

# **CHYAA ROOKIE, T-BALL AND LITTLE SLUGGER RULES**

## **RULE 1: GENERAL PROVISIONS**

**APPLICABILITY:** THESE RULES WILL GOVERN PLAY IN ALL CHERRY HILL YOUTH ATHLETIC ASSOCIATION (“CHYAA”) ROOKIE, T-BALL AND LITTLE SLUGGER GAMES, INCLUDING FALL BASEBALL (IF IMPLEMENTED) UNLESS NOTED HEREIN OR IN A WRITTEN ADDENDUM APPROVED BY THE BOARD OF TRUSTEES (the “Board”).

**DIVISIONS:** The age ranges for the applicable Divisions are as follows: Little Sluggers, age 3 and 4; T-Ball, ages 4, 5 and 6; Rookies, ages 6 through 7.

**BASIC GOALS:** We hope to develop the following skill sets in each child through the course of each year. These skill sets may be modified in accordance with the individual needs of the child.

### **LITTLE SLUGGERS**

1. Learning the Basic Rules – the right direction to run when the baseball is hit; touching the bases; throw to first after fielding the ball.
2. Throwing Mechanics – turn the body so the front shoulder points toward the target, step toward the target with non-throwing foot; release (nose, toes, throws).
3. Tracking – follow the ball with eyes into glove (concentrating on ground balls); use two hands to field ball; field grounders in front of the body.
4. Hitting – how to hold the bat and swing bat; batting safety (when not to swing; not throwing bats after hit); hitting off tee.
5. Learning Positional Play – if the ball is hit to your buddy, let him or her field it.

### **T-BALL**

1. Learning the Basic Rules – how to record outs (catch the ball in the air, throw to first, or tag the runner); running past first base; scoring a run.
2. Throwing Mechanics – turn the body so the front shoulder points toward the target; keep the elbow above the shoulder (for the “L”); step toward target with non-throwing foot; release and point to target.
3. Tracking – follow the ball with eyes into glove, whether on the ground or in the air (use softer balls to start); use two hands to field ball; field grounders in front of the body.
4. Hitting – how to hold the bat and swing bat; batting safety (when not to swing; not throwing bats after hit); hitting off tee; hitting softly tossed pitches.

5. Learning Positional Play – learning the positions and the areas each player should cover; cover the base when the ball is not hit to you; learn to underhand toss to first baseman when too close.

## **ROOKIE**

1. Learning the Basic Rules – how to record outs (catch the ball in the air, throw to first, or tag the runner); running past first base; scoring a run; force outs; tagging up; base running; balls and strikes.
2. Throwing Mechanics – introduce the four seam grip; point the front shoulder, step and throw; introduce the concept of generating momentum toward target and following the throw.
3. Catching and Fielding – how to catch/field thrown and hit balls with fingers up versus fingers down; see the glove and the ball; use two hands; forehand and backhand grounders; underhand flip; first-base fundamentals; crossover and drop steps.
4. Hitting – choosing the right bat; proper grip (line up knocking knuckles); hitting pitched balls; introduce drill work (tee work, soft toss, short toss).
5. Learning Positional Play – learning the positions and the areas each player should cover; cover the base when the ball is not hit to you; learn the basics of cutoffs and relays.

**CAL RIPKEN/BABE RUTH RULES:** The current OFFICIAL CAL RIPKEN/BABE RUTH BASEBALL RULES are applicable, except as noted herein. The Official Rules shall be distributed to all managers at the start of each season.

## **RULE 2: PLAYING FIELD AND EQUIPMENT**

**THE PLAYING FIELD:** The playing field shall be lined.

**THE BALL:** The ball must be one approved by the Board. Little Sluggers shall use either a soft foam ball or an approved whiffle ball. T-Ball shall use an approved Safety Ball. Rookie shall use an approved baseball. Each team is required to provide several baseballs for play in each game.

**BATS:** Little Sluggers shall use the bats provided by the Board. The T-Ball and Rookie Divisions shall use bats certified for T-Ball play. **Big barrel bats may not be used.**

**HELMETS:** Protective helmets shall be worn by all batters, base runners, players on deck and by players in the coaching box, during practice and in all games in the T-Ball and Rookie Divisions. Helmets are not required for Little Slugger play.

**CATCHER'S EQUIPMENT (Rookie Division Only):** The catcher must wear the headgear, which should cover the top of the head and properly fit the player wearing it, shin guards and a protective supporter and cup during practice and all games. All players in all divisions are encouraged to wear a protective cup regardless of position.

**CLEATS:** Metal cleats or spikes are not permitted in any division.

**UNIFORMS:** All regular players on the team roster must be in complete team uniforms. The Board must approve any additional game uniforms, insignias or patches, other than those issued by CHYAA.

**JEWELRY:** Players will not be allowed to wear any jewelry of any kind. Watches are considered jewelry. **EXCEPTION:** Medical notification chains, necklaces, or tags.

### **RULE 3: BATTING ORDER AND PLAYING TIME**

**BATTING ORDER:** The batting order will consist of all players on the roster present at the game. In case of injury after the start of the game, all succeeding players will move up in the batting order. If a player is injured while at bat and cannot continue, the last offensive player making a batted out will complete the injured player's turn at bat assuming the same ball and strike count. If a base runner is injured, the player making the last batted out shall pinch run. **Late arriving players will be allowed to play and added to the bottom of the batting order regardless of the inning during the game in which they arrive.**

#### **PLAYING TIME:**

All players shall play defensively regardless of the number of players on the roster. Any extra players shall be placed in the outfield. All players must rotate defensive positions at least every two (2) innings. All players should be switching from the infield to the outfield on a regular basis. **In the interest of safety, any player situated in the pitching position shall be monitored by the defensive coaching staff to ensure he or she is aware of the batter and ready for play.**

**SANCTIONS:** Failure to follow the playing time rules may result in disciplinary action by the Board.

**POSITION OF PLAYERS:** All players must be placed in proper and universally accepted positions. All infielders must be behind the pitching plate with only one player per infield position. Extra players are placed in the outfield. There will be no catcher in the Little Slugger and T-Ball Divisions.

### **RULE 4: STARTING AND ENDING A GAME**

#### **REGULAR GAME:**

**ROOKIES:** Games will be 4 innings. No new inning shall start after 1.5 hours from the first pitched ball. The home team always bats in the last inning.

**T-BALL:** The game consists of a maximum of four innings or 60 minutes and a minimum of 3 innings. The home team always bats in the last inning. The entire team bats each inning regardless of the number of outs recorded. The first fifteen minutes shall be used for instructional purposes and warm-up activities.

**LITTLE SLUGGERS:** A game consists of a maximum of three innings or one hour. The home team always bats in the last inning. The entire team bats each inning regardless of the number of outs recorded. The first twenty minutes shall be used for instructional purposes and warm-up activities.

## **OUTS PER INNING:**

**ROOKIES:** Half-innings in the Rookie Division shall end when either three outs are recorded by the defensive team or the entire offensive team has batted, whichever occurs earlier. **No score shall be kept in the Rookie Division.**

**NOVICE AND T-BALL:** The entire team bats each inning regardless of the number of runs or outs recorded. **No score shall be kept in the T-Ball and Little Slugger Divisions.**

## **RULE 5: BATTING**

**MANDATORY TRAVEL DISTANCE IN ROOKIE AND T -BALL DIVISIONS:** All fair batted balls must travel at least 4 feet in front of home plate to be considered in play.

**MANDATORY TRAVEL DISTANCE IN LITTLE SLUGGER DIVISION:** All fair batted balls must travel at least 4 feet in front of home plate to be considered in play.

**STRIKE OUTS FOR ROOKIES** – If the batter does not hit the ball after 5-6 good pitches (strike zone being letter to knees), the batter is out on strikes. There are no strikeouts on foul balls.

**T-BALL** – There are NO strikeouts in T-Ball. If the batter does not hit the ball after 5-6 good pitches (strike zone being letter to knees), the batter then proceeds to hit from the tee, and follows the T-Ball base running rules set forth in Rule 6 below.

**THERE ARE NO STRIKEOUTS IN LITTLE SLUGGERS.**

## **RULE 6: BASE RUNNING**

### **BASE STEALING:**

No leads or base stealing are permitted.

### **ADVANCEMENT OF RUNNERS:**

**ROOKIES:** The play will be over when the defensive team returns the batted ball back into the infield. Once the ball crosses the plain from the outfield to the infield the ball will be considered dead when all plays are completed. All runners who have already taken at least one step towards the next base may continue at their own risk.

**T-BALL AND LITTLE SLUGGERS:** Players may advance only one base at a time (singles only). However, the last batter empties the bases by tagging all bases and home plate.

**OVERTHROWS IN ROOKIE, NOVICE AND T-BALL DIVISIONS:** All overthrows to any base will result in a dead ball with no advancement by the runner.

**HEAD FIRST SLIDES IN ROOKIE, NOVICE AND T-BALL DIVISIONS:** No head first slides are permitted under any circumstances.

**FAKE TAGS** - There will be no fake tags allowed at any level.

## **RULE 8: PITCHING**

**ROOKIE DIVISION:** All pitches shall be delivered by a coach and not thrown by players. **The maximum number of pitches thrown to a batter via machine is six (6).** However, an at bat cannot end on a foul ball. If the batter does not hit a ball in fair territory, the batter is out. There are no walks.

**T-BALL:** For the first ten games, there is no pitching. All batters will hit the ball from a batting tee, which is adjusted to a height that allows the batter to swing level. Beginning with the eleventh game, the coaches pitch, while monitoring each players swing for deterioration. No more than six pitches shall be delivered to each player. If the batter does not hit the ball, then the batter hits from a tee.

**LITTLE SLUGGERS:** **There is no pitching.** All hitting is from a tee.

## **RULE 8: CONDUCT**

**COACHES:** A team shall have at least one manager and two coaches. All Little Slugger and T-Ball managers, coaches and scorekeepers shall be on the field when their team is on defense for instruction purpose only. Rookie managers and coaches shall remain on the field, but move to the bench if the teams play warrants such a move.

**INAPPROPRIATE CONDUCT:** There will be **NO SMOKING** or any use of **TOBACCO** products on or around the playing fields. All smoking must be done in the parking areas. There will be **NO ALCOHOLIC BEVERAGES** of any kind allowed on any of the complexes where a CHYAA team plays. There will be no swearing or other inappropriate language. Violations of this rule may result in disciplinary action by the Board.

**UNSPORTSMANLIKE BEHAVIOR:** The CHYAA Board reserves the right to expel from any game, or otherwise take disciplinary action against, any manager, coach, player or spectator for what it deems in its sole discretion to constitute unsportsmanlike behavior.

**MISUSE OF EQUIPMENT:** Equipment may not be thrown or otherwise misused during a game. Any player or coach throwing equipment or misusing equipment may be ejected.

## **RULE 10: INCLEMENT WEATHER**

**GAME CANCELLATION PROCEDURES:** The CHYAA President, Vice President or Player Agent may cancel any game due to inclement weather or poor field conditions. Otherwise, both managers will be responsible for the cancellation of the game prior to its start. Any disagreements shall be resolved by the CHYAA President or Vice President. If a game is cancelled, the managers shall immediately notify the players.

**TERMINATION OF GAMES IN PROGRESS:** Once the game starts, the determination as to whether to terminate the game due to darkness or inclement weather is within the of both managers. Any disagreements shall be resolved by the CHYAA President, Vice President, Player Agent or Division Coordinator.

**LIGHTNING:** If there is lightning, the teams are to be immediately removed from the field and the game shall not resume until 20 minutes have elapsed from the last sighting of lightning.

**RULE 11: STANDINGS/PLAYOFFS**

**ROOKIES, T-BALL AND LITTLE SLUGGERS:** No score is kept and no standings are maintained. There are no playoffs.