



# Deerfield Warriors

# Travel Baseball Handbook

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# Deerfield Travel Baseball Handbook

## **DYBA Mission Statement**

*The purpose of the Deerfield Youth Baseball and Softball Association shall be to help promote and maintain high moral character as well as good mental and physical health in the young people involved in the baseball and softball programs. This objective will be attained by providing supervised athletic games. The supervisors shall bear in mind at all times that the attainments of exceptional athletic skill or winning of games is secondary to the objective herein.*

## **Deerfield Travel Baseball Mission Statement**

*Deerfield Travel Baseball was created by DYBA to provide a higher level of competition for talented and motivated DYBA baseball players who are willing to commit a great deal of time to the improvement of their skills in a team focused environment. Teams will work hard to win games, but winning will never become more important than teamwork and good sportsmanship. Deerfield Travel Baseball will ask players to work toward excellence, not perfection. Baseball is a fun and challenging game that requires players to develop the ability to overcome mistakes and to look forward to their next opportunity. Ultimately, the development of skills and team focused play will be the guideline for our program, which we believe will create better baseball players and better people.*

## **DYBA Travel Baseball Program Management**

1. The DYBA Board of Directors will determine a Director of Travel Baseball for each new board year and announce the Director of Travel Baseball at the September board meeting annually. The Director of Travel Baseball shall be responsible for the general oversight of the Travel Baseball Program and the Deerfield Wood Bat Tournament.
2. The Director of Travel Baseball will present team manager recommendations to the DYBA Board for approval prior to appointing a team manager. Once approved by the DYBA Board, the manager will then be responsible for the operation and oversight of all activities associated with their travel team. Up to two (2) additional coaches may be named to help the manager run the team, and team parents can be used to handle other duties such as scheduling, uniform sizing, etc.
3. The Director of Travel Baseball will present the DYBA Board with a Wood Bat Tournament Director recommendation, prior to naming a Tournament Director. Once approved by the DYBA Board, the Wood Bat Tournament Director will be responsible for creating and overseeing a committee to help organize and run the Deerfield Wood Bat Tournament under the supervision of the Director of Travel Baseball and the DYBA Board of Directors.

**All Managers, Coaches, and Tournament Volunteers are subject to DYBA Board Approval and must complete a DYBA conflict of interest form and a volunteer form.**

4. The Director of Travel Baseball has the option to assemble a Committee, chaired by the Director of Travel Baseball and composed of a subset of members of DYBA. Such a committee may be formed to review Travel policies, act as a steering committee, or for any other reason deemed necessary.

5. The DYBA Board of Directors will identify the incoming Travel Baseball Director no later than the September Board meeting; however, the outgoing Travel Director should determine the fall tryouts dates as a final responsibility for the new Travel Director to oversee.

*At all times, the DYBA Board of Directors will have oversight and final say regarding issues that pertain to the Deerfield Travel Baseball Program.*

### **Deerfield Travel Baseball Program Definition**

9 – 11 year old travel teams will be considered “**Developmental Teams**”. The goals in our developmental program will be to focus on the fundamentals of baseball skills through repetition and skill improvement drills. Managers will be selected from parents who have a player on the team (if qualified and available). The parent manager will be provided with a list of skills to develop players and some guidelines for managing a developmental travel team. Players will be developed at more than one position on the field. Minimum playing time will be 3 innings in a complete game (unless playing time is being reduced due to a disciplinary issue). We will roster bat whenever possible. Playing time will not be equal and players will not be moved around as much as in house league, but probably more than in the Feeder program.

12 – 14 year old travel teams will be considered “**Feeder Teams**”. “**Feeder**” is a philosophy to train players in a way that best prepares them for playing baseball at the High School level. Being on a feeder travel team by no means guarantees that a player will be selected for any future DYBA travel teams or for a Deerfield High School baseball team. The goals of our feeder teams will be:

1. To provide more complex strategy and situational training to our older players.
2. To provide an opportunity to play in a spring games.
3. To provide coaching based on the Deerfield High School philosophy.

Our Feeder teams will play in spring games and/or tournaments (that allow them to schedule around our house league commitments) as well as a local summer league and tournaments. Managers will be paid “non-parents” (if available) and the High School philosophy will be emphasized. Minimum playing time will be 3 innings in a complete game (unless playing time is being reduced due to a disciplinary issue). We will roster bat whenever possible. Playing time will not be equal and players are more likely to be limited to only a couple positions on the field. Attitude, ability, hard work, and sportsmanship will play a larger role in determining playing time for our feeder teams.

**Guideline Travel Schedule** (It is reasonable to expect that teams may fall outside of this range from time to time, but the following guidelines should be a target number of games for each age group and any variance in excess of 10% of the guideline should be approved by the Director of Travel Baseball prior to scheduling.)

#### **Developmental Teams**

- 9’s – 3 Tournaments and the NSBL (25 – 30 Games)
- 10’s – 4 Tournaments and the NSBL (30 – 35 Games)
- 11’s – 4 Tournaments and the NSBL (35 – 40 Games)

#### **Feeder Teams**

- 12’s – 2 Tournaments, Mikes Memorial, and the NSBL (45 – 50 Games)
- 13’s – 2 Tournaments, Mikes Memorial, and the NSBL (45 – 50 Games)
- 14’s – 2 Tournaments, Mikes Memorial, and the NSBL (45 – 50 Games)

## **Travel Team “Official” Season**

The “**Official**” Spring/Summer Season shall be from April 1<sup>st</sup> through July 31<sup>st</sup>. During the official season a player may have travel and/or house league events up to 5 – 6 days per week. Any travel team that plans on playing beyond July 31<sup>st</sup> must receive approval from the Director of Travel prior to playing in any additional games. During the “official” season a player is not allowed to miss more than 7 travel events (team meetings, games, or practices).

Winter team practices and/or workouts are strictly optional for players and should not be scheduled until February 1<sup>st</sup> or later of the travel year. During February no more than one (1) optional practice/workout may be scheduled per week. In March no more than two (2) optional practices/workouts may be scheduled per week.

All fall league and/or tournament teams that play games outside of our “Official” season are **not** affiliated with DYBA or Deerfield Travel Baseball. DYBA is **not** responsible for teams that are formed to play games outside of our “Official” season and/or any team other than the team identified as a DYBA Deerfield Travel Baseball team. On the rare occasion that a DYBA Travel Baseball team is required to play a game before April 1<sup>st</sup> or after July 31<sup>st</sup>, they must first notify the Director of Travel Baseball for approval. If approval is granted, DYBA will continue to be affiliated with that team, but only for the approved game(s). We consider any fall and/or tournament team, which is not formed by DYBA, as independent of DYBA. Participation on teams that are independent of DYBA will **never** have any influence on future DYBA Travel team selections.

## **Travel Team Manager Selection**

Any parent wishing to Manage and/or Coach a Travel Team must signify it when they register their child at the tryouts. Selections will be made based on many criteria including, but not limited to; baseball knowledge, schedule flexibility, youth sports philosophy, past DYBA experience, past experience in any other youth sports organization, and (if requested) by their ability to communicate their coaching goals and objectives during a personal interview by phone or in person. The travel director may ask for documentation or references that support any claims made by an applicant.

For returning travel managers, the travel director shall conduct a survey of all participants on their prior travel team. In addition the Travel Director may extend the investigation (of the prior season) to any lengths that is deemed necessary. This review may include; contact with league and tournament officials, umpires, and/or managers of opposing teams. After this review process, the Travel Director will determine if the returning manager should be considered for approval to manage or coach again. Returning managers (who are in good standing with DYBA) will be given priority during the selection process due to the enormous time commitment they made in the past.

The manager selection process should be completed no later than January 1<sup>st</sup> for teams that tryout in the fall (11’s – 14’s) and within 10 Days of announcing the teams that tryout in the spring (9’s & 10’s).

Paid Managers will be used where needed, however our goal is to use parents to manage our developmental teams (9’s – 11’s) and paid (non-parent) managers for our feeder teams (12’s – 14’s).

If a team requires additional coaches, we will look to use parents of players on that team to help out with the coaching duties. The manager will be allowed to name up to two (2) coaches to help them

with the team. All coaches must be in good standing with DYBA and approved by the Director of Travel Baseball and the DYBA Board.

Managers are expected to act responsibly and set a good example for our young players at all times. Managers must adhere to DYBA policies and procedures (including our lightning policies and our pitching guidelines) to provide a safe and supportive baseball environment for our players.

**All managers and coaches must complete the DYBA volunteer application form and are subject to a background check and DYBA Board approval.**

### **Travel Team Base Number of Teams**

DYBA will provide for a base of two teams for ages 9, 10, 11, 12, 13, and 14. One (1) Red Team and one (1) Gray team will be named for each age group. DYBA is not required to actually implement each of these teams. If the DYBA board determines that there is not sufficient interest or cannot find a qualified manager for any age group, the Board reserves the right to reduce the number of teams for a season at any age group.

### **Travel Tryout Process**

1. We are a **“tryout based”** travel program. All eligible players interested in playing travel baseball will be required to attend the tryouts for the next season if they wish to make a team. Tryouts will be closed to parents. Travel teams will be formed based solely on tryout performance whenever possible. However, DYBA Travel Baseball reserves the right to consider additional information and/or to schedule makeup tryout sessions to accommodate unique circumstances, including but not limited to: injury, sickness, a family emergency, or a tiebreaker to determine team selection.
2. The Director of Travel Baseball will be responsible for organizing the tryouts, selecting the coaches who will evaluate and rank the players, and updating the participants during the selection process. The Director of Travel Baseball is not involved in team selection or player evaluations during the tryouts. If any additional information is required to determine team selection, the Travel Director will gather and provide that information to the tryout evaluator(s) for their review.
3. Players will be registered and identified during tryouts by a number and/or color code. A non-parent baseball coach (preferably from DHS or another local High School or College) will compile data on all the players at the tryouts. They will review this information with any additional coaches (used during the tryouts) and they will determine the top 24 players at the tryouts. After they determine the top 24 players that will represent Deerfield on a travel baseball team, then they will divide the 24 players into two (2) separate travel teams. The top 12 players will be placed on the Red Team. The second 12 players will be placed on the Gray Team. **Parents:** Please understand that a placement decision for a Red and/or Gray team is never perfect. Tryouts are difficult for the players... please don't emphasize or belabor team selection with your player regardless of which team they are placed on. All 24 players should be congratulated and encouraged. A parent's disappointment regarding team selection is damaging to our program and your own child's spirit. In addition, being overly enthusiastic if your player makes a Red team can send the wrong message as well.

## Travel Team Selection

1. Each participant will be given a fair opportunity to display their fielding, hitting, base running, and throwing talents. All tryout drills, to accomplish this goal, will be determined by the head coach running the tryouts and implemented in an orderly fashion. Additional help may be obtained from non-coaches to complete the tryout drills.
2. DYBA reserves the right to cut down to a manageable number of participants after the first tryout session (if the number of players attending is excessive). If a cut down is going to be used it will be announced at the end of the first tryout session and communicated to the players who do not make the first cut via e-mail or on the website. If listed on the web site, then only the player's number/color code will be used to post cuts on the website.
3. All teams (Red & Gray) will allow up to two (2) campers on a 12-player roster and up to one (1) camper on an 11-player roster. To be considered for a camper spot during the tryouts, you must acknowledge that you are going to attend overnight camp when you register. A camper is defined as a player who will be available to their team until mid July. Because campers are leaving early, only 3 absences will be allowed during the season (See the "Travel Policies" and/or "Code of Conduct" for details).
4. If team vacancies occur for any reason prior to the start of the season, then the first cut player (from the tryouts) will be added to the Gray team roster and the highest ranked player will be moved from the Gray team to the Red team. If either team already has two (2) campers, than the added player cannot be a camper. If team vacancies occur during the season, no roster additions will be made unless a team falls below 10 players. If a team falls below 10 players, we will use a call up system that is acceptable to the league we are playing in at the time.
5. If a player withdraws from a travel team after being selected, but before their travel fee deposit is paid, they will be not be allowed to take part in the next set of travel tryouts for the following season. If a player withdraws from a travel team after their travel deposit has been paid, they will forfeit their travel deposit and they will not be allowed to take part in the next set of travel tryouts for the following season. In effect, they will miss two (2) travel seasons before they can try out for a DYBA travel team again. Players can appeal to the DYBA Board of Directors if they want to be considered for early reinstatement due to unusual circumstances that were out of their control.
6. For teams that tryout in the fall, travel fee deposits are due within 30 days of the team selection announcement. The balance of the travel fee is due by April 1st of the travel season. For teams that tryout in the spring, the entire travel fee is due within 30 days or prior to the first travel game (whichever comes first). If the entire travel fee is not paid to DYBA by the deadline, the player will not be allowed to attend any travel team event until the fee is paid in full. In addition, DYBA reserves the right to open the roster spot and fill it with the next best player (from the tryouts). If a financial hardship makes it impossible for a family to pay the travel fee or deposit on time, DYBA must be notified prior to the due date (in writing or by e-mail) so that special arrangements can be considered.

## Travel Team Field Usage

In general, our house league has field priority in the spring and travel teams must schedule around the house league field usage in the spring. During the summer, most of our travel games will be scheduled

prior to the start of summer house league. It is important to coordinate shared fields with representatives in house league and softball. Common sense should prevail and common courtesy should be used when working to schedule travel games and practices. We have a limited amount of fields and must be flexible and cooperative to make it all work. Travel managers must communicate with house league and/or softball officials to coordinate and schedule field usage for their travel team.

### **Travel Umpires**

Umpires must be scheduled in advance with as much notice as possible. It is extremely important that umpires are notified if a game is cancelled. Also notify the house league, if a game is cancelled, so they know that the field is open for usage again.

### **Travel Team Finances and Fundraising**

All travel fees must be sent directly to the DYBA P.O. Box. Travel fees cover team expenses during the “official” season (4/1 – 7/31). These expenses include (but are not limited to) uniforms, league entry fees, tournament entry fees, umpire costs, coach fees and incidentals, insurance, park district fees, and equipment costs. Travel fees will not cover the cost of any activity not pre-approved by the Director of Travel Baseball and/or any activity that takes place outside of the “official” travel season.

12-year-old players that go on the Cooperstown trip will be required to pay for their share of the cost to attend the Cooperstown tournament. Cooperstown costs are not included in the 12’s travel fee and must be paid to DYBA before the team leaves for Cooperstown. If the Cooperstown fee is not paid by the due date, the player will not be allowed to play with the team in Cooperstown. Any fundraising that takes place to help offset the cost of any travel team expenses must be coordinated by the team manager or team parent and be approved by the Travel Director and the DYBA Board of Directors.

### **A Message to Parents**

Parents are asked to be supportive of their players and their coaches. Part of being supportive is trusting that your coaches are making decisions that are best for the team and leaving coaching decisions up to them. Parents are encouraged to practice with children on their own time, using your coaches’ suggestions to work on improving individual skills. Interaction with players during games and practices is discouraged, so that players can give 100 percent of their attention to their coaches and their teammates. Only positive cheers and words of encouragement are appropriate during games from parents, who are required to remain seated in the bleachers away from the dugout. There will be no tolerance of criticism or arguments with umpires. Smoking and/or drinking alcohol is not allowed at a Deerfield Travel Baseball game. Travel baseball games can get very intense, which can be fun and exciting, whether they are wins or losses. We ask that everyone work to make that intensity fun and not unnecessarily tense.

*As with all aspects of the Deerfield Youth Baseball and Softball Association, the DYBA Board of Directors has ultimate authority over the Deerfield Travel Baseball Program.*

## **DYBA Travel Team Eligibility Policies and Requirements**

1. Travel teams are divided by age group. A player may be the age of the team or less. For travel baseball, the age of the player on April 30<sup>th</sup> (of the upcoming season) is the youngest age that they are allowed to tryout for. (e.g. If a player will be 12 years old on April 30<sup>th</sup> but will turn 13 on May 1<sup>st</sup>, they are considered a 12 year old player and are allowed to tryout for the 12 year old team or any team of a higher age group)
2. A player may try out for any travel team he or she is eligible to play on. However, no player may try out for more than one travel team for any given season.
3. All travel players must play on DYBA Spring House League teams.
  - a. No travel player may miss more than 10% of his or her Spring House League team's practices and/or games.
  - b. Conflicts between regularly scheduled Spring House League events (including House League tournament games) and the travel schedule must defer to House League.
  - c. Excused illness does not count toward the total of missed events.
  - d. Any player who violates this rule will not be eligible to play on a DYBA travel team during the current season or the next travel season.
4. Players must live within the boundaries that allow them to attend Deerfield High School to be eligible to play on any DYBA Travel Baseball team.
5. No member of any travel team may have more than 7 absences (3 absences for campers) from any travel event (team meetings, games, or practices) during that team's "official" season.
  - a. The official season is from April 1<sup>st</sup> – July 31<sup>st</sup>. However, players who are identified as campers will be excused from their team in mid July to attend overnight camp.
  - b. Excused illness / injury and conflicts with the Spring House League schedule will not count toward the total of missed events.
  - c. Any player who violates this rule will be dropped from the team roster and will not be eligible to play on a DYBA travel team during the next season. Players can appeal to the DYBA Board of Directors if they want to be considered for early reinstatement due to unusual circumstances.
6. Travel fees will be assessed and paid as follows:
  - a. For teams that tryout in the fall - Within 30 days of being selected to a travel team each player will be required to pay DYBA a nonrefundable travel fee deposit. The remaining balance of the travel fee will be calculated and due to DYBA by April 1<sup>st</sup> of the upcoming travel season.
  - b. For teams that tryout in the spring - Within 30 days of being selected to a travel team or prior to the first game (whichever comes first) each player will be required to pay the travel fee in full.

## **DYBA Travel Baseball Code of Conduct**

### **I. Philosophy and Objectives of the DYBA Travel Baseball Program.**

The aim of the DYBA Travel Baseball program is to help young baseball players to develop a wholesome attitude toward leadership, to create and maintain loyalties to the travel program and to the team, to improve physical conditioning and playing skills, and to develop a competitive spirit governed by good sportsmanship.

It is the philosophy of the travel baseball program that: **"IT IS A PRIVILEGE TO BE ABLE TO PARTICIPATE IN COMPETITIVE TRAVEL BASEBALL IN DYBA."**

By definition, a privilege is a "special right," and therefore, since it is special, it follows that special responsibilities are then placed upon those who wish to accept this privilege.

If a young player is serious about accepting the privilege of competing in travel baseball, he must be willing to accept the following responsibilities:

### **II. Dress and Appearance**

1. Hair will be at a length that is deemed appropriate by the coach. No one's hair will hang down below the eyebrows and players general appearance must be acceptable to the manager of the team while players attend any DYBA travel baseball event.
2. Wearing jewelry of any type (rings, watches, necklaces, or earrings) will not be permitted during games and practices. (IHS Rule)
3. Wear uniforms and practice attire properly. You will be required to be fully dressed from the time you get to the field until the time you leave. This includes shirt, socks, and caps. Wear your uniform in a respectful manner at all times.
4. Everyone will be required to wear long pants and to wear proper baseball attire for all games and practices. Everyone must wear jackets and/or long sleeves when necessary to all games and practices, especially early in the season. Spikes and an athletic supporter and protective cup are required equipment at all times.

### **III. Player Conduct**

#### **On the Field**

1. Swearing, name-calling, or razzing other players will not be tolerated. This includes chants or chatter to frustrate the other team. Even if the other team is razzing us, DYBA Travel Teams will not get involved in this type of activity.
2. Control your emotions at all times. We need players that will think and then act, not the other way around. Throwing of helmets, bats, gloves or anything in the dugout will not be tolerated and you will be disciplined if you do it.
3. Treat all officials, opposing coaches and players with respect. If you have nothing positive to say, than don't say anything at all!

4. During games all players on the bench must assist in shagging foul balls, charting pitches, charting hitters, keeping score, and "keeping house." (Keep helmets and bats neatly lined up, balls in the ball bag, and all other equipment in its place).
5. Never throw balls or swing bats unless a coach is supervising the activity.

### **Off the Field**

1. You will be expected to conduct yourself in a First Class manner around the Deerfield community and in any other community you visit for games or practices.
2. Whenever you are representing DYBA Travel Baseball you are expected to behave in a respectful manner. That includes any time that you are wearing DYBA Travel attire throughout the year. People in our community are familiar with our DYBA Travel uniforms, hats, and jackets and you are representing our Baseball program any time you choose to wear your Deerfield Travel Baseball attire.

### **IV. Practice and Game Attendance**

1. **Attendance is mandatory!** You are expected to be on time for practice, meetings and games. The team cannot achieve their goals and maintain a winning attitude if players are missing or arriving late for games and/or practices. If you will miss a practice or a game, for any reason, the manager must know about it as soon as possible. If you fail to notify your manager prior to the travel event, then that miss will be considered an **unexcused** absence.
  - a. The first unexcused absence will impact playing time in the next game.
  - b. The second unexcused absence will impact playing time and parents will be notified.
  - c. The third unexcused absence will be considered a disciplinary issue and the player will be removed from the roster for the balance of the season and will not be allowed to play on a Deerfield travel team during the next season as well.

Players can appeal to the DYBA Board of Directors if they want to be considered for early reinstatement due to unusual circumstances.

2. Players are discouraged from being involved with other sports during the "official" travel baseball season. However, if a player is involved with another sport, they are expected to put their Deerfield Travel Baseball obligation ahead of that other sport during the "official" travel season. If a player misses a Deerfield travel baseball game or practice to take part in another (non DYBA) sporting event, they should expect it to have a negative impact on their playing time when they return to their team. Playing time will be impacted in accordance with the number of missed Deerfield travel baseball events. One (1) miss will impact playing time in one (1) game, two (2) misses will impact playing time in two (2) games... and so on. This is not a punishment; it's a reward to the players who didn't miss to attend another sporting event.
3. Players are given up to 7 absences (3 absences for campers) during the season to provide them with some flexibility. Any player that exceeds that amount of absences will be removed from the roster for the balance of the season and will not be allowed to play on a Deerfield travel team during the next season as well. Players can appeal to the DYBA Board of Directors if they want to be considered for early reinstatement due to unusual circumstances.

## **DYBA Lightning Policy and Procedures**

### **Introduction**

Lightning kills about 150 people each year in the United States; about 10 of those are in Illinois. Most of these are not people who are tempting fate by standing outside in the middle of an active storm. Lightning strikes can occur when no storm is evident, and some people are standing under clear skies when they are struck.

In 2002 DYBA got together with the Deerfield Park Foundation, AYSO, Deerfield Rotary Club and Deerfield Optimist Club to purchase a lightning prediction system to be installed at the golf course and at all parks in town. The system is maintained by Deerfield Park District personnel.

### **System Description**

The lightning prediction system from [ThorGuard](#) (Model L150) consists of two lightning detectors with alarm units for each park. Each detector has an effective radius of 3.5 miles and they are located at the Deerfield Golf Course and at the Deerfield Village Garage on Elm St.

Each prediction unit sends alarms to the parks nearest to it. The golf course sensor sets off alarms at the golf course and at Clavey, Jaycee, Woodland and Mitchell Parks. The Elm St. sensor sets off alarms at South Park, Wilmot, Shepard, Maplewood, Jewett, Kipling, Walden, and Briarwood Parks.

It is possible that one sensor will see lightning conditions before the other and the alarms will not be sounded at the same time. Since most storms move from southwest to northeast, it is common for the alarms connected to the golf course sensor to go off before the alarms connected to the Elm St. sensor.

The ThorGuard system is tested by the Park District on a weekly basis to insure that lightning conditions detected at the sensors reach all of the parks' alarms.

### **Lightning Prediction**

The ThorGuard system makes lightning predictions. This differs from lightning detection, which senses lightning strikes. ThorGuard predicts future lightning strikes by sensing the ionization in the air. When ionization increases to a level that supports lightning strikes, the alarm is sounded. Once the predictor senses conditions that favor lightning, there is often a flash of lightning in the area within 10 minutes.

Ionization of the air occurs even when there is no active storm. There have been reports of lightning traveling through the atmosphere for distances of up to 20 miles before coming to earth in an area that may not even have clouds above it. This is called "Bolts Out of the Blue" and can only be avoided by using a lightning prediction system. If the lightning predictor sets off the alarm on a sunny day, it is not malfunctioning. There is a chance of being struck by lightning if the alarm is not heeded.

### **Policies**

There are three things that can cause a lightning alert: seeing visible lightning in the sky, hearing audible thunder, or an alarm from the lightning prediction system. Because of the way the lightning prediction system is partitioned, hearing a lightning alarm from another field when there is no alarm at the present field shall be treated as if the alarm occurred at the present field.

The ThorGuard device sounds an alarm with a loud horn that lasts for 60 seconds and a flashing strobe light. The strobe continues to flash for the duration of the lightning condition. When the danger has

passed, the device signals an All-Clear condition by pulsing the horn three times for 15 seconds each, and the strobe light stops flashing.

The DYBA policy for lightning storms requires that all people, including players, coaches and spectators, immediately leave the field area and seek protection under cover if lightning is indicated. Games or practices that are interrupted by a lightning condition may be continued only once the All-Clear signal sounds, depending on different leagues' scheduling policies.

If a team arrives at a field for a practice or a game during a lightning alert, with the ThorGuard system flashing the strobe light, everyone must stay under cover until the All-Clear signal.

This policy applies to all games and practices that occur under the auspices of DYBA, including travel home games and tournaments. DYBA travel teams that play at other fields shall also abide by this lightning policy even if the home team does not have a similar policy.

### **DYBA Protection of Pitchers Guidelines**

In order to protect the developing arms of young pitchers, coaches shall strive to limit the amount of strain and insure that those arms are properly rested and conditioned. Coaches should make sure that pitchers take appropriate warm-up throws before being placed on the mound. Coaches should also pay attention to the behavior of their pitchers and remove them from the pitching position at the first sign of fatigue or pain even if the pitch limit has not been reached.

These limits are used in concert with the inning-per-game limits specified in individual house league or travel tournament rules. Pitchers are constrained by whichever limit applies first.

The following guidelines define the eligibility of a player to pitch in either house league or travel games.

1. Coaches should monitor and record the number of pitches that each pitcher delivers to batters during a game.
2. A pitcher should not begin pitching in a new inning if he or she has already pitched the maximum number of pitches that is specified for his or her league or age group.
  - a. The basic pitch limit is defined as the number of pitches thrown to batters during a one day period (see Table 1).
  - b. The pitcher that has reached his or her pitch limit should not pitch again until an appropriate period of rest has elapsed (see Table 2).
  - c. During travel tournaments when games are played on two or three consecutive days, a weekend pitch limit can be used. Each pitcher should not exceed the daily limit but may disregard the rest requirement between days. The appropriate rest period for the total number of pitches over the course of the weekend should be applied following the last day of pitching.
  - d. If a pitcher reaches his or her maximum pitch count in the middle of an inning, the pitcher shall be permitted to complete that inning.

**Table 1**

League	Age Group	Maximum Pitches	
		Per Day	Per Wknd
Mustang	9-10	45	70
Bronco	11-12	60	85
Pony	13-14	75	100

**Table 2**

Number of Pitches	Full Days of Rest	If pitching on Monday-player can pitch on
24 or fewer	0	Tuesday
25 to 48	1	Wednesday
49 to 71	2	Thursday
72 or more	3	Friday

3. Each pitcher should maintain a logbook of pitches thrown in both house league and travel games. The logbook should be checked by the manager before each game and should be filled in and signed by the manager following each game in which the player pitches.