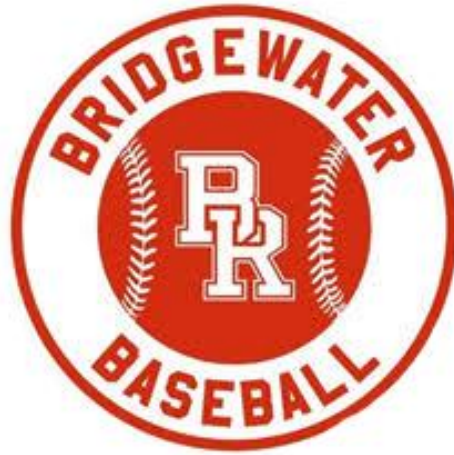


Bridgewater Baseball (BBSI)



Farm AA

Rulebook

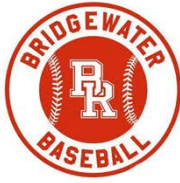
2025 Season

(v.1.1)



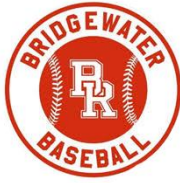
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Contacts

League	Name	Email / tel #
Commissioners (Farm AA)	Tom Calistri Ralph Calistri	tcalistri27@yahoo.com rcalistri@gmail.com
Lower League Chair	Mike Pikulin	michael.pikulin@veoliaes.com
VP, BBSI	Dan Pan	dppan@comcast.net
President, BBSI	Mike Brewster	mikebrewster80@gmail.com



Important

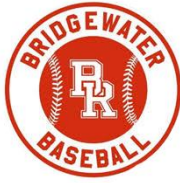
- Please make sure to follow all COVID-19 protocols (check our website for the latest information at www.bridgewaterbsi.com)
- Please remind your parents that the Medical Release forms and Code of Conduct forms were completed during the online registration and they should be updated as necessary
- Managers should also carry a complete contact list of players, parents, all managers, and Pony / Senior League commissioners.
- Make sure that you have a first aid kit with you at all times. Always make sure you have ice packs.
- Please keep a record of injuries by submitting an accident report to the commissioner of the league.

Please be patient with players and parents.

Please teach the kids how to play correctly.

Please encourage good sportsmanship

THANK YOU for volunteering your time to be a volunteer coach!



Welcome

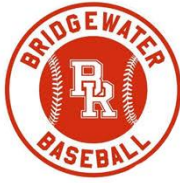
Welcome to Bridgewater Baseball and Softball! We are extremely thankful to you for volunteering your time to support the league and the players. It should be a rewarding experience for coaches, players and parents.

The Farm AA League for 2nd Graders continues from Farm A as an instructional league where the primary goal for the season is to teach more advanced baseball fundamentals (running, throwing, catching, batting and being a good teammate).

Farm A should have given the players basic concepts and rules of baseball. Please continue to teach these concepts, rules, and keep the game fun! Since teaching and modeling baseball procedure is our priority, **competition should be kept to a minimum.**

This season is really the first level of advanced baseball which includes, pitching, catching, and stricter baseball rules. This season will set the foundation for a fun and exciting future in Bridgewater Baseball. With this in mind, we have set individual player goals for the season.

- Each player will begin to throw and catch a baseball between the bases (60 feet).
- Each player will be able to consistently hit balls pitched.
- Each Player will be able to hit a ball pitched by another player by the end of the season.
- Each player will continue to learn competitive game base running and know every position.
- Each player will continue to learn the advanced vocabulary of the game.
- Advanced players will learn to pitch and catch.
- Each player will learn the proper conduct both on and off the field. This includes staying on the bench while your team is at bat, being a good sport, and learning about being a good teammate.



Managers/Coaches

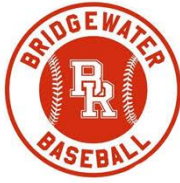
REQUIREMENTS

Each team will have a Manager and Assistant Coaches must have the following:

- Rutgers S.A.F.E.T.Y. certification
 - Rutgers certification is good for life
 - Certification requirement also applies to all parents wishing to help out (i.e. inside the dugout, on the field, etc.)
- Background check
 - Must be checked every 2 years
 - Please visit our website at <http://www.bridgewaterbsi.com> and click on the BBSI tab, then "BACKGROUND CHECKS" for more information
 - Please DO NOT submit your background check application until you have been approved to be a manager/coach by your league commissioner

RESPONSIBILITIES

- To Request a practice field
 - Send your request to: ***scheduler@bridgewaterbsi.com***
 - Email must contain: Division (i.e. Farm AA), Team Name, Date, Time and Field, Requestor's name and cell number
- Rescheduling a Game
 - Send your request to: ***scheduler@bridgewaterbsi.com***
 - Coaches from both teams are responsible for identifying an available field by looking at the calendar
 - Email must contain: Division (i.e. Farm AA), Team Name, OLD GAME info (date, time, field #), NEW GAME info (date, time, field #), Requestor's name and cell number



Schedule

1. The league commissioner begins to form the teams in February/March.
2. The practices/games start promptly at 6:00pm and end at approximately 7:30pm (no inning will begin after 7:45pm) with some games starting at 8pm.
3. The Farm AA League schedule will be posted on the Bridgewater Baseball website the week prior to the start of the season.
4. A manager or coach (preferably both) should be at the field at 5:45pm to greet their players and get organized for the evening.
5. Parents should be instructed to have their children at the field approximately 5-10 minutes before the scheduled time.
6. The first 15 minutes of each game will be used by each team to warm-up and teach skills (Every year the player's get older and move up, it is extremely important for the coaches to teach them the rules of the game and how to play at the next level. Pre-season practices and skills are important).



General Rules

1. Except as otherwise noted, we will follow the most current Cal Ripken rules and regulations. All managers and coaches should be familiar with these rules.
2. Players must wear their full official team uniform during games.
3. There should be no more than 4 coaching staff in the dugout during games.
4. Games should consist of four to six innings (keep in mind that players at this age start to lose interest towards the end of a long game so use your best judgement).
5. All players are to be included at all times.
6. Players should be instructed not to leave the field during the practice/game.
7. Please instruct parents that any player who cannot make a practice or game should contact the team manager.
8. The managers of each team should meet prior to the game to determine if any changes are needed to the basic game schedule. (Examples: safety issues, with players and or the field, weather, an extra inning if time is available). Both managers should agree in advance to any changes.
9. All players must remain on the bench at all times unless they are in the field or up to bat. No sitting with parents.
10. No one other than players and coaches should be in the bench area.
11. There is no eating during a practice or game. Drinks are okay. Snacks and drinks can be consumed at the end of the evening.



Rules of Conduct

1. All managers, coaches, and other volunteers must read, and abide with the Bridgewater Baseball Code of Conduct for managers and coaches at all times.
2. It is the responsibility of the manager to maintain proper decorum and behavior among the parents of the players as well as the players and coaches on his team.
3. Any abuse directed at a player by anyone involved with the team is ultimately the responsibility of the manager.
4. Instances of unacceptable behavior should be addressed by the manager immediately and reported to the commissioner for follow-up.
5. Coaches or any other team assistants not coaching first base or third base must stay in the bench area.
6. The use of alcohol, tobacco, or foul language on or around the playing field is not allowed and will not be tolerated.

***** Manager/Coaches – Important *****

This is a game for the kids. We are volunteers here to support the kids. Let's be patient. Mistakes will be made. Let's set a good example for the kids on how we handle them. Encourage good sportsmanship and be positive.

Report any incidents to your commissioner immediately. They will be recorded and reviewed by the Board to see if necessary action needs to be taken during the season.

Any major incidents will be taken into consideration upon applying to manage or coach for the following season.



Roster Rules

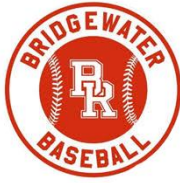
FAIR PLAYING TIME RULE

The intent of the **Fair Playing Time Rule** is rule is to prevent players from playing the whole game while other players sit 2-3 innings a game.

- No player may sit two innings until every player has sat one complete inning.
- Except for injury, no player sits two consecutive innings.
- No player may sit more than two innings in any game including ones which go beyond the 4 innings.
- After eight innings a player may sit a third inning provided every player has sat at least two (2) innings already.
- If there is an exception, the manager will be expected to justify it.

If a manager intends to sit a player for an entire game for disciplinary/behavioral reasons or injury, this must be declared to the umpire and to the opposing manager before the game.

- a. If a **behavioral problem occurs during a game**, the player's manager must immediately notify the opposing manager and the umpire of the benching and must notify the Commissioner that day.
- a. If a **behavioral problem occurs during a practice**, the Commissioner must be told before the next game about the intent to have that player sit out the game.
- b. If the **reason is disciplinary**, the player's family and the Commissioner must be notified. Discipline problem is defined as a behavioral problem that occurs during a game or practice, and is unduly disruptive in the opinion of his manager.



TEMPORARY SUBSTITUTION RULE ("PLAY UPS")

The Farm AA Commissioner will work with Farm AA managers and coaches to create and maintain a list of Farm AA players (and their parents) who would like to be considered for Minor League Play-ups.

- Farm AA play-up will be selected on a rotating basis
- Farm AA play-up player in the Minors will always **bat last** and **must play the entire game**, including playing **at least one inning each in the infield**
- Farm AA play-up player **CANNOT pitch** in Minors game
- Farm AA play-up players may not replace a player after the game begins
- Farm AA play-up players **may not be used during the playoffs**
- Play ups **must not interfere with player's own Farm AA game, Tournament game and/or practice commitments**. For example, a Farm AA player should NOT miss his Tournament practice in order to participate in a Minors play up game
- Safety will always be the priority in field assignments



PROCEDURE TO SECURE A "PLAY UP" PLAYER FROM FARM AA LEAGUE

If a Minor team manager knows in advance that less than nine (9) players will be available for a game, he can request a temporary substitution player from the Farm AA League using this procedure:

1. Manager will contact the Farm AA Commissioner and cc: Minors Commissioners to obtain the latest Play Up list
2. Manager will identify and contact an eligible Farm AA player's family from the list with the game date, time and field information
3. Manager may have to repeat step #2 until a suitable player is found
4. Once a player is found, the manager will confirm the substitution via email to the player's family, and copy both the Farm AA and Minors League commissioners.
5. Play ups will not be permitted to play if nine (9) players are present at the start of the game. They will be told ahead of time that their services may not be needed. Play ups may not replace a player after the game begins.

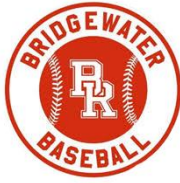
Failure to follow any of these procedures may result in forfeiture of that game.

In addition, a disciplinary action may be taken against the offending manager and/or coaches so please follow the process outlined above!

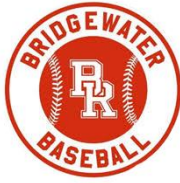


Batting

1. The full roster should be used in the batting order.
2. Runs are not counted. Scores are not kept. Wins and losses are not recorded.
3. The Manager will set the lineup for the game and the players should sit on the bench in the correct batting order. The manager will change the order each game to allow all players to “lead off”.
4. All players will bat each inning or **until the defensive team makes three outs**, whichever comes first. If three outs are made, start the batting order at that player point next inning.
5. Players can advance any number of bases on a hit. Have the player run to first base after they hit the ball fairly. They can continue to any base as long as the ball is in the outfield. They must stop when the ball comes into the infield area. They go to the base closest to them when the ball comes in. **Please DO NOT make a big deal about this. Let them have fun!**
6. If the runner is clearly out at first or any other base explain the rule and send them back to the bench. A close play will go to the runner.
7. Each batter will get three pitches from the opposing pitcher. If the pitcher throws three balls, have the coach take over for them for that at bat.
8. If the batter cannot hit after 6-8 pitches, move to the side of the batter and soft toss pitches until they hit it fair.
9. We are not here to embarrass or humiliate the batter’s ego. Use your best judgment.
10. There is no tagging up on caught fly balls.
11. Walks, stealing, tagging up and bunting are not allowed.
12. Players can advance one base on an overthrow, but not on a throwback from the catcher to pitcher.

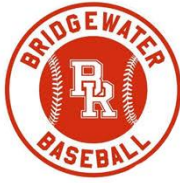


13. Players are allowed to slide (feet first). Teach each player before allowing him or her to do so.
14. A player batting must wear a league certified helmet at all times.
15. Please ensure that all players have equal playing time throughout the season.
16. All players should be taught what their job is when sitting on the bench, which is part of the game. (i.e. - support the batter, listen to coaches as they go over a situation, discuss previous innings situations, etc.).
17. **Only (1) on-deck batter at a time.** They must wear a helmet and be in the on-deck cage area alone with his/ her bat, supervised by a coach.
18. All other players remain on the bench when their team is up.



Pitching

1. Please identify which players have the ability to pitch.
2. Please only use those pitchers that can reach the plate and throw strikes.
3. Please don't let a player embarrass him or herself while pitching. If they can't pitch yet, don't allow them to do so. It is imperative managers use common sense. Please move the game along!!
4. Baseball pitching is done with an overhand fastball. All other pitches are prohibited.
5. Pitchers should be positioned in front of the rubber (approx. 46ft. from home plate). If a player is having trouble reaching home plate, do not move them closer. They must pitch from the rubber. If they can't, then they are not ready to pitch.
6. A pitcher should only be throwing three pitches to each batter. If the pitcher proves they can through strikes let them continue for that at bat. If they throw three balls have the coach take over for them for that at bat.
7. Do not let pitchers throw more than one inning. Preferably half an inning if you have enough pitchers (meaning: half the full batting order or approximately 5 batters).
8. Use the traditional three strikes rule for a batter. No batter will walk!
9. Always warm up a player before they enter a game.
10. If there are not any players on a team that can pitch, the offensive team's manager should pitch.



Catching

- The league will provide full catcher's gear.
- In addition to this equipment, the player in the catcher's position must wear a protective cup (not supplied by the league).

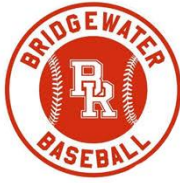
Fielding

- **Positions:** There may be up to ten players on the field. Four players can play outfield (Left, Left Center, Right Center and Right) and only six players will play infield (1B, 2B SS, 3B, C, and P). All players should be placed in the proper position by the manager/coach.
- If more than 10 players, have them on the bench or instruct them with coaches on the side.
- **Important:** Rotate players between outfield and infield every inning unless there is a Safety Issue. Based on the skill level of the player try to designate a few positions for a player. Always use your best judgment ... **Safety first!!** A player should not play the same position for more than two innings. Playing different positions will broaden the players understanding of the game. Use your best judgment.
- Two defensive coaches are allowed on the field to monitor the players and one must be assigned to the bench. If there are not enough coaches for the game, designate a parent to watch the bench.



Equipment

1. Player uniforms (spring - pants, shirt, and hat; fall – shirt and hat) will be distributed prior to “Opening Day” celebration.
2. All players are advised to wear a protective cup. (Not supplied by the league).
3. Players should wear their full uniforms (pants, shirt, socks, and hat) during games. Shorts are not acceptable.
4. Players **must bring their own glove** and are welcomed to bring a bat.
5. We strongly urge parents to write the players name and phone number on all equipment.
6. If players bring their own bats, parents & coaches should refer to Babe Ruth’s website at <http://www.baberuthleague.org/bat-rules.aspx>.
7. **All bats must have USABat marking to comply with Babe Ruth / Cal Ripkin rules.** All non-wood, USABat bats should have a barrel size that can either be 2 1/4” or 2 5/8” with maximum of 31” in length.
8. Players should wear plastic spikes. Soccer spikes are fine. Opened-toed foot apparel is not permitted.
9. Players should dress appropriately based on weather conditions, cold, heat, rain, etc.
10. Players **should not** bring balls from home. The league uses a special ball which is different from the standard hard baseball.



Recommended Drills

Keep it Simple and Make it Fun! - Skills should be taught all season long. Be creative, have contests, goals, etc.

Running

1. Run straight to each base.
2. Touch each Base.
3. Run through first base. Don't slide into first base.

Drill: Run through First Base. Run from First to Second. Run from Second to Home.

Fielding

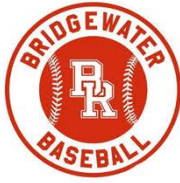
1. Good stance – wide stance and knees bent.
2. Glove and hand out in front.
3. Use both hands to catch the ball.

Drill: Have the players field gently rolled ground balls without a glove and throw back. Repeat with glove.

Hitting

1. Good stance – Shoulder width and feet square to the plate.
2. Hands up by ear and stay balanced.
3. Push the hands back and small step straight towards the pitcher.
4. Keep the head steady and watch the ball as you swing.

Drill: Soft toss hitting practice with wiffle balls into the fence.



Throwing

1. Eyes on target.
2. Get the ball back up high and behind the head.
3. Point your glove and step towards the target.

Drill: Soft toss back forth with one knee on the ground.

Pitching

1. Stand in front of the rubber and wait for the catcher and batter to be ready.
2. Start the pitching motion (pick one that is comfortable for them).
3. Throw the ball (ball up high and behind the head) to the catcher and get into a fielding position.

Drill: Practice throwing a towel by whipping it forward to simulate pitching.

Outfield

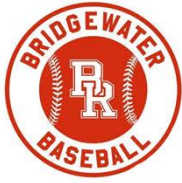
1. Glove up for fly balls.
2. In front of the ball for grounders.
3. Throw to second base.
4. Do not hold or run with the ball.

Drill: Have a coach toss fly balls to catch. Throw to second. Repeat with grounders.



Rain Outs & Lightning Policy

1. In order to determine if a game is cancelled due to weather, please check <http://www.bridgewaterbsi.com> or call the recreation department hotline at 908-526-7107, after 4:00pm.
2. The web site will say "Open" or "Closed". If closed, please contact the other manager to confirm the cancellation and then contact your parents. Email communication is the recommended way and probably the most efficient way to communicate
 - a. If games have not been canceled, the two managers should show up at the field or contact each other to make a determination as to whether the game could be played.
3. It is not required to make-up rain out games in Farm AA. If both managers want to, they can work with the league commissioner to try to find a date and field to reschedule the game.
4. In case of **LIGHTNING**, a thirty (30) minute postponement applies to all current games at a specific location. All people must seek shelter (in vehicles). If after thirty (30) minutes, lightning is still sighted, a Board Member, Commissioner, or a Senior Umpire can decide to cancel the game(s).
5. If lightning returns after play has resumed, the thirty (30) minute postponement starts over. The time limit for the game will remain in force during the lightning delay - no extra time will be granted for the delay for recreation games. The game(s) will automatically be cancelled upon the start of a second (30) minute lightning delay.
6. The cancellation of an earlier game, due to lightning, does not necessarily cancel all later games.



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