

Code of Conduct

Rockne Community Recreation Center

Intent

The Rockne Community Recreation Center (RCRC) is intended to provide guided leadership for the youth of the community, and to promote goodwill and fellowship in all of our community. The essential elements of sportsmanship and ethics in sports are embodied in the concept of character building and six core principles: **Respect, Responsibility, Fairness, Honesty, Integrity and Good Citizenship**. The highest potential of sports is achieved when competition reflects these six principles. As such, this code of conduct is designed to define what is expected of all RCRC members in order to promote the goodwill, fellowship, sportsmanship, and ethics that we intend to impart on our youth. This code of conduct has been developed by the members appointed Board Members. Therefore, any questions, comments, or concerns shall be brought to the Board Members in the effort to promote our goal as an organization.

Standards of Conduct for All RCRC Members

1. All members shall conduct themselves in an appropriate manner in support of RCRC's goals. They shall conduct themselves as positive role models and represent themselves in a manner that exhibits the principles of sportsmanship. They shall strive to exhibit respectful and courteous conduct towards all members, coaches, officials, players and spectators.
2. Behavior that is not considered sportsmanlike or appropriate includes, but is not limited to,
 - a. Striking (e.g., kicking, hitting, pushing, throwing objects at) or other acts of violence, attempted acts of violence or attempts to incite violence.
 - b. Obscene, profane, demeaning or unduly provocative language, gestures or actions directed towards any other member, coach, official, player or spectator.
 - c. Failure to immediately leave RCRC facilities or events if asked to do so.
 - d. All other actions, as determined by the Board Members, in violations of the principles and standards of sportsmanship.

Board Member Code of Conduct

Board Members, being the appointed leadership of RCRC, shall:

1. In all personal contact with members, coaches, officials, players and spectators, Board Members shall strive to set an example of the highest ethical and moral conduct.
2. Be committed to the RCRC program, and the surrounding community.
3. In the event of any verbal or physical confrontation, keep composure and seek to resolve

the situation.

Should any Board Member be found in violation of this code, the matter shall be addressed in the proper manner, set forth by the Bylaws of RCRC, as to promote our goal as an organization.

Coaches Code of Conduct

The coach has a tremendous influence, either good or bad, in the development of the player as an athlete and as well as a person of character, and thus, shall never place the value of winning above instilling the highest desirable ideals of character. Coaches shall:

1. In all personal contact with members, coaches, officials, players and spectators, the coach shall strive to set an example of the highest ethical and moral conduct.
2. Be a leader and a motivator for all players by being positive, supportive, enthusiastic, and encouraging
3. Be a firm and fair disciplinarian as needed to instill in the player the core principles of respect, responsibility, fairness, honesty, integrity and good citizenship
4. Be fully prepared and organized at each practice and games, and will be responsible for their assigned duties prior to and after practices and games.
5. Be open and honest with players and parents about goals, expectations, and roles of individual players and the team
6. Never use foul language, profanity, racial slurs, or any other language of behavior that is detrimental to the development of RCRC's players
7. Thoroughly acquaint themselves with the rules of the game as they pertain to their respective league. The coach shall not try to cheat these rules or gain an unfair advantage.
8. Respect the judgment of the umpire. Coaches shall keep their discussion to the rules and not challenge umpire decisions involving judgment. Public criticism of the umpires or players is unethical
9. Never consume any drugs or alcohol before or during practices or games. No smoking or vaping is allowed during practices or games, on or off of the field.
10. Use their position to enhance sportsmanship by their players and spectators. Before and after games, rival coaches should meet and exchange friendly greetings in order to set the correct tone for the game.

Any coach found in violation of this code is subject to discipline as described herein.

Parents, Fans, and other Members Code of Conduct

Parents, fans and other members are expected to support the youth of RCRC by always striving to conduct themselves in a manner which supports RCRC's goals. Parents, fans, and other members shall:

1. Be respectful to all members, coaches, officials, players and spectators.
2. Be encouraging and supportive of all players at all times.'
3. Never address a child which is not their own about an issue that happened on the field.

Such issues should be brought to the appropriate parent, coach or board member, AT THE APPROPRIATE TIME. A verbal or physical altercation at RCRC will NOT be tolerated.

4. Not make any derogatory remarks towards any players, coaches, or officials on the field. The umpire will address the coach should they feel the fans are being inappropriate or unruly. Coaches will then address their team's fans as needed. Please comply with the request of the coach.

Any parent, fan, or other member found in violation of this code is subject to discipline as described herein.

Players Code of Conduct

RCRC is committed to teaching our youth the values of respect, responsibility, fairness, honesty, integrity and good citizenship. Accordingly, RCRC players shall:

1. Respect all players, coaches, and officials on and off of the field.
2. Be responsible for themselves, their equipment, and their role on the team.
3. Abide by all league rules, and never attempt to cheat or create any unfair advantages.
4. Give his or her best effort at practice and games. The parents, coaches, and members work hard to see players succeed and grow as athletes and individuals, and so the players' best effort is appreciated and expected.
5. Win or lose with respect and dignity. Players should not boast or taunt in the event of a win, nor should a player whine or throw a fit in the event of a loss.
6. Never engage in any physical/verbal confrontation with another player, coach, or official. If such physical/verbal altercation does occur the player will;
 - a. At a minimum, be benched the remainder of the game.
 - b. Depending on the severity, the player may be suspended from multiple games, or expelled from RCRC.

Any player found in violation of this code is subject to discipline as described herein.

Disciplinary Actions

The Board members shall have ultimate discretion regarding violations of this Code of Conduct. If a member(s) wishes to dispute or appeal the decision of the board members regarding violations of this Code of Conduct, they may do so as described below or through the process described in Article III of the Bylaws of RCRC.

1. In instances of blatant misconduct, all individuals involved will immediately be asked to leave the premises, and shall receive a minimum penalty of a suspension from one game. Blatant misconduct shall include, but not be limited to, striking (e.g., kicking, hitting, pushing, throwing objects at), or attempting to strike an official, coach, player or spectator.
2. Acts of violence, attempted acts of violence, or attempts to incite violence will NOT be tolerated. In the event of such an act, all individuals will immediately be asked to leave premises, and shall receive a minimum penalty of a suspension from one game.

3. If a Board Member, member, coach, official, player, or spectator is ejected from an RCRC event, they must immediately leave the facilities. Any delay or contrary action will result in automatic suspension from the following event.
4. Repeat and/or severe violations by an individual will subject them to increasingly greater penalties such as suspension from multiple games, the league, or even permanent expulsion from RCRC.

If an individual(s) becomes aggressive or refuses to leave RCRC premises, law enforcement will be called to assist in the situation.

Procedures

1. Incidents that may involve violations of this Code of Conduct shall be reported to the Board Members. Only violations which present an immediate threat or danger should be brought to the Board Members immediately.
2. During games, the following procedure should be followed:
 - a. Parents can discuss any issues or concerns to the coach, and never directly to the umpire.
 - b. Coaches, as the leader of the team, can discuss any issues or concerns with the umpire.
 - c. Umpires will discuss and address all issues brought forth with the Board Members
3. Outside of games, issues can be addressed to Board Members a minimum of 24 hours after the issue occurred. Only serious or dangerous issues should be brought to the board immediately. The intent of the 24 hour delay is to prevent any verbal confrontations from taking away from the atmosphere we are striving to create at RCRC.

Coach Requirements

Coaches must be 18 years of age. Youth assistant coaches must be approved by the board. Youth assistant coaches may not be on the field without an adult coach overseeing them. Coaching requires a lot of time and dedication. Please make sure you are prepared to devote time and dedication to our youth before volunteering to coach.

Player's Uniform and Equipment

1. RCRC will provide a shirt, hat or visor, belt and socks. The player must provide baseball pants. Shirt is to be tucked in and hat is to be worn properly.
2. Catchers must wear shin guards, and a catcher's helmet. Catchers and pitchers are encouraged to wear a protective cup. Personal equipment may be used, unless the umpire or board member rules that it is not appropriate.
3. Wood bats and metal cleats are prohibited.
4. The shirt, hat or visor, belt and socks are to be worn as they were given to you. Do not alter any part of the uniform in any way.

In recognition of our generous sponsors, players must wear complete uniform in the proper

manner at all times. If a player is not in complete uniform, they will be benched the first inning.
(minors, majors, co-ed only)

Length of Games

No new inning is to start after

- * 30 minutes for T-ball
- * 45 minutes for Pee Wee
- * 80 minutes or 4 innings for Minors and Softball
- * 90 minutes or 6 innings for Majors and Co-ed

Games must be played for the full allotted time. If an inning ends prior to the allotted time, a new inning must be started. Games will only be stopped short by the umpire or Board Member.

Line-up and Scoring

1. All leagues will include all registered players in the batting order, and field players will be substituted freely, making each player a part of the game, with the exception of the pitcher in reference to the pitch count rules for their league
2. A player may be recruited to play a game for another team under the following circumstances:
 - a. The player must be registered with RCRC
 - b. The recruited player is not allowed to pitch or catch and must be placed at the bottom of the batting order.
 - c. The player must be from the same league or younger. A younger player must get board approval before they are allowed to play.
 - d. The player must be in a RCRC shirt to be eligible to play.
1. Score keeping is the responsibility of the coaches. Coaches should verify the score with the opposing coaches at the end of each inning.
2. The 5 run rule is in place for PeeWee, Minors and Softball. An 8 run rule is in place for Majors. If the batting team scores five or more runs, the half inning is over AFTER the pitcher has possession of the ball AND has returned to the mound or the 16' circle. Under those circumstances, a runner may only attempt to score an additional run if the runner rounded 3rd base prior to the pitcher returning to the mound. A total of 8 points can be scored in one half inning.
3. Tie games will remain a tie.

Game Day Procedures and Team Responsibilities

1. Coaches are issued a combination to the equipment room. Please keep equipment rooms closed at all times.
2. Coaches will place trash bags inside of both large trash cans and set them out.
3. Home team is responsible for watering, dragging, and chalking the field. The field should be ready 15 minutes before the game starts for infield practices
4. Home team will be in the dugout on the first base line and visitors will be in the third base dugout.
5. Each team is responsible for cleaning out their dugout and under their bleachers after the game.
6. Both teams should work together to pick up all trash in the common areas at their field.
7. Home team of the last game of the night is responsible for bringing the trash bags to the middle field.
8. Home team is responsible for turning off the lights, locking the bathrooms and the equipment rooms. (does not apply to middle field)

General Game Rules

1. Only players, coaches, team parents, officials, and board members are allowed on the field during game play.
2. The foul (chalk) line and all 4 bases are fair territory.
3. A runner is allowed one extra base if the ball is thrown out of play.
4. If a foul ball is hit and not caught, the ball is dead and the runners must return to the bases. If a foul ball is caught, the ball is live and the runners may advance after tagging up at their own risk.
5. When a player is awarded a base on balls, the ball is live and ANY base runners may advance at their own risk.
6. A coach may visit the pitcher's mound once per pitcher. The second time the coach visits the same pitcher, the coach must remove that pitcher from the mound.
7. A plate conference is required between both coaches and all umpires prior to the start of the game.
8. The home plate umpire has the final call on the field.
9. A base runner may not leave the base until the ball crosses home plate or is hit by the batter. If the base runner leaves early:
 - a. and is called out on the play, the play stands and the runner is out.
 - b. and the runner is called safe he will be called back to the base that they left early. If the runner leaves early a second time the runner will be called out.
 - c. and the batter hits the ball, the play stands.

T-BALL RULES

1. Batting order is to be batted in continuous order in each half inning. The inning will end after the last batter finished their at bat. Outs do not end the inning.
2. The last batter must attempt to advance to home. Coaches should announce to the other team when their last batter comes up to bat.
3. If a batter or base runner gets out they must return to the dugout.

PEE WEE RULES

1. The ball is dead if a batter or a batter's clothing is hit by the ball
2. If a runner intentionally touches a fair ball the runner is out.
3. If a ball gets stuck in the umpire or catcher's gear, the ball is dead and all runners advance one base.
4. If a player gets hurt the ball is dead
5. The batter is out if he fails to get out of the batter's box when a runner is coming home.
6. The base runner is awarded a base if the defensive player blocks the base path. A free base will also be given to any base runners forced by this call.
7. If a catcher impedes a batter's swing, the batter will be awarded first base.
8. The batting order is to be batted in continuous order.
9. All runners must tag up on fly outs before advancing.
10. Head first slides are allowed.
11. 9 defensive players on the field at a time.
12. Balls and strikes will be counted. 3 outs ended the half inning.
13. A catcher is required.
14. Base runners can advance one base when a ball is not caught at a base. No other stealing is allowed.
15. If no umpire is present the opposing coach must umpire the batting team.
16. No more than 6 players are allowed in the infield. Players must play in a regular position.(1,2,SS,3,P,C)
17. Coaches must pitch with the mechanical pitching machine from the designated area on the pitcher's mound or Coaches must overhand pitch within the pitcher's mound.

MINOR'S RULES

1. The ball is dead if a batter or a batter's clothing is hit by the ball.
2. If a runner intentionally touches a fair ball the runner is out.
3. If a ball gets stuck in the umpire or catcher's gear, the ball is dead and all runners advance on base.
4. If a player gets hurt the ball is dead.
5. The batter is out if he fails to get out of the batter's box when a runner is coming home.
6. Any unforced base runner can advance on a walk at their own risk.
7. If a catcher impedes a batter's swing, the batter will be awarded first base.
8. The batting order is to be batted in continuous order.
9. If a pitcher intentionally hits a batter, the pitcher will be ejected from the game.
10. All runners must tag up on fly outs before advancing.
11. Head first slides are allowed.
12. The 3rd Strike Drop rule will go into effect when the catcher drops the third strike. If there are no outs or 1 out and 1st base is unoccupied the batter can run to 1st base. If there are 2 outs on the 3rd strike drop, the batter can run to 1st even if it is occupied. If the catcher tags the batter or throws the ball to first before the batter gets there the batter is out.
13. Infield fly is in effect but must be called by the umpire.
14. A ball bunted foul with two strikes is an out.
15. A pitcher is allowed 55 pitches per day
 - a. If the pitch count is reached in the middle of a batter, the pitcher may finish the at bat.
16. A pitcher is not allowed to return to the mound after being removed from the mound in the same game.
17. 9 defensive players on the field at a time.
18. If a pitcher hits 3 batters in one game the pitcher must be removed from the mound.
 - a. Batter will be awarded one base if hit by pitch occurs
 - b. Batter must attempt to get out of the way of pitch to be counted against HBP count
 - c. Umpire will decide at time of occurrence if hit will go against HBP count
19. Pitcher and Catcher are allowed to play in the others' positions.
20. A coach may take one mound visit per pitcher. The second mound visit results in the pitcher being removed from the mound.
21. Stealing is allowed.
22. Leading off is allowed.
23. Pitcher gets 2 attempts to pick off the runner, on the 3rd attempt "balk" is called and the runner will advance to the next base. (THIS IS A LEARNING ONLY RULE)

Rules are subject to reference 2023/2024 Little League Handbook

****All calls are up to Umpire Discretion****



MAJOR'S RULES

1. The ball is dead if a batter or a batter's clothing is hit by the ball
2. If a runner intentionally touches a fair ball the runner is out.
3. If a ball gets stuck in the umpire or catcher's gear, the ball is dead and all runners advance one base.
4. If a player gets hurt the ball is dead
5. The batter is out if he fails to get out of the batter's box when a runner is coming home.
6. Any unforced base runner can advance on a walk at their own risk.
7. The base runner is awarded a base if the defensive player blocks the base path. A free base will also be given to any base runners forced by this call.
8. If a catcher impedes a batter's swing, the batter will be awarded first base.
9. The batting order is to be batted in continuous order.
10. If a pitcher intentionally hits a batter, the pitcher will be ejected from the game.
11. All runners must tag up on fly outs before advancing.
12. Head first slides are allowed.
13. The 3rd Strike Drop rule will go into effect when the catcher drops the 3rd Strike. If there are no outs or 1 out and 1st base is unoccupied the batter can run to 1st base. If there are 2 outs on the 3rd strike drop the batter can run to 1st even if it is occupied. If the catcher tags the batter or throws the ball to first before the batter gets there, the batter is out.
14. Infield fly is in effect but must be called by the umpire.
15. A ball bunted foul with two strikes is an out.
16. A pitcher is allowed 75 pitches per day.
 - a. If the pitch count is reached in the middle of a batter, the pitcher may finish the at bat.
17. A pitcher is not allowed to return to the mound after being removed from the mound in the same game.
18. Pitcher and Catcher are allowed to play in the others' positions.
19. The first balk will result in a warning from the umpire. All base runners will advance on the second balk. (Applies per pitcher)
20. 9 defensive players on the field at a time.
21. If a pitcher hits 2 batters in one game the pitcher must be removed from the mound
 - a. Batter will be awarded one base if hit by pitch occurs
 - b. Batter must attempt to get out of the way of pitch to be counted against HBP count
 - c. Umpire will decide at time of occurrence if hit will go against HBP count
22. A coach may take one mound visit per pitcher. The second mound visit results in the pitcher being removed from the mound.
23. Leading off is allowed.
24. Stealing is allowed.
25. Pitcher gets 2 attempts to get the runner out, on the 3rd attempt "balk" is called and the runner will advance to the next base.

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SOFTBALL GIRLS RULES

1. The ball is dead if a batter or a batter's clothing is hit by the ball.
2. If a runner intentionally touches a fair ball, The runner is out.
3. If a ball gets stuck in the umpire or catcher's gear, The ball is dead and all runners advance one base.
4. If a player gets hurt the ball is dead.
5. The batter is out if she fails to get out of the batter's box when a runner is coming home.
6. Any unforced base runner can advance on a walk at their own risk.
7. The base runner is awarded a base if the defensive player blocks the base path. A free base will also be given to any base runners forced by this call.
8. If a catcher impedes a batter's swing, The batter will be awarded first base.
9. The batting order is to be batted in continuous order.
10. All runners must tag up on fly outs before advancing.
11. Head first slides are allowed.
12. Dropped 3rd strike is in play when the batting team has less than 2 outs.
13. Infield fly is not in play.
14. 9 defensive players on the field at a time.

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