



**2010**

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# **4 YEAR OLD BASEBALL HANDBOOK**

Carrollton Website [www.carrolltonboosters.org](http://www.carrolltonboosters.org)

**2010  
CARROLLTON BOOSTER BASEBALL  
4 YEAR OLD LEAGUE RULES**

## **1.0 Game preliminaries**

1. A batting tee will be used the entire season. There will be no strikeouts. Play will begin when the ball is batted into fair territory. Even when an out is made by a batter, s/he will still be awarded the base. The offensive team's catcher-coach is responsible for removal of the tee once the ball has been batted into play. Coaches from both teams will serve as umpires.
2. Distances - Bases 50 feet.
3. There is no infield fly rule.
4. There will be no walks, intentional or otherwise.
5. Metal cleats or hard plastic cleats are not allowed.
6. Wood or aluminum bats (maximum 2 1/4" diameter) may be used.
7. Excluding injuries, each team will be allowed only two time outs by coaches during the game.
8. A ball hit over the outfield fence in the air is a home run. A ground rule double will be awarded for any ground ball that strikes or bounces over the outfield fence, or any fly ball that strikes the fence but does not go over the fence.

9. While playing defense each team will be allowed four defensive coaches. The left field coach and right field coach must remain at least 10 feet behind the base lines. The infield coach will remain in the vicinity of the pitcher's mound. The second base coach will remain behind second base.

While playing offense each team will be allowed four offensive coaches. The first base coach and third base coach must remain in foul territory in the vicinity of their base. The pitcher-coach will remain in the vicinity of the mound. The catcher-coach will be the catcher and manage the tee.

NO OTHER ADULTS ARE ALLOWED ON THE FIELD OF PLAY.

A batted ball striking any coach or the umpire is a live ball.

## **2.0 Starting and ending a game**

1. Time Limit: Two innings or 1 hour whichever occurs first. After time expires, the batter at the plate will complete his or her at bat after which play will end.
2. Games rained out before the start of play will be rescheduled. Games rained out after the start of play may be rescheduled at the discretion of the league coordinator.
3. The score of the game will not be recorded.

## **3.0 The Batter/Fielder**

1. The batting order will consist of all players present. Each team shall bat through the batting order each inning.
2. All players present will play in the field each inning. There will be 7 infielders located as follows: first base, between first and second, second base, shortstop, third base, left of the pitcher, right of the pitcher. All infielders must remain at least 30 feet from home plate until the ball has been batted or until the ball has crossed home plate. All remaining players will be outfielders playing at least 10 feet behind the baseline.
3. Every player must play in the field every inning and bat every time through the batting order.
4. Players may play different positions in different innings or in the same inning.
5. A player that becomes ill or injured during the course of a game, such that s/he is required to leave the field and play is resumed, will be allowed to return to his or her position in the field or in the batting order at any time.
6. If a starting player becomes ineligible his or her position in the batting order will be vacated.
7. Bunting is not allowed.
8. Batters must release their bat safely after swinging at a pitch.

## **4.0 The Runner**

1. Stealing is not permitted.
2. Base runners may not leave the base until the ball is hit.
3. Base runners may advance at their own risk as long as the ball remains inside the foul lines or until time is called by the umpire. The fielding team must stop the advance of the runners by returning the ball to the infield and requesting and receiving time out. Time can not be granted until a defensive player controlling the ball on the infield requests it. Base runners will proceed to the base they were going to when time was requested.
4. Once an overthrow goes past a base, whether into fair or foul territory, the play will be ruled dead and all runners will be awarded one base which will be either the base they occupy or the base to which they were advancing at the time of the overthrow.
5. Batting helmets must be worn by all batters and base runners while on the field of play and play is ongoing (time is not called).

## **5.0 The Pitcher**

1. There will be no pitching. Play will start with the ball on the batting tee.

## **6.0 General Rules**

1. Good judgment will apply in all situations not addressed in the league rules.
2. Home teams will use the first base dugout. Visiting teams will use the third base dugout. After each game, each team must clean their dugout and return league bats, helmets, and catcher's gear to the league equipment bag. Post-game team meetings may not be held on the field of play or in the dugouts unless there is no other game scheduled on that field for the day.
3. Only players, head coaches and their designated assistants, and league officials are permitted in the dugout. All coaching assistants must be at least 18 years old. A maximum of three (3) non-players (head coach and all assistants) will be allowed in each team dugout.
4. Only the on-deck batter is allowed in the batter's warm-up cage. Bats may not be swung in any other part of the dugout area.
5. Any batted ball that strikes an overhead object, in fair territory, will be played as a ground ball. If the ball travels over the outfield fence after striking the object it is a home run.
6. Any player wearing a hard cast or splint or any part of his or her arm or leg is ineligible.
7. Players may not wear watches, necklaces, earrings, bracelets or other jewelry.