

CHYAA AA Guidelines

RULE 1: GENERAL PROVISIONS

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/player.

AA

1. Learning the Basic Rules – how to record outs (catch the ball in the air, force outs, tag the runner or strike outs); running past first base; scoring a run; 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: AA shall use an approved baseball. Each team is required to provide several baseballs for play in each game.

BATS: Big barrel bats may not be used.

HELMETS: Protective helmets shall be worn by all batters and base runners during practice and in all games in the AA Division.

CATCHER'S EQUIPMENT : 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 are encouraged to wear a protective cup regardless of position.

CLEATS: Metal cleats or spikes are not permitted.

UNIFORMS: All regular players on the team roster must be in complete team uniforms.

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. **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:

No more that 11 players shall play defensively regardless of the number of players on the roster. One extra player can be placed in the outfield and one in the infield. Each team has the discretion to only play 10 defensive players, with the extra player being 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 should be monitored by the coaches to ensure he 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.

RULE 4: STARTING AND ENDING A GAME AND SCORING

REGULAR GAME:

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. The score is not kept or recorded in the AA division.

OUTS PER INNING:

Half-innings in the AA Division shall end when either three outs are recorded by the defensive team or the entire offensive team has batted, which ever occurs earlier.

RULE 5: BATTING & PITCHING

For the first 10 games all pitches shall be delivered by a coach on the team of the batter and not thrown by players. A coach from the team batting shall call balls and strikes, either swinging or looking. It can be the same coach that is pitching. There are no walks. Three swings or three called strikes and the batter out. An at bat cannot end on a foul ball.

Beginning with the eleventh game, the players pitch, with balls and strikes called. No more than four (4) balls shall be delivered to each player by the player pitcher. A coach from the team of the batter shall call balls and strikes, either swinging or looking. There are no walks. Three swings or three called strikes and the batter is out. If there are four called balls, a coach from the team of the batter shall pitch until there is a hit, a batted out or a strike out. The coach from the batters team continues to call strikes (swinging and looking) and balls.

A player pitcher should pitch no more than one inning per game and the coaches should monitor the pitch count so that no more than 40 pitches are thrown. If a player pitcher hits 2 batters during any one inning, he shall be replaced with another player pitcher.

RULE 6: BASE RUNNING

BASE STEALING: No leads or base stealing are permitted.

ADVANCEMENT OF RUNNERS:

The play will be over when the defensive team returns the batted ball back into the infield. All runners who have already taken at least one step towards the next base may continue at their own risk.

All overthrows that go out of play (ie. over the fence), runners may advance one base. All overthrows that remain in play, all runners may advance no more than one base, at their own risk.

HEAD FIRST SLIDES : No head first slides are permitted under any circumstances.

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

RULE 7: CONDUCT

COACHES: A team shall have at least one manager and two coaches. After the first 5 games, managers and coaches shall remain on the bench.

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 8: INCLEMENT WEATHER

GAME CANCELLATION PROCEDURES: Only the CHYAA President, Vice President or Player Agent may cancel any game due to inclement weather or poor field conditions. 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 discretion 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 9: The Dugout and Field Preparation

No food in the dugout.

Keep the dugout gate closed during the game

Only players and managers/coaches permitted in the dugout.

After the game, the dugouts should be swept and the trash cans should be emptied.

After the game, the field should be dragged for the next game.