allowed to pitch in two or more games on the same calendar day provided he/she does not throw more than 30 cumulative pitches in the previous game(s) on the same calendar day.
- All pitchers must adhere to the following daily pitch count rest requirements:

League Age	1 Day	2 Days	3 Days	Maximum
<b>9-10 (Minors)</b>	<b>31-45</b>	<b>46-65</b>	<b>66+</b>	<b>75</b>
<b>11-12 (Ozone)</b>	<b>31-45</b>	<b>46-65</b>	<b>66+</b>	<b>85</b>

### **There are NO exceptions to the rest period pitch count thresholds.**

- Innings Limitations: a pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the game. Any player who has played the position of catcher in four or more complete innings (or, 12 outs) in a game is not eligible to pitch in that game.

*Note: Official pitch count and innings pitched will be kept by the official scorer for each game and should be verified by the Head Coach at the conclusion of each inning (or half inning).*

#### *Protests*

- A protest which involves an umpire's judgement shall not be accepted.



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- The only legal protest shall be one which involves a violation of playing rules or the use of an ineligible player. The protest must be made by the team manager (head coach) to the umpire before another pitch is thrown.

## **NEWBERRY COUNTY DYB LOCAL LEAGUE RULES**

All rules in this section are in addition to the DYB rules. The most recent rulebook can be found on the official DYB website: <https://dybusa.org>

### ***Age Limits***

- Candidates must play in their respective age group as governed by DYB. No player may move up unless there is room on a team. The League Administrator will not place a younger player wanting to move up if it would displace an appropriate age player. A player who elects to play in an older age division (with parent and League Administrator approval and if space allows) during the regular season will only be eligible for All-Star selection in that age division (the age division they participated in during the regular season). A decision to play in an older age division MUST be made prior to player evaluations.

### ***Offensive Participation***

- The Continuous Batting Order will be used during all levels of tournament play and the regular season.
- A player who arrives after the start of the game must be added to the bottom of the batting order.

### ***Defensive Participation***

- Strongly recommended that players who do not start play every other inning – for a minimum of two times/innings in the field.
- The head coach must notify the official scorekeeper of defensive changes at the start of each inning until all players have met the defensive participation requirement.
- ONLY the team manager (head coach) is permitted out of the dugout during their defensive ½ of the inning. The team manager (head coach) should be alert and prepared to exit an active play area or risk an interference call. If a team manager (head coach) is determined by an umpire and/or league official to be a distraction or hindrance to the game, coaches, or players, they will be asked to remain in the dugout during their team's defensive participation.

### ***Start of Game***

- Minimum number of players required to start or finish a game in 10U and 12U is eight (8) and the minimum for 8U is nine (9).

*If a team does NOT have at least 8 players (9 for 8U division) at the scheduled game start time, there will be two options provided (with option A being the preferred option):*

- *The team will be provided a 10-minute grace period. The time limit of the game will be reduced by 10 minutes. If at the end of the 10-minute grace period the home team still does not have at least 8 players, the visiting team shall be declared the winner due to forfeiture. If the visiting team does not have 8 players either by the time the 8<sup>th</sup> batter in the line-up comes up or once they take the field on defense, the home team shall be declared the winner due to forfeiture.*
- *If the home team does not have at least 8 players at the scheduled game start time, they can elect to allow the visiting team to become the home team. If the now visiting team does not have 8 players either by the time the 8<sup>th</sup> batter in the line-up comes up or once they take the field on defense, the home team shall be declared the winner due to forfeiture.*

### ***Time Limit***

**Coaches Pitch Time Limit: 1 Hour (60 minutes) – this is a drop dead time limit**

**Minors Time Limit: 1.5 Hours (1 Hr, 30 Min)**

**Ozone Time Limit: 1.75 Hours (1 Hr, 45 Min)**

- These are the time limits for games that do not naturally come to an end (see page 35-37 of the DYB rulebook for more information).
- A new inning will not be allowed to start if there are 7 minutes or less remaining in the total time limit as referenced above.



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- If the final out of an inning is recorded and a new inning begins just prior to the 7-minute window, the next inning will conclude that game. However, the maximum time for that inning to conclude naturally is 10 minutes beyond the total time limit as referenced above. If this occurs, the game will be paused where it stands. A regular season game that is paused due to time limit MAY be continued at a later date IF the outcome of the game has a bearing on determining the League Champion team. This will be determined by League Staff.

Examples:

- 1) Minors game begins at 5:45PM. The final out of an inning is recorded at 7:10PM (1 Hr, 25 Min). This falls within the 7-minute window and the score would be final.
- 2) Minors game begins at 5:45PM. The final out of an inning is recorded at 7:05PM (1 Hr, 20 Min). The next inning will begin, and the game has until 7:25PM to conclude naturally. At 7:25PM the game will be paused and only resumed at a later date IF the outcome of the game has a bearing on determining the League Champion team.

#### *General Rules*

- Team/player chants should be directed to their team/players and should NOT target the opposing team or an opposing player. Umpires/league administrators/representatives will issue a warning for the first occurrence. A second and third occurrence will result in an offensive out for the team. If the issue persists, the Team Manager (head coach) will be ejected from the game.
- No one under the age of sixteen (16) years of age will be allowed in the press box without supervision.
- Game participants MUST remain in the dugout area except when at bat, on deck, or participating in the ballgame. No participants may leave the playing field area (outside the fences) until the completion of the game. The only exceptions to this rule will be for a child or coach to visit the restroom, or due to sickness.
- Only official league uniforms can be worn for regular season play. Player shirts and/or jerseys must be tucked in throughout the game.
- If a team function is held which involves the team and parents as a group, all players and parents must be invited to participate.
- NO fundraising or collection of any additional money from or for the team is allowed without prior approval from the League Administrator.
- DYB nor Newberry County Baseball have a rule that prevents a league age player from participating in middle school or high school baseball while simultaneously being a rostered player for a Newberry County DYB team. Player safety is paramount and should always be at the forefront of decisions to simultaneously participate in multiple leagues.

***It is the policy of Newberry County DYB that anyone (on or off the field) at any Newberry County DYB event does not have the right to conduct him or herself (physically or verbally) in a manner that negatively reflects on the Newberry County DYB players, County of Newberry, City of Newberry, Newberry County Family YMCA or the Town of Prosperity. If any person is in violation of this policy at any Newberry County DYB event, the violator will be escorted away from and banned from the event or playing facilities for the remainder of the day. In extreme cases, the League Administrator(s) may choose to ban a violator for longer durations, such as one week, one year, or for life.***

**\*For Minors (10U) and Ozone (12U): LINE-UP PROVIDED TO OFFICIAL SCOREKEEPER PRIOR TO THE START OF THE GAME MUST INCLUDE EACH PLAYER'S JERSEY NUMBER, NAME, AND STARTING FIELD POSITION.**

#### **COACH SELECTION**

All Coaches will be approved annually. To aid in approving coaches, all prospective coaches shall complete a coach's application and must pass a background screening. A prospective coach will be denied a position if they intentionally provide false information. Each team will be allowed one (1) manager and (2) coaches (one manager and 3 coaches for



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8U), only the Manager (Head Coach) can act in the official capacity for the team. **ALL coaches (manager and assistant coaches) must complete the coach's application and pass a background screening prior to practices/games.**

Managers/coaches must be eighteen (18) years of age or older. Head coaches are NOT guaranteed specific assistant coaches and should NOT make player selections solely based on whom they prefer as an assistant coach.

## PLAYER EVALUATION/SELECTION ("DRAFT")

### OVERVIEW

**NOTE: The final team selection process/format for each age division (8U, 10U, 12U) will be determined at the conclusion of registration and will be communicated to those selected as head coaches.**

The player evaluation, which will be under the direction of League staff, will fill all player vacancies. Players not attending the player evaluation will be placed at the end of the selection and randomly drawn based on the pre-determined selection order. The purpose of the league draft is to create balanced, competitive teams while ensuring fairness for all players, coaches, and families. These rules establish a transparent process for incorporating:

- Returning players
- Coaches' children
- All-Star players
- New players

A draft will be conducted each year for all new players and those moving from 6U to 8U (Coaches Pitch), 8U to 10U (Minors) and from 10U to 12U (Ozone) AND possibly anytime a new team is added or an existing team is dropped based on the amount of returning players and their placement across the teams.

Any player from the previous season can ONLY be placed back in the draft when there are extenuating reasons and must be approved by the League Administrator(s). Participant's parent or guardian must provide in writing the extenuating reason prior to the date of the player evaluation. If approval is not granted, the player will go back to the previous year's team or may sit out a year and enter the player evaluation the following year.

Players moving into the area (after the registration period) will be placed on the waiting list. A player may be added to a team roster from the waiting list only after a player has been released from the roster (for reasons listed below) and only by the League Administrator/Representative(s). A player may only be added to a roster who was not on the waiting list by the League Administrator/Representative(s) and only when necessary to prevent a team roster from falling below nine (9) consistent players. Registration must be completed and the player must attend at least one practice prior to competing in a game. A player in this situation MAY not be eligible for All-Star Selection if they do not compete in enough games.

Only the manager (head coach) and one assistant coach (as long as the assistant coach does not have a child in the player evaluation) may be on the field during the player evaluation process. The manager's child is placed on their team and does not participate in the player evaluation. During the selection portion, only the manager (head coach) is permitted to be present and participate.

Once a player is selected and placed on a team roster, only the League Administrator/ Representative(s) may release the child from the roster. A player may be dropped from the roster for the following reasons:

- Moving out of the area
- Sickness or injury
- Lack of discipline (derogatory remarks, dissension, lack of respect for coaches or players)
- Missing more than three (3) practices or games that are unexcused.

*These incidents must be communicated to the League Administrator/ Representative(s) as they occur to provide opportunity to correct the problem. Coaches may be asked to provide written documentation of each incident.*

- Missing more than three (3) practices or games that are unexcused.

*This is a team sport and everyone is needed. Excessive unexcused absences are unfair to all the other players that are making the practices and games. If there is an extenuating circumstance that prevents the player from showing up, then the League Administrator/ Representative(s) must be notified.*

Siblings are placed on the same team when they fall within the same age division unless the League Administrator is notified otherwise. Other requests for a specific team or coach may be made due to hardships or extenuating circumstances but are NOT guaranteed. These players will be required to attend the player evaluation and selection will be made as with all other players.



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## DRAFT FORMAT

The draft uses a snake format: Odd-numbered rounds proceed in standard order and even-numbered rounds proceed in reverse order. This format balances early and late picks across all teams.

## NUMBER OF ROUNDS

- The total number of rounds is determined by the number of players registered for the season.
- The league will calculate the number of rounds needed to ensure all teams fill their rosters evenly.
- The final one or two rounds will be designated as “protected rounds.”
- Protected rounds cannot be forfeited by any team.
- This ensures all teams receive their final players regardless of forfeits.

## RETURNING PLAYER SYSTEM

All players are placed into one of two tiers prior to the draft.

### Tier 1: All-Stars & Coaches' Kids

- All returning All-Star players
- All coaches' children

### Tier 2: All Other Returning Players

- Returning players who are not All-Stars

## FILLED PICKS

Some players are automatically assigned to teams before the draft (e.g., coaches' children, returning All-Stars). To maintain fairness, teams with automatically assigned players will have filled draft picks for those players.

Player Type	Filled Picks
Coach's Kid (automatic)	Earliest available non-protected pick filled
Returning All-Star	Earliest available non-protected pick filled
Returning Player (non-All-Star)	Next-earliest non-protected pick filled (typically a mid-round pick)

## Protected Rounds

- The final one or two rounds of the draft are designated as protected.
- No team may lose or have a filled pick in a protected round.
- If a team has multiple Tier 1 players, filled picks are applied to the earliest available rounds above the protected rounds.

## BEFORE THE DRAFT

Teams receive:

- Pre-assigned players
- Draft order

## DURING THE DRAFT

- Teams select players in snake order.
- When a filled pick is reached, the team passes that selection.
- All teams complete their rosters by the end of the final round.

## EXAMPLE SCENARIO (see Player Selection Draft Board Example)

- A team with a returning All-Star = earliest non-protected pick filled
- A team with a coach's kid = earliest non-protected pick filled
- A team with a returning non-All-Star = a mid-round pick filled
- A team with no pre-assigned players = keeps all picks

Protected rounds remain untouched for all teams.

**NOTE:** At the end of the draft, a coach MAY be allowed to trade a player with another coach with the approval of the League Administrator/Representative(s). A trade will only be permitted when a true need for such has been demonstrated or if there are extenuating circumstances. A trade will NOT be permitted solely because two players wish to be on the same team nor will a trade be permitted solely because two individuals wish to coach together. A trade must be of equal ability level and age and must be approved by the League Administrator/Representative(s).



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**THIS SELECTION OF PLAYERS IS CONFIDENTIAL AND IS NOT TO BE DISCUSSED WITH ANYONE OUTSIDE OF THOSE ATTENDING THE SELECTION. ANY COACH RELEASING INFORMATION ON THE ORDER OF PLAYER SELECTION WILL BE DISCIPLINED.**

**MULTI-LEAGUE NOTE:** A multi-league is formed if there are ten (10) or more teams per division. This is determined prior to the start of the season. If a multi-league is required, an American and a National league will be selected. Each league will follow the above selection guidelines.

**CODE OF CONDUCT POLICY AND PROCEDURE**

**Coaches are expected to:**

- Maintain a safe, positive, and respectful environment for all participants. Coaches are responsible for prioritizing player development, enjoyment, welfare, and safety while promoting fair play, rule compliance, and sportsmanship.
- Model professional conduct at all times, including respectful behavior toward officials, opponents, players, parents, and spectators. Abusive, vulgar, disruptive, or inappropriate behavior including taunting, ridiculing, or arguing is prohibited.
- Demonstrate dependability by attending all scheduled practices and games or arranging approved coverage when unavailable.
- Support inclusion, promote diversity, and oppose discrimination, harassment, or abuse in any form (verbal, physical, emotional, or sexual).

**Players are expected to:**

- Participate with effort, teamwork, and respect for coaches, teammates, officials, opponents, and spectators.
- Demonstrate good sportsmanship at all times by following the rules, playing fairly, and accepting wins and losses with humility and dignity.
- Control their behavior and emotions on and off the field and refrain from taunting, arguing, cheating, or trash talk.
- Attend scheduled practices and games or notify their coach if unavailable, care for equipment and facilities, and help maintain a safe environment.

Players are encouraged to speak up if they feel unsafe, uncomfortable, or observe inappropriate behavior.

**Player Code of Conduct for Younger Players**

- Have fun and try your best.
- Be nice to players and coaches.
- Listen when coach talks.
- Play safe - take care of equipment and field.
- Use kind words.
- Tell a coach if you need help.

**Spectators are expected to:**

- Encourage good sportsmanship by showing positive support for all players, coaches, and officials at every game and practice—home or away.
- Place the emotional and physical well-being of all players above the desire to win.
- Ensure that players are enjoying the experience. Youth sports should be FUN!
- Respect team space by refraining from entering the dugouts/team benches, standing directly behind them, or attempting to communicate with players during games (unless there is an emergency), as this distracts both players and coaches.
- Refrain from confronting coaches during practice or games. Any concerns should be handled calmly, away from players and the field, after the event.
- Encourage their child to treat teammates, opponents, coaches, spectators, and officials with respect—regardless of race, gender, ability, or background.

**VIOLATIONS**

*Coaches, Players, and Spectators must understand that:*



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- Any form of verbal abuse, harassment, or disruptive behavior will not be tolerated.
- Bullying, teasing, or threatening others is strictly prohibited.
- Fighting, abusive language, or aggressive behavior will result in disciplinary action.
- Alcohol, tobacco, and illegal drugs are strictly prohibited on all program premises, including fields, gyms, and event locations.
- Violations of the Code of Conduct may result in removal from the event and/or suspension from future events at the discretion of league staff.

## **PROCEDURES**

While our hope is to foster a positive, safe, and fun environment for all, any violation of the Coaches, Players, or Spectators Code of Conduct will be taken seriously and addressed through the following procedures.

### **REPORTING MISCONDUCT**

Misbehavior will be documented before action is taken—unless the incident is severe and requires immediate intervention (see examples below).

Misconduct may be documented in one of two ways:

- **Direct Observation:** A League Representative personally witnesses the behavior and reports it to the League Administrator.
- **Eyewitness Complaint:** An eyewitness submits a signed, written complaint to the League Administrator or League Representative(s) within one (1) week of the incident.

### **INVESTIGATION PROCESS**

Within three (3) days of receiving documentation:

- The League Administrator/Representative(s) will review the incident.
- Witnesses may be interviewed, including those involved and those present.
- A determination will be made as to whether the behavior was a violation of the Code of Conduct.

If the complaint **does not warrant disciplinary action**, the matter will be closed and all involved will be notified.

If the complaint **does warrant action**, appropriate measure will be determined based on the nature, severity, and context of the incident.

### **POSSIBLE OUTCOMES**

#### **Conduct Meeting**

A League Administrator/Representative may meet with the individual (parent, coach, or player) to address the behavior. The discussion may be documented and kept on file.

#### **Written Notice**

A formal written notice may be issued outlining the concern, expected conduct moving forward, and any required corrective actions.

#### **Temporary Suspension**

The individual may be restricted from attending or participating in league activities for a designated period (length determined based on the nature, severity, and context of the incident). A formal notice will explain the reason and the terms of the suspension.

#### **Removal for the Remainder of the Season**

In cases of significant or repeated violations, the individual may be removed from league activities for the remainder of the season. Reinstatement may require a formal written request and approval by the League Administrator/Representative(s). If fewer than two games remain, the suspension may carry over to the next season.

### **CONSEQUENCES FOR EJECTION**

- **Ejection from a Game** (by official or League Representative) results in a **two-game suspension**.
- If fewer than two games remain, the suspension will be carried over to the next season.
- **Ejected players or coaches are ineligible for All-Star selection.**



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- Depending on the severity, further disciplinary action may be taken, including:
  - Season suspension.
  - Disqualification from future coaching roles.
  - Ineligibility for future All-Star coaching or participation.

**Note:** If a coach is suspended for the season, the League will appoint a replacement and notify the team's players and parents. A coach suspended for a full season **may not serve as a head coach the following year.**

### **IMMEDIATE ACTION REQUIRED**

The following behaviors require **immediate intervention** and may result in automatic disciplinary action:

- Taunting or verbally harassing umpires, officials, coaches, players, or spectators.
- Use of profanity or vulgar language.
- Publicly embarrassing or belittling a player, even one's own child.
- Possession or use of alcohol at practices or games, or on any league-affiliated facility.
- Threatening or aggressive remarks directed at others.
- Physical confrontation or violence.
- Refusing to leave after being ejected.

These incidents may be addressed by officials, League Representatives, or law enforcement if necessary.

### **SPECIFIC VIOLATIONS & POTENTIAL ACTIONS**

In addition to the general procedures outlined above, the following behaviors are considered serious violations of league expectations. Consequences will be determined by League Staff based on the nature and context of each situation, with the goal of ensuring safety, fairness, and a positive environment for all participants.

#### **1. Use of Alcoholic Beverages or Illegal Drugs**

Prohibited before or during any game or practice.

- May result in removal from activities until a meeting with League Staff can be held.

#### **2. Physical, Mental, or Verbal Abuse of, toward, or in the presence of a Child**

Includes aggression (yelling in anger, use of profanity, insults, or threats), intimidation, or humiliation.

- May result in immediate removal and/or temporary suspension while under review.

#### **3. Use of Tobacco Products**

Not permitted within any playing field, gym, or event facility.

- May result in a reminder of policy expectations or further action if the behavior continues.

#### **4. Failure to Provide Minimum Playing Time**

Coaches must follow league rules regarding equitable playing time.

- May result in a discussion with League Staff and corrective action as needed.

#### **5. Cheating or Use of Ineligible Players**

Includes knowingly playing unregistered or ineligible participants.

- May result in forfeiture of the game and other actions as deemed appropriate.

#### **6. Failure to Notify Players of Practices or Games**

Includes last-minute cancellations without valid reason or communication.

- May result in a reminder of communication expectations and additional action if persistent.

#### **7. Coach Absence Without Prior Notice**

Missing practices or games without notifying League Staff.

- May result in review and follow-up to determine appropriate next steps.

**Parent Concerns About a Coach:** Parent concerns will be addressed through a facilitated meeting between the parent, coach, and League Staff to work toward resolution.

**Review of Extended Suspensions:** Any extended suspension will be reviewed by League Staff, who will determine future eligibility based on the circumstances and the individual's cooperation with the process.



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**Final Note:** We believe in the power of youth sports to build character, teamwork, and lifelong values. These procedures exist to ensure that all players, families, and coaches can enjoy a safe and respectful environment. By working together, we can uphold the spirit of the game and set a strong example for the next generation – centered on **fun, learning, sportsmanship, and community**.

## PRACTICES/GAMES

- ④ The League Administrator/Representative(s) is responsible for preparing practice schedules. Schedules will be communicated to coaches and parents/guardians as quickly and effectively as possible. To cut down on the number of papers passed out to individuals, limited hard copies of practice and/or game schedules will be printed. Schedules will be provided to parents/guardians via group messaging (Remind, Group Me, text message, or other electronic method when/if possible).
- ④ Parents/guardians are encouraged to wait in the bleachers or in their vehicles for their players during practices when possible and appropriate unless they are assisting with the practice (and have been cleared to assist as a coach).
- ④ Coaches should communicate practice end times to parents/guardians.
- ④ All games played (regular, make-up, or scrimmage) must be approved by the League Administrator/Representative(s) and must fall within all league rules.
- ④ Parents/guardians are asked to have players at the field at least 15 minutes prior to the start time for games.
- ④ A game consists of six (6) innings unless the 15-run rule after three (3) innings or the ten- (10) run rule after four (4) innings is enforced.
- ④ Any game start delayed by weather or other reasons more than 30 minutes on a school night shall be rescheduled.

## PRACTICE/GAME CANCELLATIONS

- ④ The League Administrator/Representative(s) will make every effort to communicate cancellations as far in advance as possible. However, decisions may be held until one hour prior to practice/game start time.
- ④ Cancellations will be communicated from staff to coaches via text message. A response acknowledging receipt should be made.
- ④ Coaches are responsible for communicating cancellations to parents/guardians.
- ④ Game cancellations can only be made by the League Administrator/Representative(s).
- ④ Cancellations may be made due to field safety, weather conditions, health concerns, etc.

## MAKE-UP PRACTICES/GAMES

- ④ Staff will work with coaches to determine alternative practice days/times in the event a practice has to be cancelled.
- ④ Every effort will be made to reschedule cancelled games to another date and/or time that works for the teams involved and for staff and umpires. Make-up games are to be made up on the earliest possible date as determined by the League Administrator/Representative(s). There is no guarantee every cancelled game will be rescheduled.

## UMPIRES/OFFICIALS

- ④ The umpires will be paid the standard fee as approved by the County of Newberry reimbursement rules.
- ④ Two umpires will be assigned for all games. No umpires under age 16 behind the plate (exception: 8U).
- ④ No umpire may call a game behind the plate in which his/her child participates. The only exception is if there is no other person available and the visiting team coach agrees.
- ④ In the event an umpire does not show up for a game the League Administrator/Representative(s) may substitute or appoint someone to umpire.
- ④ Contact the League Administrator/Representative(s) if an issue is noted with an umpire/official.

## TEAM/INDIVIDUAL PICTURES

- ④ Staff will arrange to have team/individual pictures taken by a professional photographer/company.



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- A picture day schedule will be provided as soon as possible. Parents/guardians are encouraged to have their player(s) present for the team picture even if they do not plan to order individual pictures.

## ALL-STAR SELECTION GUIDELINES

### OVERVIEW:

The purpose of the All-Star guidelines is to ensure a fair, transparent, and performance-based process for selecting an All-Star roster. All-Star selections can have a major effect on the way our league is perceived in the community. It can also have a major effect on a child's attitude toward continuing to participate in the program. Careful consideration should be given to each player to ensure that the players most deserving to participate are the ones selected. **Politics and popularity should not influence selection.**

### THE FOLLOWING WILL BE THE PROCESS FOLLOWED FOR THE SELECTION OF ALL-STAR PLAYERS FOR 10U & 12U:

#### 1. Coach Nominations, Voting Process, and Points System

- All head coaches vote for 12 players from across the league for All-Star consideration.
- Coaches rank their top players 1 – 12. Points are assigned based on ranking:
  - 1st = 12 points, 2nd = 11 points, ...., 12th = 1 point

#### 2. Ballot Collection & Scoring

- League staff or a selection committee confidentially collects ballots.
- Each nominated player's points are totaled across all ballots.

#### 3. Final Team Selection

- The top 12 players with the highest total points are selected for the All-Star team.
- In the case of a tie for the final spot(s), the All-Star head coach breaks the tie by selecting from the tied players.

#### NOTE: Confidentiality & Transparency

- Ballots are kept confidential and reviewed only by league staff.
- Coaches are encouraged to base votes on skill, sportsmanship, and commitment.

**PLEASE REMEMBER WE ARE TRYING TO PUT TOGETHER THE BEST ALL-STAR TEAM POSSIBLE TO REPRESENT OUR LEAGUE.**

### THE FOLLOWING WILL BE THE PROCESS FOLLOWED FOR THE SELECTION OF ALL-STAR PLAYERS FOR 8U:

#### 1. Coach Nominations and Points System

- All head coaches nominate up to 5 players from their team they feel have demonstrated they should be considered for All-Stars. A coach may nominate less than 5 players.
- Coaches rank those players from 1 up to 5.

#### 2. Ballot Collection

- League staff or a selection committee confidentially collects ballots.
- Each nominated player is then added to the All-Star consideration pool.

#### 3. Final Team Selection

- Head coaches convene to discuss the nominees.
- Each head coach casts a final ranking for the top 12 players from the All-Star consideration pool.
- Coaches rank their top players 1 – 12. Points are assigned based on ranking:
  - 1st = 12 points, 2nd = 11 points, ...., 12th = 1 point
- The top 12 players with the highest total points are selected for the All-Star team.
- In the case of a tie for the final spot(s), the All-Star head coach breaks the tie by selecting from the tied players.

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## **ALL-STAR EXPECTATIONS**

Being selected to participate in the All-Star experience should be considered an absolute honor. It is also a huge commitment for both the player and the parents/guardians. All-Star participants will be expected to attend all practices and cannot miss any games or participate in other leagues during tournament play. The cost to participate in the All-Star season is \$50. Each player will receive socks, belt, pants, cap, and a game jersey. The District All-Star tournament typically begins on the Friday prior to Father's Day.

- Work hard AND have fun!
- All players will get to play, but the amount of playing time is dependent on their ability/effort and sportsmanship/attitude
- Players are expected to be on time for practices and games. On time means they arrive at least 5 minutes before the scheduled practice time or game warm-up time
- Players are expected to work together as a team and treat each other with respect on and off the field
- Players are expected to be 100% committed to the All-Star team and cannot miss any games; only allowed a maximum of three missed practices for legitimate, unavoidable reasons
- Players should not participate with any other baseball program once All-Star practices officially start and absolutely shall not participate with any other baseball program once the district tournament begins



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