



Super C Playing Rules

Super C will play by the B baseball rules except for the following changes:

1. Pitchers will be limited to two innings per game (this will develop at least 3 pitchers per team)
2. Pitchers must have one full day of rest between outings
3. One pitch in an inning constitutes an inning pitched.
4. Pitchers should not exceed 50 pitches per appearance.
5. After the 3rd BB in an inning, the pitchers coach must pitch to the opposing team to finish the inning (goal is to throw hittable pitches). The pitcher may return for the start of the next inning.
6. A coach may strike out a player, but cannot walk or hit the batter causing him/her to reach base.
7. Play ceases when the ball reaches the mound and is under control of the player.
8. 36 feet is the pitching distance.
9. You may have a pinch runner for the catcher to speed up the game if there are 2 outs.
10. A maximum of 3 steals per inning is allowed. Advancing on a wild pitch or passed ball counts as a steal. A player cannot advance if the catcher overthrows on a steal.
11. A player may advance one extra base on an overthrow of ball batted into play, i.e. on an overthrow to first, the runner may continue to second at his own risk, but no further.
12. One umpire for each game



C Ball Playing Rules

1. Frozen "Third-base" rule per Section 6.28.1
2. No umpires. The manager will serve as umpire.
3. The coach/manager will serve as umpire for the opposing team. A coach may serve as umpire if mutually agreed by both managers.
4. No scoring will be kept.
5. No stealing.
6. Teams shall bat the entire order each inning
7. Bases will be cleared after 3 outs. This will result on emphasis on situational instruction.
8. After the last batter in the order, the bases are cleared and the half inning ends regardless of how many outs there are at the time.
9. Games limited to 60 minutes. No inning will begin after 55 minutes.
10. A game can end at a half inning
11. 10 Pitch Swing Rule or be put out.



T Ball Playing Rules

The goals of the T-Ball Division are to:

- 1) Create enthusiasm and fun
- 2) Help kids learn the rules of Baseball,
- 3) Develop the concept of working as a team,
- 4) Develop proper playing skills like; how to throw, swing a bat and catch properly.

General Comments:

- Parents are encouraged to volunteer to coach. This is a low-pressure, non-competitive environment with an emphasis on fun.
- Practice and game nights will vary weekly by team.
- T-Ball players get a hat and shirt. Kids need to only bring a baseball glove and cleats are encouraged.
- No try-outs or evaluations for T-ball will take place.
- Batting Tees will be provided by the League.
- The coach/manager for each team will adjust the tee and reset the ball for each batter.
- Standard game is three (3) innings or one hour, whichever is reached first.
- The best time to teach the fundamentals of the game to your players is during practice. Once the game starts, let your players play. Keep your instruction to a minimum.
- It is a good idea to rotate the players to a different position every inning

Playing Rules:

1. All players are to be placed in the batting order.
2. No inning is over until the last player has taken their turn at bat. (This is a continuous batting order and remains the same for the entire game.)
3. No walks or strike-outs
4. No stealing. Players must remain on base until the ball is hit.
5. Score will not be kept.
6. All batters and runners must wear helmets.
7. No catcher in T-ball
8. The pitcher must have one foot on the pitching rubber until the ball is hit.
9. No bunts or half-swings are allowed.
10. Bats must be between 25" – 27" long and must be an approved "Little League T-ball bat".