

YOUTH BASEBALL RULES

Mini-Sluggers & T-Ball



CARBON VALLEY
PARKS & RECREATION DISTRICT

Sports Mission and Purpose

To provide exceptional community-based Athletic programs for all ages by providing quality service to all participants while offering a safe and well-maintained environment where our customers can gather for a fun and enjoyable experience.

Sports Goals

- Learning fundamental and basic sport-specific skills and establishing building blocks for overall improvement.
- Teaching the value of teamwork and becoming an effective member of a team.
- Teach sportsmanship and fair play by emphasizing proper treatment of teammates, coaches, opponents, and officials.
- Create opportunities for the community members of Dacono, Frederick, and Firestone to connect and build relationships and friendships through sports programs.

Code of Conduct

As a coach, player, parent, or spectator at a Carbon Valley Parks and Recreation District (CVPRD) I understand:

1. Verbal abuse, physical abuse and/or altercation, harassment, and/or unsportsmanlike behavior towards an official, player, spectator, supervisor, or CVPRD staff member is not tolerated.
2. All coaches, players, parents, and spectators will abide by the official's decision. The official's decision and/or calls are not arguable. If you have a concern regarding the officiating, contact CVPRD Staff.
3. **Smoking/vaping/chewing tobacco and alcohol are prohibited at all CVPRD programs, activities, and facilities; at SVVSD facilities, and at parks and facilities in the Town/City of Firestone, Frederick, and Dacono unless otherwise noted.**
4. Any coach, player, parent, or spectator ejected from the game must leave the playing facility/area immediately upon request. Refusal to leave is considered trespassing and law enforcement will be called to assist in removal.
5. The zero-tolerance policy is in effect at all CVPRD sports events.

Zero Tolerance Policy

Officials, game supervisors, and CVPRD Sports Staff have the authority to reprimand any player, coach, spectator, or team if code of conduct is violated.

Penalties will range from:

- Warning
- Ejection from game
- Suspension from future games
- Forfeit of the game or season
- Law enforcement called

CVPRD Coordinators will handle disciplinary procedures on a case-by-case basis.

By receiving this form, you agreeing to the CVPRD Code of Conduct

Practice Drills/Helpful Links

If you need some tips on where to begin coaching and what material is useful to know there are links below that are helpful with the basics of Softball. There are some great tips on safety, skills, how to handle parents, and more.

- <https://www.littleleague.org/play-little-league/tee-ball/>
- <https://www.littleleague.org/university/articles/little-league-tee-ball-program/>
- <https://www.littleleague.org/downloads/tee-ball-program/>

T-Ball Practice Template

To make practice sessions fun and engaging, avoid having players stand in lines or idle, as this can lead to loss of attention and enjoyment. Instead, use stations to optimize player engagement and keep everyone actively involved.

60-Minute Template

1. Warm-Up (10 minutes)
1. Throwing and Catching Basics (10 minutes)
2. Fielding Ground Balls (10 minutes)
3. Batting Practice (15 minutes)
4. Base Running (10 minutes)
5. Cool Down and Team Talk (5 minutes)

45-Minute Template

1. Warm-Up (5 minutes)
2. Throwing and Catching Basics (10 minutes)
3. Fielding Ground Balls (10 minutes)
4. Batting Practice (10 minutes)
5. Base Running (5 minutes)
6. Cool Down and Team Talk (5 minutes)

General Policies for Mini-Sluggers & T-Ball.

All the rules follow the National Federation of High School Rules unless otherwise modified by CVPRD. Revised April 2024

Player's Equipment

1. The basic **MANDATORY** equipment of a player consists of the following:
 - a. CVPRD provided jerseys
 - b. Athletic pants or baseball pants
 - c. Glove
 - d. Footwear – tennis shoes or soft-cleated baseball shoes without a toe cleat.
2. The following items are NOT permitted:
 - a. Hair control devices with any hard parts.
 - b. Jewelry of any sort, **including earrings**, metal barrettes, watches, and metal belt buckles **(baseball belts only)**, regardless of any covering.
 - c. Metal cleats
3. The following items are **CONDITIONALLY** permitted:
 - a. Religious medals or medical tags which are taped to the body.
 - b. Splints, casts, braces, or other joint support devices, which, in the umpire opinion, are not inherently dangerous or are padded with pliable materials to eliminate the dangerous condition.
 - c. In the case of cold weather, any player may wear athletic pants or long-sleeves under the jersey. Knitted stocking caps and gloves are permitted during these adverse weather conditions.

Team Equipment

1. CVPRD will provide coaches with baseballs, bats, batting helmets, however **we recommend all players purchase a batting helmet, and bat**. Equipment is usually handed out either at the seasonal coaches' meeting or at coaching clinics.

Duration of Practice and Coach/Player Contact Policy

1. Practices
 - a. Each team may practice **only** one night per week.
 - i. T-Ball each practice maximum of 60 minutes.
 - ii. Mini-Sluggers each practice a maximum of 45 minutes.
2. Games
 - a. T-Ball is scheduled for 6 games per season.
 - i. 3-4 innings 50-minute time limit, no new inning will start after the time limit has expired.
 - ii. Thursday Game Days
 - b. Mini-Sluggers are scheduled for 5 games per season.
 - i. 3 innings or 50 minutes whatever comes first, no new inning will start after the time limit has expired.
 - ii. Friday Game Days

Umpires

1. A Parent/coach or assistant from both teams shall serve as umpires and **are** permitted on the field though not required.
2. All rule infractions shall be briefly explained to the offending player.

Mini-Sluggers (age: 4-5)

Quick Rules

Practice Length	45 Minutes once a week
Game Length	3 innings or 50 minutes whatever comes first, no new inning will start after the time limit has expired.
Player on Field	Min: 5 Max: 9 (NO CATCHER)
The Field	50ft Bases, 30ft Pitching Line, 10ft Arc
Batting	Bats through their entire line up
3 Out Rule	The 3 out rule is not in effect, but the player goes back to the dugout when he/she is out.
Umpire	No coach on field with kids

Number of Players

1. The minimum number of players to start the game shall be 5.
 - a. A team can borrow players from another team if needed. If a player is lost during the game due to injury or illness his/her batting spot will be skipped.
2. The maximum number of players on the game field shall be 9.
3. The recommended number of players on the roster shall be 7-10.

The Field

1. Dimensions
 - a. The base distance shall be 50 feet.
 - b. The pitching distance shall be 30 feet
2. Markings
 - a. 10-foot arc will be placed in front of the batter's box. Arc should go from foul line to foul line.
 - b. 30-foot arc shall be placed at the pitching position.

The Equipment

1. Ball
 - a. T-ball (softie) baseball
2. Bat
 - a. T-Ball baseball bat
3. Batting Tee

Rules of the Game

1. The game shall be 3 innings or 50 minutes whatever comes first, no new inning will start after the time limit has expired.
2. The game clock will continue to run throughout the game, even during stoppage of play – except during halftime.
3. Playing Time - Players will receive equal playing time.
 - a. Players must be rotated at different positions each inning to allow players to experience various positions on the field.
4. The 3 out rule is not in effect, but the player goes back to the dugout when he/she is out.

5. The batter will receive 6 attempts to put the ball in play.
 - a. The ball must cross the 10-foot arc, or it will be called a foul ball.
6. A team's turn at bat is completed when any of the following occur:
 - a. Has batted through their entire line up.
 - b. Teams should rotate batting line up, so the end batter is different.
7. Leading off and stealing are **not allowed**. Base runners may not leave the base until the ball is hit.
8. No runners will advance on an overthrow.
9. Defensive players should be placed in the following positions.
 - a. 1st base
 - b. 2nd base
 - c. Short stop
 - d. 3rd base
 - e. Pitcher
 - i. No defensive player may play in front of the 30 feet pitching arc until the ball is hit.
 - f. NO CATCHER AT THIS AGE GROUP**
 - g. Right field
 - h. Center field
 - i. Left field
10. The defensive team is in the field and coaches may be in the field as well to help.
11. No player shall sit out more than one inning consecutively.
12. The ball becomes dead when it is thrown into the home base area and crosses the 30 feet arc. The ball is dead at the time it crosses the 30 feet arc; however, all advancing runners may continue to the base they were advancing to at the time that the ball became dead.

Start of Play

1. The home team will take the 1st base dugout.
2. Away team will take 3rd base dugout.
3. The home team will start in the field.
4. Away team will start batting.
5. An assistant coach or parent will be designated to place the ball on the tee.

Foul Balls

1. The ball is out of play during the following circumstances:
 - a. When it has gone completely over the foul line (on ground before crossing 1st or 3rd base)
 - b. When the ball has not crossed the 10-foot arc in front.

Substitutions

1. Can be made at any time.

Method of Scoring

1. Each team should keep their own batting line up.
2. Each team should keep their own defensive line up.
3. Scores will not be turned in or recorded at this age.

T-Ball (age: 6-7)

Quick Rules

Practice Length	60 Minutes once a week
Game Length	3-4 innings 50-minute time limit, no new inning will start after the time limit has expired.
Player on Field	Min: 6 Max: 10 (NO CATCHER)
The Field	50ft Bases, 30ft Pitching Line, 10ft Arc
Batting	3 outs have been made or has batted through their entire line up.
3 Out Rule	The 3 out rule is in effect, and the player goes back to the dugout when he/she is out.
Umpire	No coach on field with kids

Number of Players

1. Minimum number of players to start game shall be 6
 - a. A team can borrow players from another team if needed. If a player is lost during the game due to injury or illness his/her batting spot will be skipped.
2. The maximum number of players on the game field shall be 10.
3. The recommended number of players on the roster shall be 9-10.

The Field

1. Dimensions
 - a. The base distance shall be 50 feet.
 - b. The pitching distance shall be 30 feet.
2. Markings
 - a. 10-foot arc will be placed in front of the batter's box. Arc should go from foul line to foul line.
 - b. 30-foot arc shall be placed at the pitching position.

The Equipment

1. Ball
 - a. Flexi/Softie baseball
2. Bat
3. Batting Tee

Rules of the Game

1. The game shall be 50-minute time limit, no new inning will start after the time limit has expired.
2. Playing Time-Players will receive equal playing time.
 - a. Players must be rotated at different positions each inning to allow players to experience various positions on the field.
3. The batter will receive 6 attempts to put the ball in play.
 - a. The ball must cross the 10-foot arc, or it will be called a foul ball.
4. A team's turn at bat is completed when any of the following occur:
 - a. 3 outs have been made.
 - b. Has batted through their entire line up.

5. Leading off and stealing are **not allowed**. Base runners may not leave the base until the ball is hit.
6. No runners will advance on an overthrow.
7. Defensive players should be placed in the following positions.
 - *No defensive player may play in front of the 30 feet pitching arc until the ball is hit.
 - a. 1st base
 - b. 2nd base
 - c. Short stop
 - d. 3rd base
 - e. Pitcher
 - f. Right field
 - g. Center field
 - h. Left field
 - i. Rover (placed in the outfield, no extra players can play in the infield)
 - j. NO CATCHER AT THIS AGE GROUP
8. The defensive team is in the field coaches may be in the field as well to help.
9. No player shall sit out more than one inning consecutively.
10. The ball becomes dead when it is thrown into the home base area and crosses the 30-foot arc. The ball is dead at the time it crosses the 30-foot arc; however, all advancing runners may continue to the base they were advancing to at the time that the ball became dead. If the defense is making a play at home, it is not a dead ball, and runners may advance at their own risk.

Start of Play

1. The home team will take the 1st base dugout.
2. Away team will take 3rd base dugout.
3. The home team will start in the field.
4. Away team will start batting.
5. An assistant coach or parent will be designated to place the ball on the tee.

Foul Balls

1. The ball is out of play during the following circumstances:
 - a. When it has gone completely over the foul line (on ground before crossing 1st or 3rd base)
 - b. When the ball has not crossed the 10-foot arc in front.

Substitutions

1. Can be made at any time.

Method of Scoring

1. Each team should keep their own batting line up.
2. Each team should keep their own defensive line up.
3. The home team is responsible for keeping a book to track runs and outs to ensure coaches know when teams batting turn as completed.
4. Scores will not be turned in or recorded at this age.