

Killeen Parks & Recreation Youth



Baseball

By-Laws

PARKS &
RECREATION

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Article I. The Killeen Parks & Recreation Philosophy

Section 1.01 KPR Mission Statement

The Killeen Parks & Recreation (KPR) Youth Baseball League under the auspices of the Killeen Parks & Recreation Department (KPR) constitutes a youth Baseball league designed to build, develop, and nurture young athlete's abilities and love of the game.

KPR Mission Statement

The KPR structure and regulations are based on three (3) primary objectives.

(a) To provide as many Killeen youth the opportunity to participate and enjoy the youth baseball experience.

Youth baseball is quite different from the NCAA or MLB baseball we see on television. In fact, for youth sports, the game of baseball is unique in that: (1) anyone, from the quick outfielder to the catcher, can be a star...there is a place for everyone; (2) the game requires individual effort from each player, yet success is achieved only when each individual learns to rely on and work with the other team members; (3) more than any other youth sport, it teaches team play, competitiveness, rule enforcement and the need for a maximum effort on the part of its participants; and (4) it is fun. KPR is committed to maintaining a structure, through controlling costs, outside sponsorships, etc. that allows as many Killeen youth as possible to enjoy the youth baseball experience.

(b) To provide those youth who want to improve their baseball skills the opportunity to do so through solid coaching and competitive opportunities.

Competition is a big part of improving ourselves. Sometimes being competitive is required in order to attain success. We want our youth to understand that learning to compete effectively is even more important than wins or losses.

(c) To use the lessons taught in baseball along with the role modeling of the league, its coaches, and personnel, in order to provide Killeen youth with a strong foundation from which to grow.

KPR is well aware of the pressures, turmoil, and choices faced by today's youth. We realize the most important facet of any youth sport program, especially baseball, is the positive role it can play on the development of each individual participant. Coaches, have a direct impact in helping players believe in themselves, learn how to deal with competition, how to prepare to succeed and how to handle a win or a defeat. We, as the

league and as coaches, must always remember that our ultimate goal is the development of our participants as individuals...we've just selected baseball as a fun way to teach those lessons.

Section 1.02 Sportsmanship

KPR regards bad sportsmanship as unnecessary and completely intolerable.

What Is Good Sportsmanship?

Good sportsmanship is when people who are playing or watching a sport treat each other with respect. This includes players, parents, coaches, and officials.

- Have a positive attitude
- Give their best effort
- Shake hands with the other team before and after the game
- Support teammates by saying "good shot" or "good try". Never criticize a teammate for trying
- Accept calls and do not argue with officials
- Treat the other team with respect and never tease or bully
- Follow the rules of the game
- Help another player up who has fallen
- Take pride in winning but don't rub it in
- Accept a loss without whining or making excuses

What's a Parent's Role in Good Sportsmanship?

Kids learn how to be a good sport from the adults in their lives, especially their parents and their coaches. As soon as your child starts competing in sports, it's important to be

a good role model. Any teams your child plays on should have coaches that encourage good sportsmanship.

Show your good sportsmanship:

- Keep sideline comments positive and encouraging
- Do not bad-mouth coaches, players, or officials
- After a competition, don't focus on who won or lost. Instead, try asking, "What did you do well during the game?" "Was there something you wish you could have done better?" If your child feels there was something that could have gone better, offer to work on it together before the next game
- Applaud good plays, no matter who makes them
- Congratulate the winners, even if they are on the other team

(a) Coaches

(i) All KPR coaches are required to demonstrate positive sportsmanship in respect to their players, team parents, opposing team players, parents, coaches, and game officials. Coaches who are unable to demonstrate the proper sportsmanship will be suspended from further coaching in KPR leagues. Any coach who is ejected from a game for unsportsmanlike conduct will be required to leave the field of play/facility and will be unable to coach in the next scheduled game. This includes post-season play. The continued demonstration of improper sportsmanship may constitute suspension from any number of games KPR deems necessary. Coaches are also responsible in assisting referees with the sportsmanship of all playing and non-playing team members, as well as spectators and assistant coaches.

(b) Participants

(i) Sportsmanship is a priority in the development of KPR athletes. All participants must always demonstrate positive sportsmanship. Those who cannot, may be dismissed from the game, by the game official. The continued demonstration of improper sportsmanship will constitute suspension from any number of games that KPR deems necessary.

(c) Spectators

(i) All spectators must remain seated throughout all KPR games and are expected to demonstrate positive sportsmanship. Spectators, who fail to do so, will be required to leave the game site, and will not be allowed to attend the next game. The continued

demonstration of improper sportsmanship will constitute suspension from any number of games that KPR deems necessary.

Article II. KPR Youth Baseball Program

Section 2.01 Definitions

- (a) KPR. Killeen Parks & Recreation Department.
- (b) Coordinator. Designated Athletic Coordinator for KPR will serve as the KPR Coordinator.
- (c) Athletic Manager. Athletic Manager or his designee will serve as the KPR Coordinator.
- (d) Pronouns. The personal pronoun of either gender (him, her, he, she, etc.) shall apply equally to males and females.

Section 2.02 Rule Administration

KPR Staff acts on the behalf of players, coaches, and parents as representatives. Any approved modification or changes from KPR will be distributed in writing to the effected teams as soon as possible.

Section 2.03 League Structure

The Athletic Manager is responsible for overseeing the administration of the baseball program. The Coordinator manages the day-to-day operations of each team(s) in each division(s). Divisions are separated into five separate divisions based on age.

6u: T-Ball (ages 5-6)

8u: Coach/Machine Pitch (ages 7-8)

10u: Ages 9-10

12u: Ages 11-12

14u: Ages 13-14

Section 2.04 Player Eligibility

All players, ages 7-14, are eligible to participate in the KPR baseball program. Ages are based on the age of the player from 26 April 2025

- a. If a player's birthdate is 26 April 2025, and they will be 6yrs old at the start of the season they will participate in the 8 and under Division.

- b. If a player's birthdate is 27 April 2025, and they will be 6yrs old at the start of the season they can participate in the 6 and under Division.

Note: KPR believes players should participate at their own age level. We discourage the practice of playing up with older participants.

Section 2.05 Coaches Eligibility

Adult volunteers (18yrs and older) will act as baseball coaches. They will be selected by and allowed to coach under the authority and approval of KPR. As a result, coaches may be removed for cause, at any time by KPR.

(a) In addition, all KPR coaches must complete and follow:

- (i) Criminal background checks will be conducted.
- (ii) The recognized Head or assigned Assistant Coach are required to be present at all practices, games, and mandatory meetings.
- (iii) All rules and regulations apply equally to the Head and Assistant Coaches unless otherwise specified.

Section 2.06 Coach Selection

Head Coach selection shall be based upon sportsmanship, experience, leadership, dependability, and ability to assume overall responsibilities of the team. This is a privilege and not an automatic right, due to previous volunteer selections.

The three (3) Assistant Coaches will be selected by the KPR staff or the team's Head Coach. The Head Coach must ensure all Assistant Coaches have an approved background check prior to the first practice as written in section 2.05. Assistant Coaches must be in the capacity to coach the team for the entirety of the season. Coaches should not be picked based on their child's skill level or position. Only Head Coach and Assistant Coaches will be allowed in the dugouts and on the playing field during games.

Article III. KPR Operations

Section 3.01 Player Registration

- a. In order for a player to be officially registered, his/her: fees must be paid in full.
- b. Registration will be held at the Park and Recreation Office, 1700 E Stan Schlueter Loop, Killeen, TX 76542 or online at <https://apm.activecommunities.com/killeen>.

Section 3.02 Contact Information

KPR Office Number: (254) 501-6390 KPR Office Location: 1700 E Stan Schlueter Loop, Killeen, TX 76542 and Rosa Hereford Killeen Community Center, 2201 E Veterans Memorial Blvd, Killeen, TX 76543

In addition, KPR communicates with coaches regularly via e-mail. This helps keep everyone informed and updated about the program. KPR staff can also be reached via email:

Antonio Murphy, Executive Director of Parks & Recreation	amurphy@killeentexas.gov
Recreation Services Manager, Kaitlyn Roberts	kroberts@killeentexas.gov
Anthony Vaughters, Aquatics/Athletics Manager	avaughters@killeentexas.gov
Paige Stephens, Athletic Coordinator	pstephens@killeentexas.gov
Destiny Tollette, Athletic Coordinator	dtollette@killeentexas.gov
Leon'ta Brown-Lewis, Athletic Coordinator	Lbrown-lewis@killeentexas.gov

Inclement Weather Number: Please call the KPR Office during normal business hours Monday–Friday from 8:00am to 5:00pm or visit the Athletics website at www.teamsideline.com/killeen . Coaches should call or check website on any day that may have a chance of cancellation due to dangerous weather or unplayable field conditions for games and practices.

(i) Inclement weather decisions are normally made after 3:00 PM on weekdays and by 7:30 AM on Saturdays.

Section 3.03 Liability

KPR is not liable for any injury to players, officials, cheerleaders, coaches, spectators, media, sideline personnel, or any other persons attending a KPR event.

Article IV. Youth Baseball League Operations

Section 4.01 Scheduling of Games

KPR will schedule all games for the KPR Baseball league in each Division KPR has a team represented. KPR will make all efforts to alleviate conflict dates/times in the scheduling of games. There are no guarantees.

Once the season schedule is posted, KPR will inform all Head Coaches. Rescheduling will be limited to rainouts and administrative issues, at the discretion of KPR.

Section 4.02 Players per Team

It is our intent for each team to have 12-14 players. These numbers may be adjusted based on the number of players and teams available in a division.

Section 4.03 Loss of Players

If at any time, a team loses a player, (whatever the reason) the Head Coach must contact the league office via email within forty-eight (48) hours after realizing this loss and inform KPR of the loss.

It is our intention to contact all players who withdraw from the league to:

- (a) Determine why they left;
- (b) Determine what KPR can do to improve its ability to retain its players.

If the loss occurs early enough in the season, the open slot on the team MAY be filled by the assignment of a player from a “waiting list.”

Section 4.04 Roster Formation

Participants registered in the 6U division will be placed on teams randomly, teaming family together.

Family, according to KPR, is defined as, biological siblings, step-siblings who reside at the same address, or other family members that are residing at the same address.

Report cards will be used as address verification.

KPR may add, at its discretion, to the maximum number of players to the roster for each league/sport.

KPR is responsible for all teams. All adds and drops must be approved and organized by/through KPR.

KPR’s main goal during roster formation is to ensure parity of teams.

For the 8U, 10U, 12U, and 14U divisions, teams will be drafted by volunteer coaches based on the following criteria (6U teams will be assigned, rather than drafted):

- protected players
- player ability assessment score
- age/gender/grade

Section 4.05 Protected Players

Each volunteer head coach will be allowed maximum of five (5), protected players. One (1) head and one (1) assistant coach’s child are not counted toward their protected players.

After all volunteer coaches' children have been protected by the volunteer coach, he/she can declare remaining protected players to KPR staff.

Protected players must be submitted, or declared, to the league coordinator prior to the draft meeting via e-mail. If a coach does not submit protected players accordingly, they will start the draft with both their children and those of their assistant coaches, or zero rostered players.

If two or more volunteer coaches attempt to protect the same non-biological player, KPR will consult with the parent/guardian of the player. The parent/guardian will declare which volunteer coach they would like their child to play for.

Section 4.06 Player Ability Assessment

Each registrant (8U-14U) is encouraged to participate in the Player Ability Assessment (PAA.) This program is designed to assess the fundamental skills of each player in a specific sport.

The effectiveness of the PAA depends highly on player attendance and coach participation. All players and coaches are highly encouraged to attend and participate.

Parents/guardians will be notified when and where the PAA will be conducted during the registration process.

The atmosphere of the PAA is very relaxed, so players should not have undue pressure from parents/guardians.

Please note: THIS IS NOT A PASS/FAIL/TRYOUT type of event.

PAA participants will be graded on a scale of 1-5 (5=best value, 4=good value, 3=average value, 2=needs improvement, and 1=lowest value). These values will be determined by the following graders:

volunteer coaches and

KPR staff

If a participant does not attend the PAA, they will receive a "U" grade (ungraded). Ungraded participants will be assigned to teams by KPR staff and are not eligible to be drafted by coaches.

Section 4.07 Player Draft

Each sport will have a coaches' meeting prior to the PAA. At the meeting, KPR staff will discuss applicable rules and rule changes.

The player draft will take place after the PAA.

Any "U" (unranked) player will be declared not available in the draft. KPR staff will randomly assign these players to a team.

When all participants have a value (1-5) attached to them, and all protected players have been selected, the player selection process will begin.

Volunteer Coaches who have returning players will see them already attached to their team at the beginning of the draft. Teams will not get a pick in the player draft until all teams have equal number of participants.

The draft order will be determined by a random draw among the coaches before the draft begins.

The volunteer coaches will select players in a “snake” style draft (i.e. selecting 5’s/4’s/3’s/2’s/1’s) until all participants that are eligible to be drafted are selected.

Section 4.08 Uniforms

Player game uniforms are provided as part of the registration fee. Teams may not modify the jersey in any way other than what is instructed by KPR. Any player with an illegal uniform will not be allowed to play (Adding a player’s first or last name to the jersey is allowed, but names must match registration information).

Section 4.09 Equipment

All KPR Baseball players will be required to have the following equipment to participate:

- a. All players are required to wear baseball cleats; soft spikes only (NO hard/metal spikes)
- b. All players in the game must be wearing full uniform. This includes team issued hats.
- c. Players are not permitted to wear jeans.
- d. No Jewelry, headgear containing hard, unyielding materiel.
- e. All players that wear prescription glasses must always wear a safety strap.
- f. Players that do not meet these requirements on any given game day will not participate in that game.
- g. Games will be played w/ balls provided by KPR.

Bats:

BB-COR Bats are allowed in all age divisions. All other non-Wood bats must be stamped USA Baseball or BPF 1.15 or less. BB-COR bats are required in Boys HSE Division.

Section 4.10 Practices

- a. Practices scheduled by KPR will be held at the Lions Club Park, and Killeen Athletic Complex baseball fields. Teams will be allowed field usage for up to 1 hour per practice session.
- b. Only registered players may participate in a practice, and only certified volunteer coaches can run/participate in practice.

- c. Practices are unlimited before the first scheduled game. KPR will only schedule and be responsible for authorizing 2 hours per week on Killeen fields.
- d. Once scheduled game play begins, practices will be limited to a total of two (2) hours per week with no more than one (1) hour per individual practice.
- e. No practices will be planned on weekdays unless KPR staff deems it necessary.

Article V. KPR Game Mechanics

The following regulations apply to KPR program's Game Mechanics.

Section 5.01 Game Play

KPR will follow all rules as outlined in the KPR Baseball By-Laws. KPR will provide one copy of the KPR Baseball By-Laws to the Head Coach of each team and publish them to www.teamsideline.com/killeen.

Section 5.02 Participation

All Divisions: All players who are present for a game must get at least one at bat, and one full inning in the field. One full inning is defined as 3 consecutive outs.

Section 5.03 Game Length

- a) 6u (T-Ball): 50 Minutes, or until both teams has batted their full rotation twice.
- b) 8u (Coach Pitch): 5 Innings or 60 Minutes
 - 5 pitches per batter / 3 Coach pitch, 2 Machine Pitch
 - 5th pitch is final unless it is a foul ball
 - Games will be played with T-Ball style baseballs
 - The ball is live in the event it hits the pitching machine
 - **Pitching coach CANNOT "coach" in any form or fashion while on offense. They can only show the ball and pitch. Violations of this rule will be one warning and then removed from the game.**
 - **In event that a batted ball hits the pitching machine, it will be called a foul ball.**
 - **In the event that a ball is fielded and hits the pitching machine, the ball will be called dead and players will advance 1 base.**
- c) 10u: 6 Innings or 70 Minutes
- d) 12u: 6 Innings or 80 Minutes
- e) 14u: 7 Innings or 85 Minutes

Section 5.04 Pregame Coaches Meeting and Equipment Inspection

- a) Coaches' meeting will take place 10 mins. prior to game time.
- b) Officials will check every player's equipment (uniforms, cleats, and jewelry) before each game.
- c) The Home and Away teams are decided by team sideline.
- d) A minimum of 8 players must be present at game time and maintained throughout or it is a forfeit. (There will be a 10-minute grace period during the first week of games)

Section 5.05 Coaches and Authorized Conferences

- a) 8u teams are allowed 4 coaches in the dugout area (pitch coach, first base, third base, and dugout). 10u, 12u, and 14u allow 3 coaches (first base, third base, dugout). ALL coaches must submit/pass a criminal background check prior to ANY/ALL involvement with team in the role of coach.
- f) Coaches may provide visual aids for their players.

Section 5.06 Mound Visits/Substitutions

- a) A coach may visit the pitcher twice in one inning, the third visit requires the pitcher to be removed.
- b) The coach may not make a third visit while the same batter is at bat.
- c) A coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
- d) Once a pitcher is removed, a visit will not be charged to the new pitcher.
- e) Evaluating a player's playing condition and/or potential injury will not be ruled as a pitcher's visit. The coach must relay that to the umpire, and the umpire will monitor the visit.
- f) Each player may enter and be substituted defensively, but the batting order must remain the same. If a player is substituted twice, he may no longer play in the current game.

Pitchers may not return to the mound once removed.

All substitutes must begin at the top of the lineup and continue in sequential order. (Batters 1, 2, 3, and so on...)

Section 5.07 Max Runs and Run Rules

- a) 8u: Max Runs Per Inning – 5 Runs per inning; Run Rule – 15 runs after 3 innings
- b) 10u: Max Runs Per Inning – 6 runs per inning; Run Rule – 15 after 3, 8 after 4
- c) 12u: Max Runs Per Inning – 8 Runs; Run Rule – 15 after 3, 8 after 4
- d) 14u: Max Runs Per Inning – 10 Runs; Run Rule – 15 after 3, 12 after 4, 8 after 5

Section 5.08 Player Conduct

- a) If the Official witnesses any acts of tripping, elbowing, cheap shots or any unsportsmanlike act, the game will be stopped, and the player will be ejected. Foul play will not be tolerated.
- b) Trash talking is illegal (from players, parents, and coaches). The Officials will give one warning but if it continues, the Official is entitled to eject players from the game. This includes team chants such as “Hey batter, batter” or “Rally, Rally the pitcher’s name is Sally”

Section 5.09 Drop 3rd strike Rule

8u & 10u: Drop 3rd strike is not in effect

12u/14u: Drop 3rd strike is in effect

Section 5.10 Mound and Base Distance

Base Distance:

6u/8u: 60 ft.

10u: 60 ft.

12u: 70 ft.

14u: 80 ft.

Pitching Distance:

8u: 30 ft. (Coaches)

10u: 46 ft.

12u: 50 ft.

14u: 60 ft.

Section 5.11 Pitch Count

10u:

50 Pitches Max Daily/Game

1-20- 0 Days Rest

21-35- 1 Days Rest

36-50- 2 Days Rest

12u:

60 Pitches Max Daily/Game

1-20- 0 Days Rest

21-35- 1 Days Rest

36-50- 2 Days Rest

50-60- 3 Days Rest

14u:

75 Pitches Max Daily/Game

1-20- 0 Days Rest

21-35- 1 Days Rest

36-50- 2 Days Rest

51-65- 3 Days Rest

66+- 4 Days Rest

Section 5.12 Stealing Base

8u: No stealing is permitted.

10u: Leading off is not permitted; stealing first base to second and second base to third is permitted.

Stealing home is not allowed.

The ball must cross home plate before they steal

12u: Leading off is permitted; stealing first base to second and second base to third is permitted.

Stealing home is not allowed.

The ball must cross home plate before they steal.

14u: Leading off and stealing is allowed. Stealing home is not allowed.

Section 5.13 Infield Fly Rule:

8u: No infield Fly Rule

10u/12u/14u: Infield Fly Rule is in effect

Section 5.14 Passed Ball Rule (Catchers):

8u: Passed ball will be called a dead ball, runners cannot advance.

10u/12u/14u: Passed ball will be played as live, runners can advance.

Section 5.15 Overthrown Ball Rule

8u: If a ball is overthrown in attempt to make a play at a base, the play will be called a “dead ball” and every runner will be awarded one additional base only. Dead balls will be called at the umpire’s discretion.

a. Ex) If the play is made at first base, the runner will be awarded second base.

b. An “overthrow” is defined as a ball thrown out of reach of the intended target.

10u/12u/14u: Overthrown balls will be played as live (pitcher included), and the runners can advance

***All live plays will be determined at the discretion of the umpires.**

Section 5.16 Injuries

All injuries will need to be assessed by officials, coaches, and staff. When a child “goes down” on the field of play, coaches need to wait until officials have beckoned them to the field. Coaches that enter the field of play without permission, due to injury, may lose a team timeout. This will be up to the discretion of the Official.

Injuries that require medical attention will be handled by Coach, KPR staff and/or Parent/Guardian.

Section 5.17 Hazardous Weather

The protection of Killeen Parks & Recreation participants is of paramount importance. Every participant should recognize the danger presented by lightning, tornados and other hazardous weather. The following items represent generally accepted principles regarding the dangers involved with lightning and tornados.

Over the past century, lightning has consistently been 1 of the top 3 causes of weather-related deaths in this country. It kills approximately 100 people and injures hundreds more each year. Lightning is an enormous and widespread danger to the physically active population. Practice and training increase recreation performance. Similarly, preparedness can reduce the risk of the lightning hazard. Lightning is the most frequent weather hazard impacting athletics events. Baseball, football, lacrosse, skiing, swimming, soccer, tennis, track and field events...all these and other outdoor sports have been visited by lightning. Education is the single most important means to achieve lightning safety. The following is the lightning safety plan for Killeen Parks & Recreation as suggested by the National Lightning Safety Institute:

1. If the athletic area should need to be cleared the following is a list of SAFE lightning evacuation sites. SAFE evacuation sites include:
 - a. Fully enclosed metal vehicles with windows up.
 - b. Structurally sound buildings.
 - c. The low ground. Seek cover in clumps of bushes.
2. UNSAFE LIGHTNING SHELTER AREAS include all outdoor metal objects like flag poles, fences and gates, high mast light poles, metal bleachers, golf carts, cars, machinery, etc. AVOID trees. AVOID water. AVOID open fields. AVOID the high ground.
3. Lightning's distance from you is easy to calculate: if you hear thunder, it and the associated lightning are within auditory range...about 6-8 miles away. The distance from Strike A to Strike B also can be 6-8 miles. Ask yourself why you should NOT go to shelter immediately. Of course, different distances to shelter will determine different times to suspend activities. A good lightning safety motto is: "If you can see it (lightning) flee it; if you can hear it (thunder), clear it."
4. If you feel your hair standing on end, and/or hear "crackling noises" - you are in lightning's electric field. If caught outside during close-in lightning, immediately remove metal objects (including baseball cap), place your feet together, duck your head, and crouch down low in baseball catcher's stance with hands on knees.
5. Wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
6. People who have been struck by lightning do not carry an electrical charge and are safe to handle. Apply first aid immediately if you are qualified to do so. Get emergency help promptly.

LIGHTNING:

- i. All thunderstorms produce lightning and are dangerous.
- ii. Lightning often strikes as far as 10 miles away from any rainfall. You are in danger from lightning if you can hear thunder. You are in danger if you can see lightning.

- iii. Lightning injuries can lead to permanent disabilities or death. Look for dark cloud bases and increasing wind.
- iv. Lightning can travel sideways for up to 10 miles and strike when skies are blue.
- v. Soccer fields are a dangerous place to be during a lightning storm. When lightning is seen or thunder is heard, or when dark threatening clouds are observed, quickly suspend the game and/or practice and move to a safe location.
- vi. Avoid standing in an open area, near soccer goals, under a tent, near trees or in water. The safest place during a thunderstorm with or without visible lightning is in a car, but not a convertible.

TORNADOS:

- i. Watch for rapidly darkening skies.
- ii. The sound of an approaching tornado is often described as that of an approaching train.
- iii. The funnel of a tornado does not have to touch down to cause extensive damage and injuries.
- iv. Tornadoes can produce winds of 300 miles per hour or more.
- v. Most people who are hurt during a tornado are hurt when they are struck by flying debris.
- vi. Seek safety in a solid structure, preferably in a basement or in an interior room. If no building is available, lay down in a ditch.

LIGHTNING DETECTORS:

KPR staff will carry a "Personal Lightning Detector" during any outdoor event, open swim, or field competition. The "Strike Alert HD" has 360-degree lightning strike detection and detects lightning up to 40 miles away. This device serves as further security against lightning storms.

GAME SUSPENSION REQUIREMENTS:

In any of the circumstances outlined below occurs, KPR staff or referee(s) should immediately suspend the game:

1. If thunder is heard, the game should be suspended, and the fields cleared. Everyone should immediately go to a safe shelter.
2. If lightning is seen, the game should be suspended, and the fields cleared. Everyone should immediately go to a safe shelter.
3. If a thunderstorm is heard or seen coming or your hair stands on end, the game should be suspended, and the fields cleared. Everyone should immediately go to a safe shelter. Do not wait until it rains.
4. Wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
5. The game will be cancelled by the decision of KPR staff if lightning continues for an extended amount of time, or if the forecasted weather is unsafe for participants and spectators.

6. If the game has reached the 4th Inning before cancellation, the score will hold and will not be rescheduled. If the game is cancelled due to inclement weather during any of the first 3 innings, the game will be resumed later.

Heat Advisory:

Heat Index of 106-108

1. Decrease repetitions and practice for overweight individuals
2. Asthmatic athletes may remove themselves from workout without penalties or repercussions

Heat Index of 109-111

1. Decrease repetitions and practice for overweight individuals
2. Asthmatic athletes may remove themselves from workout without penalties or repercussions
3. Unrestricted access to water always

Heat Index of 112

1. No Outside Practice
2. Games are subject to cancelation/rescheduling and will be determined by Athletic Supervisor, with consultation of the Athletic Coordinators.

Anything not covered within these by-laws falls under our youth sports policies and procedures manual

Coaches Discipline Guide

Offense	Directed Toward	Minimum Action	Maximum Action
Tobacco use (chewing, smoking)	during games, practices or league functions	Verbal	Ejection(s)
Alcohol, illegal substances	during games, practices or league functions	Ejection for remainder of game	Suspension, suspension up to 1 calendar year
Allowing a player to play or participate while knowing of an injury or concussion	During game or practices	Game ejection	Season suspension
Foul or abusive language directed at	Player, Coach, official, spectator or staff	Verbal warning and/or ejection for remainder of game	Game suspension
Continued foul or abusive language. Blatant disregard for staff and officials	Player, Coach, official, spectator or staff	Current game suspension	Multiple game suspension
Encouraging foul language, threatening language, unsportsmanlike behavior, encouraging or telling players to have that kind of behavior	Player, Coach, official, spectator or staff	Current game suspension	Season suspension
Threat of physical abuse, assault, threat of bodily injury of any kind	Player, Coach, official, spectator or staff	Ejection for remainder of game and next game suspension	Season suspension to lifetime suspension. Level of threat will determine length of suspension
Fighting or physical assault of any kind	Player, Coach, official, spectator or staff	Ejection for remainder of game and next game suspension	Season suspension to lifetime suspension. Level of threat will determine length of suspension
Playing an illegal player (see definition #5)		Ejection of next game and forfeiture of current game	Multiple game suspension to league removal
Pulling children off a field for any reason other than weather.		Suspension for next three games	League removal

Spectators Discipline Guide

Offense	Directed Toward	Minimum Action	Maximum Action
Alcohol, illegal substances	during games, practices or league functions	Ejection for remainder of game	suspension, suspension up to 1 calendar year
Foul or abusive language directed at	Player, Coach, official, spectator or staff	Verbal warning and/or ejection for remainder of game	Game suspension
Continued foul or abusive language. Blatant disregard for staff and officials	Player, Coach, official, spectator or staff	current game suspension	multiple game suspension
Encouraging foul language, threatening language, unsportsmanlike behavior, encouraging or telling players to have that kind of behavior	Player, Coach, official, spectator or staff	current game suspension	Season suspension
Threat of physical abuse, assault, threat of bodily injury of any kind	Player, Coach, official, spectator or staff	Ejection for remainder of game and next game suspension	Season suspension to lifetime suspension. Level of threat will determine length of suspension

Appendix A: COACH'S CODE OF ETHICS

The function of a coach, at any level, is to develop, nurture the love of the game, and educate children and athletes through participation in recreation competition. Each athlete should be treated with the utmost respect, and his or her welfare should always be considered in decisions by the coach. Accordingly, the following guidelines for coaches have been adopted by Killeen Parks & Recreation.

- The coach shall be aware that he or she has a tremendous influence, for either good or ill, and thus, shall never place the value of winning above the value of instilling the highest ideals of character.
- The coach shall uphold the honor and dignity of the profession. In all personal contact with students, parents, officials, and athletic administrators, the coach shall strive to set an example of the highest ethical and moral conduct.
- The coach shall avoid the use of alcohol and tobacco products when in contact with players.
- The coach shall master the contest rules and shall teach them to his or her team members and spectators. The coach shall not seek an advantage by circumvention of the spirit or letter of the rules.
- The coach shall exert his or her influence to enhance sportsmanship by spectators.
- The coach shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against the officials. Public criticism of officials, players, or Recreation staff is unethical.
- The coach should meet and exchange cordial greetings with the opposing coach to set the correct tone for the event before and after the contest.
- The coach shall not exert pressure on athletic administrators to give an athlete special consideration.
- The coach shall not scout opponents by any means other than those adopted by the league.

Printed Name

Signature

Date