



Hot Springs National Park
ARKANSAS

Coaches Handbook

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Get Involved in Our 5th Season at Majestic Park!

Dear Parents,

As we prepare to kick off our 5th season at Majestic Park, our top priority is ensuring the best possible experience for our young athletes. A key factor in making that happen is having dedicated team coaches and volunteers.

We encourage you to take an active role in your child's team! Even if you don't have coaching or baseball experience, there are many ways to contribute. Teams need help with communication, securing additional practice space, organizing post-game snacks, and keeping things running smoothly. Most importantly, your involvement helps create a fun and memorable season for the players.

To support you, we provide videos and resources to help teams, and we're always available to offer guidance—just ask! With over 800 players and 70 teams last season, we rely on parents like you to make this league a success. Each team needs at least four coaches, plus additional helpers to ensure everything runs smoothly.

Please sign up to assist as an asst. coach or head coach and make a difference in these young athletes' lives. Your help is essential in making this season an experience they'll always remember—and one that keeps them excited to return!

If you're interested in helping, please check the coaching option on your registration or email me at dphillips@majesticpark.org.

Thank you for your support!

Derek Phillips

501-359-2414

Majestic Park, GM

IMPORTANT 2026 League Dates

Registration

January 10 - February 12th

Coach's Meeting

February 10th, 6:00 PM

(Meeting at OUT OF THE PARK)

Skills Test

February 15th - Jackie Robinson Field

- 1:00 PM - 7 & 8 Division (Draft will follow)
- 3:00 PM - 9 & 10 Division (Draft will follow)

February 17th - Jackie Robinson Field

- 5:30 PM - 11 & 12 Division (Draft will follow)

February 19th - Majestic Park Office

- 6:00 PM - 5 & 6 Division (Draft - Coaches Only)

March 19th - Babe Ruth Field

- 5:30 PM - 13 & 16 Division (Draft will follow)

Team Selection / Draft

- Yo Ball: February 24th, 6:00 PM
- T-Ball: February 19th, 6:00 PM
- Coach Pitch: February 15th
- 9 & 10: February 15th
- 11 & 12: February 17th
- 13 - 16: March 19th

All Drafts are held at 102 Alcorn Majestic Park Admin Office.

Coach Pitch, 9 & 10, 11 & 12, 13 & 16 drafts will follow after the Skills Test.

Game Schedule

Games for all leagues start on March 30th, with the last possible game on June 12th. Some leagues may finish earlier.

COACH CODE OF CONDUCT

- I agree to conduct myself in a positive manner toward players, coaches, parents, and officials at all times.
- I will remember that kids register to play Baseball because it is fun. Every child should have the opportunity to play.
- I will support and respect all decisions made by the officials and refrain from outward criticism.
- I am responsible for understanding the rules and regulations of the game and abiding by them.
- I will create a safe and positive environment for my players to learn how to play the sport.
- I will encourage my players to play to the best of their ability and conduct themselves in a positive manner.

COACH SAFELY ACT

The Arkansas Coach Safely Act requires youth coaches (14 and under) to be trained annually in a comprehensive course of injury recognition and prevention. The CoachSafely Foundation developed a course that meets the requirements and is endorsed by the Arkansas Department of Health.

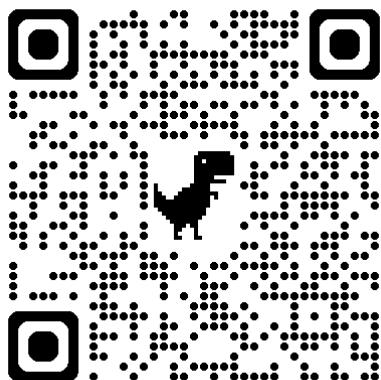
Scan the QR codes to complete the safety course:

THIS IS MANDATORY, COMPLETE THIS COURSE!

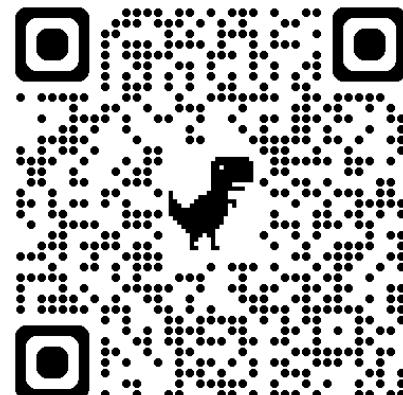
ONCE YOU COMPLETE THE COURSE, YOU'LL RECEIVE A CERTIFICATE OF COMPLETION.

EMAIL THIS CERTIFICATE TO: eaguirre@majesticpark.org

Coach Safely Course



Coach Safely Test



MAJESTIC PARK LOCAL LEAGUE RULES

Any situation not covered in this document will follow the official rules of Cal Ripken / Babe Ruth League.

Rules will be followed as written. (points of emphasis are the fill in player, playing with less than 9, and batting out of order)

1. GENERAL INFORMATION

- Games are played at **Majestic Park fields**
- All bats are allowed
- **Official baseballs:** Rawlings
- **Metal cleats are NOT allowed**
- All players must wear approved League uniforms unless approved by Majestic Park Admin.
- **Chrome helmets are NOT allowed**
- All players must wear approved batting helmets (double-ear coverage) while:
 - Batting
 - On-deck
 - Running bases
 - In coach's boxes
- Catchers **must wear an athletic cup**
- Additional rules not modified here can be found in the current Babe Ruth / Cal Ripken rulebook

2. FIELD DIMENSIONS BY AGE DIVISION

Division	Bases	Pitching Distance
3–4 YO	40 ft	Tee
5–6	60 ft	Tee
7–8	60 ft	Coach Pitch (40 ft)
9–10	60 ft	46 ft
11–12	70 ft	50 ft
13–16	90 ft	60 ft 6 in

3. GAME DAY PROCEDURES

- **Home team**
 - Uses 3rd base dugout
 - Keeps official scorebook
- **Away team**
 - Operates scoreboard
 - Uses 1st base dugout
- Teams must arrive **15–30 minutes before game time**
- **No infield practice** before games
- Leadoff hitter must be ready at scheduled start time
- Game time begins immediately after the plate meeting
- Managers must turn in a lineup with name and number at the plate meeting.
- Stalling may result in:
 - Warning
 - Manager ejection
 - Umpire discretion to extend or complete game

4. MAJESTIC PARK FAIR PLAY & PARTICIPATION RULES

- Applies when teams have **10 or more players**
- No player may sit twice before all players sit once
- **Minimum playing requirements:**
 - At least **1 inning in the field before end of 4th inning**
 - At least **2 innings in the field** in a 6-inning game
- All players must receive **at least one at-bat**
- Violations of this rule:
 - Majestic Park Administration discretion of enforcement could result in:
 - Verbal warning
 - Possible 1-2 game suspension
 - Manager suspension for the remainder of the season

5. TEAM & CONDUCT RULES

- Managers are responsible for:
 - Players
 - Coaches
 - Parents
- Only managers may discuss rule issues with umpires
- Only registered Majestic Park players and coaches allowed on field/dugout
- Unsportsmanlike behavior may result in removal or suspension

6. GAME RULES (ALL DIVISIONS UNLESS NOTED)

- Continuous (round-robin) batting order
- Inning ends after:
 - 3 outs **OR**
 - Run limit for that division
- Time between innings:
 - 6 warm-up pitches **OR**
 - 2 minutes
- One offensive timeout per batter is allowed
- Two defensive pitching conferences per pitcher, per half-inning. **The pitcher must be removed on the second visit.**

7. BATTING RULES

- Three strikes = out (swinging or called)
- Batting out of order:
 - Corrected before first pitch → replace batter
 - After first pitch → count stands/ correct batter will return to lineup
 - After ball in play → batter out, runners return to previous base
 - After the first pitch to the next batter. Previous play stands and batting order is corrected. (There will be no penalty as a result)
- Late-arriving players are added to the bottom of the order prior to the fourth inning.
- Helmet or bat thrown unsafely (umpires discretion):
 - First offense: warning
 - Repeated offense: batter is out or ejection

8. BASERUNNING RULES

- **No leadoffs** in 5–6, 7–8, and 9–10
- Runners may leave base once ball crosses the plate
- Early leave:
 - First offense: warning
 - Second offense: The rules of Babe Ruth Cal Ripken shall apply (special baserunning rule, page 14)
- Feet-first and head-first slides are allowed
- Contact must be avoided (Babe Ruth contact rule 6.05 page 62)
- **DEAD BALL**
 - The Field Umpire may call **Time**, at any time, when the defense has stopped or has containment on the lead base runner. Any trailing runners may be allowed to advance to the next base if he/she is clearly past the half-way point between bases. This is an umpire judgment call.
 - *Comment: 5-6 (T-ball) will have half-way hash marks on the field.*

9. COURTESY RUNNERS

- **Catchers only- allowed only with two outs**
 - If batting more than 9 players, a courtesy runner must be a player not in the defense lineup the previous inning.
 - If only batting 9 players, courtesy runner = last batted out
- Injury courtesy runner:
 - Last batted out
 - The player would be allowed to re-enter the game.

10. DEFENSIVE RULES

- **5–6 & 7–8:** 10 defensive players
- **All others:** 9 defensive players
- Catchers must wear full gear (Tball can wear mask & helmet only)
- No mid-inning catcher substitution (except injury)
 - *Interpretation: The catcher is not allowed to play another position in the field. The player would be allowed to re-enter the game at any position in the next inning.*
- Defensive substitutions allowed freely
- No infield fly for:
 - 5–6, 7–8, 9–10

11. PITCHING RULES & LIMITS

Age	Daily Max	0	1 Day	2
		Days		Days
9–10	75	1–40	41–65	66–75
11–12	85	1–40	41–65	66–85
13–15	95	1–45	46–75	76–95

- One mound visit per pitcher per inning
- Second visit = pitching change and no player can re enter to pitch
- Umpire may remove pitcher deemed unsafe

12. RULES (GENERAL)

- Run rules vary by division
- After run rule:
 - Game may continue for development
 - All players must get one at bat in every game (regardless of run rule or time limit)
- Minimum players for official game: **8**
 - *Interpretation: The team with 8 players at the start of a game shall take an out in the nine hole during the duration of the game. If this team has an injury that takes them to 7 players the game shall be deemed a forfeit and still played out.*
 - *If a team starts an official game with 9 or more players, automatic outs will be enforced only if the team gets to 8 players. If injury occurs to a player the out will be taken at the players batting position in the batting order.*
- Fill-in players:
 - Cannot pitch or catch
 - Must be at the bottom of the batting order
 - Must be a player in the Majestic Park league. In the same age division or younger
 - Coaches must inform Majestic Park admin of using fill-in players prior to game time.

13. POSTGAME PROCEDURES

- Mandatory sportsmanship handshake/high-five line
- Teams line up along foul lines and meet at home plate
- Managers and coaches participate
- Poor sportsmanship may result in suspension or removal

14. AGE-SPECIFIC RULES

3–4 YO BALL (Instructional division)

- Tee ball, foam ball, & foam bat
- All players bat each inning
- No outs, no score
- 45-minute games or 3 innings
- Grand slam rule for last batter
- All players play defense; no catcher

5–6 TEE BALL

- One hour or 5 innings
- Round robin batting
- Tee only, no bunting
- 6-run inning limit
- Run rule 13 after 3 and 7 after 4
- No infield fly
- Pitcher be in the circle until the ball is put into play (both feet)
- One additional outfield rover (10 total)
- Two defensive coaches may be on the field behind the infielders and one coach to back up the catcher.
- One additional offensive coach may assist with putting the ball on the tee for their team
- Outfielders must be in the green until the ball is hit
- After three (3) strikes OR MAX OF 5 SWINGS batter is out.
 - If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners will advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is NOT an appeal play. (A ball not passing the 20 foot arc is a foul ball and not strike three)
- Umpires shall call “**Time**” after every play and declare the ball dead. “**Time**” shall be called as soon as the lead runner is not attempting to advance. “**Time**” does not have to be called by the defense.
 - *Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.*
- Defense: **Mandatory-Pitcher shall throw to first base in attempting to get the batter-runner out.** On overthrows or missed balls at first for this rule requirement the batter-runner will only be allowed to attempt to advance one base. (All other attempted outs in the field the pitcher may, at their discretion, attempt to tag out the runner.)
 - **exception: If the pitcher fields the ball in the vicinity of the batter-runner, the pitcher will be allowed to tag out the batter-runner going to first. The pitcher is not allowed to chase the batter-runner to tag them out.**

7-8 COACH PITCH

- 6 innings or 1:15 time limit
- Run rule 15 after 3, 10 after 4, or 7 after 5
- **Coach pitches from 40 ft (Do not walk forward or start in front of the rubber or line)**
- One additional offensive coach to ONLY assist the catcher
- No stealing
- The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes except the at-bat will continue on foul balls. NO INTENTIONAL WALKS.
- Bunting is allowed and no infield fly rule
- 6-run inning limit
- One additional outfield rover (10 total)
- All fielders must start in a traditional field position prior to the ball being put in play.
- Pitcher must be in the circle until the ball is put into play (both feet)
- Umpires shall call “**Time**” after every play and declare the ball dead. “**Time**” shall be called as soon as the lead runner is not attempting to advance. “**Time**” does not have to be called by the defense.
 - *Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “**Time**” shall be called.*
- The pitching coach shall keep one foot on or straddle the pitcher’s rubber. The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach may instruct the batter while in the box, but may not after the ball is put in play. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If a coach violates this rule after the ball is pitched obstruction shall be called. Additional penalty: If a coach violates this rule before the ball is pitched, the first offense is a warning; second offense is removal of the coach as the pitcher for the remainder of the game. If the pitching coach is accidentally or unavoidably struck by a batted ball the play will be ruled a dead ball. The batter-runner will be awarded first base and no runner(s) will advance unless forced.

9-10

- Cal Ripken rules (46/60)
- 1 hour 30 minute time limit
- Run rule 15 after 3 or 10 after 4, or 7 after 5
- Stealing allowed after ball crosses plate
- No balks
- No drop third strike
- Umpires may call “**Time**” after every play and declare the ball dead. “**Time**” shall be called as soon as the lead runner is not attempting to advance. “**Time**” does not have to be called by the defense.
 - *Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “**Time**” shall be called.*

11–12 (50/70)

- Cal Ripken rules (50/70)
- Lead-offs and stealing allowed
- 1 hour 30 minute time limit.
- Run rule 15 after 3 or 10 after 4, or 7 after 5
- Balks enforced with warnings
- Drop third strike applies
- Infield fly rule applies

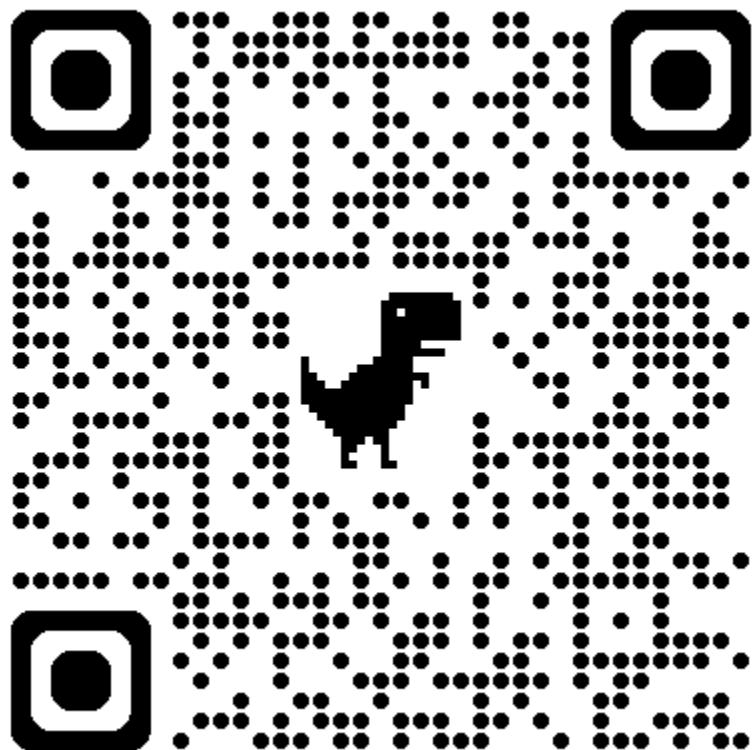
13–16 BABE RUTH

- Babe Ruth rules
- 1 hour 40 minute time limit.
- Run rule 15 after 3 or 10 after 4, or 7 after 5
- Balks enforced
- Drop third strike applies
- Infield fly rule applies

Coaching Resources

Scan the QR code below

There you'll find our league guidelines, league rules, instructional videos, & coaching tools





ARKANSAS STATE POLICE

ASP-122VOL
(Eff. 09/21/2021)

Identification Bureau Individual Record Check Request Form VOLUNTEER ONLY

- Select One: Adam Walsh Act - Public Law 109-248
 Serve America Act - Public Law 111-13
 Other Volunteer AR Code §12-12-160

Last Name _____ First Name _____ Middle Name _____ Jr./Sr./III _____
List **ALL** other names ever used (married, maiden, shortened, etc.) _____ Daytime Phone #: _____
Date of Birth: _____ State of Birth: _____ Citizenship: _____
Sex: _____ Race: _____ Eye Color: _____ Hair Color: _____
Height: _____ Weight: _____ Social Security #: _____
Driver's License #: _____ (DL State) _____
Mailing Address: _____ Street/P.O. Box _____
City _____ State _____ Zip Code _____

APPLICANT RECORD NOTIFICATION

Notification: Fingerprints submitted will be used to check the criminal history records of the FBI.

Obtaining Copy: Procedures for obtaining a copy of the FBI criminal history record are set forth at Title 28, Code of Federal Regulations (CFR) Section 16.30 – 16.33 or on the FBI website at <http://www.fbi.gov/about-us/cjis/background-checks>

Change, Correction, or Updating: Procedures for obtaining a change, correction, or updating of an FBI criminal history record are set forth in Title 28, Code of Federal Regulations (CFR), Section 16.34.

Privacy Act Statement: (This privacy act statement is located on the back of the FD-258 fingerprint card.)

Authority: The FBI's acquisition, preservation, and exchange of fingerprints and associated information is generally authorized under 28 U.S.C. 534. Depending on the nature of your application, supplemental authorities include Federal statutes, State statutes pursuant to Pub. L. 92-544, Presidential Executive Orders, and federal regulations. Providing your fingerprints and associated information is voluntary; however, failure to do so may affect completion or approval of your application.

Principal Purpose: Certain determinations, such as employment, licensing, and security clearances, may be predicated on fingerprint-based background checks. Your fingerprints and associated information/biometrics may be provided to the employing, investigating, or otherwise responsible agency, and/or the FBI for the purpose of comparing your fingerprints to other fingerprints in the FBI's Next Generation Identification (NGI) system or its successor systems (including civil, criminal, and latent fingerprint repositories) or other available records of the employing, investigating, or otherwise responsible agency. The FBI may retain your fingerprints and associated information/biometrics in NGI after the completion of this application and, while retained, your fingerprints may continue to be compared against other fingerprints submitted to or retained by NGI. Routine Uses: During the processing of this application and for as long thereafter as your fingerprints and associated information/biometrics are retained in NGI, your information may be disclosed pursuant to your consent, and may be disclosed without your consent as permitted by the Privacy Act of 1974 and all applicable Routine Uses as may be published at any time in the Federal Register, including the Routine Uses for the NGI system and the FBI's Blanket Routine Uses. Routine uses include, but are not limited to, disclosures to employing, governmental or authorized non-governmental agencies responsible for employment, contracting, licensing, security clearances, and other suitability determinations; local, state, tribal, or federal law enforcement agencies; criminal justice agencies; and agencies responsible for national security or public safety.

I give my consent for the Arkansas State Police to conduct an Arkansas (and if fingerprints are submitted, an FBI) criminal record search on myself and to release any results to the following person or entity:

Release to: **Majestic Park** (501) 359-2414 Phone Number _____

(First/MI/Last Name) OR Full Name of Agency _____

Email Address: league@majesticpark.org (Email address for person/entity this is being released to)

Mailing Address: 102 Acorn street _____

Hot Springs Street/P.O. Box _____ Zip Code _____
City _____ State _____ Date: _____

Subject of Record Signature: _____ (First/MI/Last Name) _____ (Month/Day/Year) _____

THIS PROPERLY COMPLETED FORM MUST BE NOTARIZED.

STATE OF _____

COUNTY OF _____

Subscribed and sworn before me, a Notary Public, in and for the county and state aforesaid, this is the

_____ day of _____, 20 _____.

BELOW FOR OFFICE USE ONLY

82002 Volunteer State Record Check (\$10.00) 80006 Volunteer FBI Record Check (\$2.00) 80020 Volunteer FBI Record Check (\$9.25)

