

TBALL LEAGUE RULES

BBSA T-BALL GUIDELINES 2009 TEE BALL RULES AND GUIDELINES

The Burlington Baseball and Softball Association Tee Ball program is a child's first introduction to organized baseball. The goal of the League, Managers and Coaches will be to provide the players with an opportunity to develop baseball skills in an environment that is enjoyable and fun.

The players in the Tee Ball Division should be instructed in all the basic fundamentals of the game (i.e. batting, throwing, fielding and running).

All players should be constantly encouraged by managers, coaches and parents to pay attention and to do their best. Tee Ball should be fun for all who participate.

The key to success and the concept of the program is total participation of coaches and parents.

While this is a child's first introduction to organized baseball it may also be a parent's first introduction to coaching, so it is very important for parents and coaches to be closely involved and rely on each others input.

Remember that this should be a fun and positive experience for all involved. Your positive influence, constructive direction and, most of all, patience will allow for a fun season this year and for years to come.

Goals of the T-Ball Program

- Familiarize players with the concept of teamwork and with the responsibilities of a team-member.
- Familiarize players with the concept of sportsmanship.
- Players will demonstrate knowledge of Baseball rules.
- Players will demonstrate knowledge of basic offensive and defensive strategies.
- Players will be able to identify parts of the baseball diamond.
- Players will be able to identify the positions played in the game.
- Players will be able to identify equipment used in baseball.
- Players will be able to assume a proper batting position in the batter's box.
- Players will demonstrate knowledge of the strike zone.
- Players will be able to hit a ball when at bat.
- Players will be able to run the bases and score runs.
- Players will be able to assume the baseball ready position on defense.
- Players will be able to field a ground or fly ball.
- Players will be able to make a throw to the appropriate base or cut-off player.

TEE BALL RULES AND GUIDELINES

1. BASEBALLS

- 1.1. A soft baseball (safety ball) will be used for the player's safety.

2. GAME TIME

- 2.1. The game will last 3 innings or 2 hours, whichever comes first.

- 2.2. Players are expected to arrive at the field at least 15 minutes before scheduled start time.

3. DEFENSIVE ALIGNMENT

- 3.1. Defense will consist of all players on a team. A player should be stationed at 1st, 2nd, 3rd, pitchers mound and behind home plate as a catcher.
- 3.2. No player will be allowed to catch or assume the catchers position without being fully protected for safety (i.e. cup, helmet, face mask, chest protector, shin guards and catchers mitt)
- 3.3. Managers should rotate players between defensive position's giving each player the opportunity to play each position.
- 3.4. To avoid potential injury, the catcher must be placed a minimum of 10 feet behind home plate.
- 3.5. The kids do not pitch at this level.

4. HITTING

- 4.1. There are no strikeouts. All players will continue to bat until they put the ball in play.
- 4.2. There are no walks. Everyone hits.
- 4.3. The infield fly rule will not be in effect.
- 4.4. There is no on-deck batter, NO exceptions.
- 4.5. No bunting allowed. Full swings must be taken.
- 4.6. A protective batting helmet must be worn by all batters without exception.
- 4.7. If the batter makes an out he or she does not continue to occupy the base.
- 4.8. Whenever a ball is batted off the Tee, the umpire must remove the Batting Tee from home plate and place it in a position that will not interfere with play on the field.
- 4.9. The ball will be hit from a Tee that is set at home plate. The purpose of hitting from the tee is to help the child develop proper hitting mechanics. Hitting from the Tee is an excellent tool for this learning experience.
- 4.10. The last few weeks of the season (actual date to be determined by T-Ball Director), the coaches will pitch to the players. If a player fails to hit the ball after 5 pitches, the Tee will be used to complete the batters at-bat.

5. BATTING ORDER

- 5.1. All players will be in the batting order and bat in the rotation determined by the manager. Managers must rotate the batting order on a game-to-game basis allowing each player to be 1st and last in the batting order.
- 5.2. Each team will bat all of their batting order per inning.

6. RETIRING THE SIDE

- 6.1. The side will be retired when all of the batting order has batted.

7. BASE RUNNING

- 7.1. Runners must stay in contact with the bases until the ball is hit. One base is allowed on an infield hit. runner may advance as many bases as possible on an outfield hit until the ball reaches the infield.

- 7.2. Runners may not advance on errant throws to any base.
- 7.3. When the last batter of the inning has hit the ball he or she shall touch all the bases with all runners in front crossing home plate.

8. COACHING

- 8.1. There can be up to five coaches on the field when the defensive team is on the field.
- 8.2. The team batting should provide 1st and 3rd base coaches.

9. BASE RUNNING

- 9.1. There is no sliding, no leading or stealing.

10. END OF THE GAME

- 10.1. At the end of the game, each team, including coaches, will line up at home plate and shake hands with the opposing team.

11. GENERAL

- 11.1. In the absence of any provisions in these rules and guidelines, the latest version of the Cal Ripken Rule Book shall be binding.
- 11.2. Players or coaches are not permitted to deliberately harass or direct any discourteous remarks at the officials or any member of the opposing team.
- 11.3. No games are to be protested.
- 11.4. All games end in a tie, NO exceptions.
- 11.5. There are no play-offs or standings at this level.
- 11.6. No smoking or alcoholic beverages are allowed on any playing field during games or practice.
- 11.7. It is the coaches' responsibility to teach and encourage all players.
- 11.8. Show sportsmanship and fairness to all involved. The example you set as a coach will be an important one for the players to follow.

The Burlington and Softball Association thanks you for your continued efforts and support of the baseball program.

FARM LEAGUE RULES

BBSA FARM LEAGUE GUIDELINES 2009

FARM LEAGUE

The Burlington Baseball and Softball Association Farm program is a child's second year of organized baseball. The goal of the Farm League, Managers and Coaches will be to provide the players with an opportunity to develop baseball skills in an environment that is enjoyable and fun.

The players in the Farm Division should be instructed in all the basic fundamentals of the game (i.e. batting, throwing, fielding and running). All players should be constantly encouraged by managers, coaches and parents to pay attention and to do their best. Farm League should be fun for all who participate.

The key to success and the concept of the program is total participation of coaches and parents.

While this could still be a child's first introduction to organized baseball it may also be a parent's first introduction to coaching, so it is very important for parents and coaches to be closely involved and rely on each others input.

Remember that this should be a fun and positive experience for all involved. Your positive influence, constructive direction and, most of all, patience will allow for a fun season this year and for years to come.

Goals of the Farm League Program

- Familiarize players with the concept of teamwork and with the responsibilities of a team-member.
- Familiarize players with the concept of sportsmanship.
- Players will demonstrate knowledge of Baseball rules.
- Players will demonstrate knowledge of basic offensive and defensive strategies.
- Players will be able to identify parts of the baseball diamond.
- Players will be able to identify the positions played in the game.
- Players will be able to identify equipment used in baseball.
- Players will be able to assume a proper batting position in the batter's box.
- Players will demonstrate knowledge of the strike zone.
- Players will be able to hit a ball when at bat.
- Players will be able to run the bases and score runs.
- Players will be able to assume the baseball ready position on defense.
- Players will be able to field a ground or fly ball.
- Players will be able to make a throw to the appropriate base or cut-off player.

FARM LEAGUE RULES

1. BASEBALLS

- 1.1. A soft baseball (safety ball) will be used for the first half of the year, gradually introducing a real baseball at the coaches' discretion, keeping all the players' safety in mind.

2. GAME TIME

- 2.1. The game will last 3 innings or 2 hours, whichever comes first.
- 2.2. Players are expected to arrive at the field at least 15 minutes before scheduled start time.

3. DEFENSIVE ALIGNMENT

- 3.1. Defense will consist of all players on a team for the first half of the year, gradually removing players to consist of a maximum of ten (10) players, four (4) outfielders, four (4) infielders, a pitcher and a catcher. A player should be stationed on the pitchers mound. If there are only 11 players present, a team may add one additional outfielder as to not have only one child sit on the bench. In this situation the additional player must be placed in an outfield position. The traditional infield positions should remain intact. This must be limited to a maximum of 11 players on the field.
- 3.2. A player should be stationed at 1st, 2nd, 3rd, pitchers mound and behind home plate as a catcher.
- 3.3. No player will be allowed to catch or assume the catchers position without being fully protected for safety (i.e. cup, helmet, face mask, chest protector, shin guards and catchers mitt)
- 3.4. Managers should rotate players between defensive position's giving each player the opportunity to play each position.
- 3.5. To avoid potential injury, the catcher must be placed a minimum of 10 feet behind home plate.

4. PITCHING

- 4.1. The coaches will pitch to the players for the first half of the year gradually introducing a player to pitch from a safe distance.
- 4.2. A player may pitch NO more than one (1) inning in any game.
- 4.3. One (1) pitch constitutes as one (1) inning, NO exceptions.
- 4.4. After four (4) pitches to any one (1) batter the coach of the team batting will pitch to the batter with the pitcher still assuming the pitcher position on the field.
- 4.5. Once a pitcher is relieved, that pitcher may not pitch again that day.

5. HITTING

- 5.1. There are no strikeouts. All players will continue to bat until they put the ball in play.
- 5.2. There are no walks. Everyone hits.
- 5.3. The infield fly rule will not be in effect.
- 5.4. There is NO on deck Batter, NO exceptions.
- 5.5. No bunting allowed. Full swings must be taken.
- 5.6. A protective batting helmet must be worn by all batters without exception.

6. BATTING ORDER

- 6.1. All players will be in the batting order and bat in the rotation determined by the manager.
Managers must rotate the batting order on a game-to-game basis allowing each player to be 1st in the batting order, and last in the batting order.
- 6.2. Each team will bat all of their batting order per inning.

7. RETIRING THE SIDE

- 7.1. The side will be retired when all of the batting order has batted.

8. BASE RUNNING

- 8.1. Runners must stay in contact with the bases until the ball is hit. One base is allowed on an infield hit.

The runner may advance as many bases as possible on an outfield hit until the ball reaches the infield.

- 8.2. Runners may not advance on errant throws to any base.
- 8.3. When the last batter of the inning has hit the ball he or she shall touch all the bases with all runners in front crossing home plate.

9. COACHING

- 9.1. There can be up to five coaches on the field when the defensive team is on the field.
- 9.2. The team batting should provide 1st and 3rd base coaches.
- 9.3. Players can not coach the bases at this level.

10. BASE RUNNING

- 10.1. There is no head first sliding, no leading or stealing.

11. END OF THE GAME

- 11.1. At the end of the game, each team, including coaches, will line up at home plate and shake hands with the opposing team.

12. GENERAL

- 12.1. In the absence of any provisions in these rules and guidelines, the latest version of the Cal Ripken Rule Book shall be binding.
- 12.2. Players or coaches are not permitted to deliberately harass or direct any discourteous remarks at the officials or any member of the opposing team
- 12.3. No games are to be protested.
- 12.4. All games end in a tie, NO exceptions.
- 12.5. There are no play-offs or standings at this level.
- 12.6. No smoking or alcoholic beverages are allowed on any playing field during games or practice.
- 12.7. It is the coach's responsibility to teach and encourage all players.
- 12.8. Show sportsmanship and fairness to all involved. The example you set as a coach will be an important one for the players to follow.

The Burlington and Softball Association thanks you for your continued efforts and support of the baseball program.

ROOKIE LEAGUE RULES

BBSA Rookie League Rules 2009

The Burlington Baseball and Softball Association Rookie League program is a child's First Year of controlled baseball with a lot of the older leagues rules being introduced for the first time. The goal of the Rookie League, managers, coaches, and parents will be to provide the players with an opportunity to develop baseball skills in an environment that is enjoyable and fun while getting them ready for the next level of play.

The players in the Rookie Division should be instructed in all the basic fundamentals of the game (i.e. batting, throwing, fielding and running). All players should be constantly encouraged by managers, coaches, and parents to pay attention and to do their best. Rookie League should be fun for all who participate.

The key to success and the concept of the program is total participation of coaches and parents.

While this could still be a child's first introduction to organized baseball it may also be a parent's first introduction to coaching, so it is very important for parents and coaches to be closely involved and rely on each others input.

Remember that this should be a fun and positive experience for all involved. Your positive influence, constructive direction and, most of all, patience will allow for a fun season this year and for years to come.

Goals of the Rookie League Program

- Familiarize players with the concept of teamwork and with the responsibilities of a team-member.
- Familiarize players with the concept of sportsmanship.
- Players will demonstrate knowledge of Baseball rules.
- Players will demonstrate knowledge of basic offensive and defensive strategies.
- Players will be able to identify parts of the baseball diamond.
- Players will be able to identify the positions played in the game.
- Players will be able to identify equipment used in baseball.
- Players will be able to assume a proper batting position in the batter's box.
- Players will demonstrate knowledge of the strike zone.
- Players will be able to hit a ball when at bat.
- Players will be able to run the bases and score runs.
- Players will be able to assume the baseball ready position on defense.
- Players will be able to field a ground or fly ball.
- Players will be able to make a throw to the appropriate base or cut-off player.

ROOKIE LEAGUE RULES AND GUIDELINES

1. BASEBALLS

1.1. A regulation Ripken baseball will be used.

2. PITCHING (FIRST HALF OF SEASON)

2.1. A player should pitch from the pitching plate, OR as close to it as possible without jeopardizing there safety.

2.2. One (1) pitch constitutes as one (1) inning, NO exceptions.

- 2.3. After (4) balls or seven (7) pitches to any one (1) batter the coach of the team batting will pitch to the batter with the pitcher still assuming the pitcher position on the field.
- 2.4. Players will attempt to do all of the pitching.
- 2.5. A manager/coach has the option of pitching any player on the roster.
- 2.6. No player may pitch more than one (1) inning per game.
- 2.7. There are no limits to the number of time outs, trips to the pitcher, or pitches mound.
- 2.9. Once a pitcher is relieved, that pitcher may not pitch again that day.

3. PITCHING (SECOND HALF OF SEASON)

- 3.1. A player must pitch from the pitching plate.
- 3.2. One (1) pitch constitutes as one (1) inning, NO exceptions.
- 3.3. A pitcher MUST be removed if he/she walks four (4) batters in a row or six (6) in an inning. A hit batter counts as a walk.
- 3.4. During the entire season the players will attempt to do all of the pitching.
- 3.5. A manager/coach has the option of pitching any player on the roster.
- 3.6. No player may pitch more than one (1) inning per game.
- 3.7. There are no limits to the number of time outs, trips to the pitcher, or pitches mound.
- 3.8. Once a pitcher is relieved, that pitcher may not pitch again that day.

4. CURVE-BALLS

- 4.1. The Board of Directors as the duly elected governing body of the Burlington Baseball Association, Inc. d/b/a/ Burlington Baseball-Softball Association, prohibits the throwing of “Curve-balls’.
Any manager/coach who encourages the throwing of curve balls will face disciplinary by the Board of Directors.

First Offense – Warning- No Pitch

Second Offense – Removal from the mound

5. DEFENSIVE ALIGNMENT

- 5.1. Defense will consist of nine (9) players on the field, three (3) outfielders, three (3) infielders, a pitcher and a catcher. If there are only 10 players present, a team may add one additional outfielder as to not have only one child sit on the bench. In this situation the additional player must be placed in an outfield position. The traditional infield positions should remain intact. This must be limited to a maximum of ten (10) players on the field.
- 5.2. No player will be allowed to catch or assume the catchers position without being fully protected for safety (i.e. cup, helmet, face mask, chest protector, shin guards and catchers mitt).
- 5.3. No player will be allowed to warm up a pitcher in the catcher’s position without being protected for safety, NO EXCEPTIONS (i.e. cup, helmet, face mask, and catchers’ mitt).
- 5.4. Every player should rotate between defensive positions during each game, giving each player the opportunity to play every position.

6. HITTING (FIRST HALF OF SEASON)

- 6.1. Three (3) strikes will NOT count as an out
- 6.2. Four balls will NOT count as a base on balls.
- 6.3. Every player in the batting order bats, even while not in a defensive position on the field.
- 6.4. The infield fly rule will not be in effect.
- 6.5. There is no batting tee used at this level.
- 6.6. There is NO on deck Batter.
- 6.7. No bunting allowed. Full swings must be taken.
- 6.8. Protective batting helmets must be worn by all batters without exception.

7. HITTING (SECOND HALF OF SEASON)

- 7.1. Three (3) strikes will count as an out
- 7.2. Four balls will count as a base on balls.
- 7.3. Every player in the batting order bats, even while not in a defensive position on the field.
- 7.4. The infield fly rule will not be in effect.
- 7.5. There is no batting tee used at this level.
- 7.6. There is NO on deck Batter.
- 7.7. No bunting allowed. Full swings must be taken.
- 7.8. Protective batting helmets must be worn by all batters without exception.

8. BATTING ORDER

- 8.1. The Rookie League will use a perpetual batting order. The Same Batting order for the entire season, First and Second half
- 8.2. NO ON DECK BATTERS IN ALL LEAGUES. NO EXCEPTIONS!
- 8.3. The last player to bat in the game for their team will be the last batter in the batting order for that team in the next game.
- 8.4. All players on the team shall be listed in the score book, even if they are not present. This is to allow a late arrival to enter the game in his/her proper position in the batting order.

9. RETIRING THE SIDE (FIRST HALF OF SEASON)

- 9.1. The side will be retired when all of the batting order has batted

10. RETIRING THE SIDE (SECOND HALF OF SEASON)

- 10.1. The side will be retired when all of the batting order has batted or three (3) outs, which ever comes first.

11. BASE RUNNING (FIRST HALF OF SEASON)

- 11.1. Runners must stay in contact with the bases until the ball is hit. One base is allowed on an infield hit.
The runner may advance as many bases as possible on an outfield hit until the ball reaches the infield.
- 11.2. Runners may not advance on errant throws to any base
- 11.3. Runners can not advance on wild pitches or pass balls.
- 11.4. Runners may not steal or lead at any time

12. BASE RUNNING (SECOND HALF OF SEASON)

- 12.1. Runners must stay in contact with the bases until the ball is hit.
The runner may advance as many bases as possible on an outfield hit or infield hit, until the ball is under control by an infielder or the pitcher on the pitchers mound.
- 12.2. Runners may advance on errant throws to any base.
- 12.3. Runners can not advance on wild pitches or pass balls
- 12.4. Runners may not steal or lead at any time

13. COACHING

- 13.1. There can be up to five coaches on the field when the defensive team is on the field.
- 13.2. If in unfamiliar play has occurred and come to a stop, it is encouraged and recommended that the play be reviewed to make sure the players understand the outcome of the play.
- 13.3. The team batting should provide 1st and 3rd base coaches.
- 13.4. Players are not allowed to coach bases.

14. BASE RUNNING

- 14.1. There is no head first sliding, no leading or stealing.

15. END OF THE GAME

- 15.1. At the end of the game, each team, including coaches, will line up at home plate and shake hands with the opposing team.

16. GENERAL

- 16.1. In the absence of any provisions in these rules and guidelines, the latest version of the Cal Ripken Rule Book shall be binding.
- 16.2. Players or coaches are not permitted to deliberately harass or direct any discourteous remarks at the officials or any member of the opposing team
- 16.3. No games are to be protested.
- 16.4. All Games End in a tie. Managers and Coaches are not to keep a scorebook for the purpose of runs scored.
No Manager or Coach will announce a game score at any time. NO exceptions.
- 16.5. If a parent announces a game score, it is encouraged the Manager reinforce to that parent that Rookie League is completely instruction and does not keep standings or scores.
- 16.6. There are no play-offs or standings at this level.
- 16.7. No smoking or alcoholic beverages are allowed on any playing field during games or practice.
- 16.8. It is the coach's responsibility to teach and encourage all players.
- 16.9. Show sportsmanship and fairness to all involved. The example you set as a coach will be an important one for the players to follow.

The Burlington and Softball Association thanks you for your continued efforts and support of the baseball program.