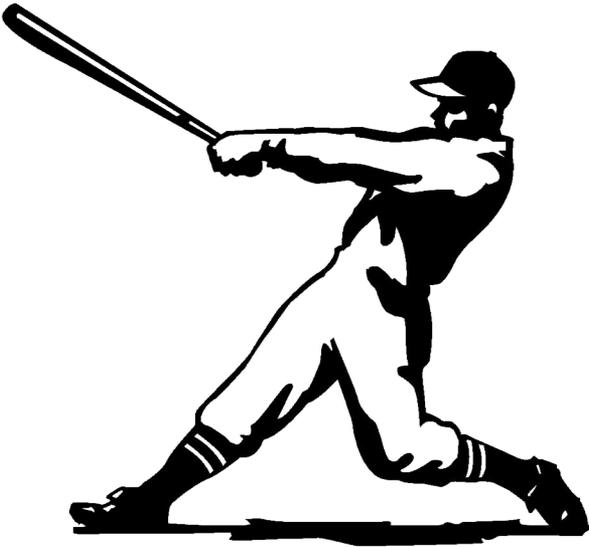


Hudson Youth Baseball T-Ball League Information



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VISION STATEMENT

Cal Ripken, Jr. and Babe Ruth League have always shared a common vision: To provide every youngster the opportunity to play baseball and have fun. Teaching them to play "The Ripken Way" will assure the accomplishment of that goal.

GOALS

"It's our goal that each youngster who plays in the Cal Ripken Baseball Division will not only learn the basics of the game, but will also experience the same level of excitement Cal Ripken felt every day he put on his uniform to get ready to play. There's nothing else like it!"

OBJECTIVES

The Babe Ruth Baseball and Cal Ripken programs, above all, are of, by and for youth. It especially tries to make better citizens through proper supervision of regulation competitive baseball in addition to promoting mental and physical development. In adopting rules, in establishing standards and in all planning, the primary consideration is the welfare of the participants.

What the players should learn

Hitting

Players will learn proper stance – keeping the bat off the shoulders, back elbow down and parallel to the ground. Players will also learn their position in relation to the plate.

Players will learn to shift their weight from their back leg to their front when swinging. Players will learn to step straight at the pitcher when swinging (not towards the plate or a base).

Players will learn to follow the ball from the pitcher's hand to the bat. Players will learn to swing, drop the bat (NOT THROW THE BAT) and run to first base.

Running

Players will learn that first base is the only base that can be overrun. Players will learn that there is only 1 player to a base. Players will learn to listen to base coaches.

Players will learn to recognize and know when a runner has to advance (force play) and when to hold. Players will learn to recognize when to run part way and watch if a fly ball is dropped in order to advance. Players will learn to avoid wide turns when running the bases.

Throwing

Players will learn to look where they are throwing and use a target like a glove or a child's chest to throw at. Players will learn to wait until the player they are throwing to is facing them and ready. Players will learn to throw overhand not sidearm.

Players will learn to step into a throw for more velocity and accuracy, using the "Step – Throw – Step" method

Players will understand which foot to lead off when throwing. Players will learn how to completely follow through all the way with their throwing arm.

Fielding

Players will learn where to stand in each position on the field. Players will understand who should get the batted ball and when. Players will learn to pay attention to the play at all times, this includes when they are on the bench.

Players will learn never to turn their head or back to the play.

Players will learn how to hold their glove correctly – fingers up for a high throw or bounce and fingers down for a low throw or ground ball.

The player will learn to bend their knees and put the glove all the way to the ground for a ground ball.

Players will learn where to move to when the ball is hit, which base to throw the ball to, and where the next play is.

Players will learn to call for and catch fly balls with two hands using the "Belly Button method" how to use two hands when catching.

GUIDELINES

Coaches and parents are looked upon as role models. Coaches and parents are to refrain from cursing, arguing or making negative comments about players, coaches or teams. Coaches and parents are expected to conduct themselves properly and promote good sportsmanship at all times. Coaches are to refrain from smoking in front of players.

Sore winners look as bad as sore losers. Players will not be allowed to “rub it in” when another player does not make a good play.

Players must wear their uniforms (including hats) correctly at all times. Hats must face forward (not backwards, sideways or inside-out).

Parents, coaches, players and spectators must abide by the “Code of Conduct” guidelines.

NO SMOKING & NO DRINKING OF ALCOHOLIC BEVERAGES BY ANYONE IN THE BENCH AREA DURING GAMES

Rainouts are left to the discretion of HYBS president. All attempts will be made to notify the league of cancellations two hours prior to game time (if possible). Coaches should inform their players and parent to visit our website or call the HYBS main line on days in question. If the league has issued no notification the game will be considered on. League director will decide on make-up game dates. The league director is to be informed on a scheduled make-up so that other coaches can be advised to leave the field open.

Practices can be held on our fields on the open dates on the schedule. With the size of the fields, two (2) teams should be able to share a field with one team using the outfield and the other the infield and then switching.

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Teams must clean up their bench area, equipment after every practice and game. No food is allowed on the benches during the game, only water bottles (or other beverage containers) are allowed. Players are not allowed to climb the fences or dugouts.

Managers and Coaches are responsible for retuning all bases, training equipment to their proper locations. They will also be responsible for raking the infield and cleaning out the base mounts and inserting the base plugs after every practice and game.

Hudson Youth Baseball Rules

Note: ALL CAL RIPKEN LEAGUE RULES APPLY EXCEPT FOR THE FOLLOWING:

Games

1. CONCESSION STAND RULE ADOPTED "2002" - Home team(s) must provide one **PARENT** to work the concession stand per home game. It is recommended that parents take shifts in order to watch some of the game. No children are allowed in the concession stand.
2. Games will be 5 innings and always end in a tie.
3. Each half inning will be completed after every player has batted. The last batter runs all the way to home.
4. OUTS - If a play is made causing an out the player who is out should go back to his/her bench. There are no limits to the number of outs per inning. If there is a close play the runner is "Safe".
5. Home team is responsible for supplying a new ball for each game.

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6. Teams with less than (7) players at the designated game time are allowed to borrow players from the opposing team.
7. Defensive player positions are as follows: one player in each of the following positions – Pitcher, Catcher, 1st base (must wear a **helmet**), Second base, third base, shortstop and the remaining players play the outfield. **No player should sit unless they choose to.**
8. Each player should be rotated to a different position at least once per game alternating infield and outfield. Every player should play every position at least once during the season unless there is significant concern for a child's safety.
9. Try not to have an obviously good player in the same position from inning to inning. Do not have the same players always in the outfield or the better player in the infield, alternate whenever possible. A chance to make a play means a lot to the kids, so everyone should have an opportunity. Save your roster sheets from week to week to make sure everyone has an opportunity to play all positions.
10. Catchers will be used and must be in full gear. Catchers will stand and throw the ball back to the pitcher.
11. It is the head coach's responsibility to inform and instruct each assistant coach of his or her responsibilities before each game.
12. A minimum of two fielding coaches will be allowed in the field to help the fielders understand their roles. It is recommended that one coach be positioned at the pitcher mound for safety reasons.

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13. All coaches are responsible for the instruction and encouragement of **all** players.
14. All players and coaches will shake hands at the end of each game
15. No food is allowed on the benches during the game. Only water bottles (or other beverage containers) are allowed.
16. No one is allowed on top of the dugouts, climbing the fences, throwing things, running around etc. Parents and coaches are responsible for the safety and well being of the players and should at all times be aware of their whereabouts. Players must be encouraged to sit on the bench when not in the field.
17. Coaches and parents need to ensure that all players keep their hands to themselves. No roughhousing will be tolerated.
18. Coaches, parents and players are responsible for ensuring that negative comments between players, coaches and parents are not acceptable. Player must be encouraged at all times.

Hitting and Base Running

1. Helmets are to be worn by all batters and base runners.
2. Batting orders are to remain the same for the entire game unless an injury forces a player to leave the game. Every player gets to bat.
3. Batting orders are to rotate each game so that all players bat at least once in each slot of the batting order. A common practice is to go by the player's number and rotate the first batter of the last inning to the last slot.

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4. The player that is batting will not start to bat until the opposing team is ready/been advised that the "**BALL IS UP**". A coach will pitch under or overhand to a batter for a maximum of 2 swinging strikes. At the point a batter has 2 strikes then the batter will hit from the batters tee until a ball is hit into play.
5. Coaches of hitting teams will advise the opposition when a very strong hitter is up (mainly to prevent injuries).
6. **Only the batter will have a bat in their hands. All other players are to be seated on the bench. This is the area of greatest injury because coaches are pitching and coaching bases at this time and cannot be watching every player.** Team parents are encouraged to volunteer their assistance in managing the players on the bench.
7. There will be no called strikes, strikeouts or walks. Coaches must use fair judgment with regards to the number of swing allowed to each player.
8. No bunting, stealing or leading (a ball must be "hit in play" before a runner is allowed to advance).
9. Foul balls are any ball in foul territory, any ball that is not hit past the grassy area in front of home plate, or any ball where more of the tee was hit than the ball.
10. A hit on the ground to the infield is limited to one base with the risk of being put out.
11. Players may advance one base unless the ball is hit into the far grassy area behind the baselines on a hit. If the ball rolls into the area, it is a double with the risk of being put out. If it is hit in the air into that area, it is a home run with the risk of being put out.

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12. Once a throw from the outfield reaches the infield, runners are not allowed to advance. If a runner has already made the turn to the next base before the ball reaches the infield the runner will be awarded that base.
13. There are no advancements as result of a fielding error on a hit ball. Kids should not be penalized for trying to make a play.
14. Fielders should not block the base paths. Runners impeded by players in the base paths will automatically be awarded the base.

Fielding

1. A player will be in the pitching position for fielding and may pretend to pitch the ball to the batter.
2. First basemen and pitchers are required to wear helmets. Coaches should ensure that players in these positions have good catching skills for safety reasons.
3. Coaches will constantly check the position of fielders for proper position (outfielders have a tendency to creep into the infield) and make sure their attention is focused on the play for safety reasons.
4. Players should be encouraged to stay in their position and not interfere with another player attempting to make a play. Backing up a play is to be stressed.
5. Coaches are to be in the field to position players and help them understand their positional responsibilities. This must be FUN for the kids so coaches must encourage all players at all times.

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6. Remember that the overall objective is to have ***fun***, not to create mini-Babe Ruth's. If they learn the fundamentals and learn to like the game, the talent will follow.

T- BALL Jamboree

The Jamboree is a family fun filled day of events and excitement that has been a part of our T-Ball league for many years. Every player's siblings, parent(s) and or guardian(s) are encouraged to take part in the day's festivities. Food and drinks are provided for by the Russo family and many other generous sponsors.

Please contact your child's coach or the league director if you would like to volunteer to cook, serve or help set up and run any of the Jamboree events. Volunteers are a very important part of the Jamboree to ensure we have a family fun filled day of events and excitement for everyone involved.

JAMBOREE EVENTS

1. **Longest Hit** – Two stations--Field 2 & Field 3
 - Team players:
 - Each batter gets three tries
 - Foul line from 1st to 3rd base
 - Any ball not hit past the foul line doesn't count as an attempt
 - Number of fouls is unlimited (within reason) – (there will be a few contestants who may not get it past the foul line)
 - Hits marked with Popsicle stick flagged with an address label with the contestant information at the point where the ball stops rolling
 - Measure only the longest three hits among the contestants in the 6 categories

2. **Longest Throw** – In outfield of Field 3
 - Team players
 - Each contestant gets three tries
 - Stepping over line is a foul
 - Number of fouls is unlimited (within reason)
 - Throws marked with Popsicle stick flagged with an address label with the contestant information at the point where the ball stops rolling.

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3. **Base Run** – Field 1

- Team players
- Two tries for each competitor – best time counts
- Contestant stands at plate with a tee and NO ball.
- At the “GO” signal, each contestant swings the bat, and then runs around the bases.
- Time measured is swinging time, getting out of the box and running around the bases. Time ends when home plate is touched.