



Cloverdale Minor Baseball

Super-T Rules

GENERAL RULES

1. Full uniform and hats that are supplied by the league must be worn to all games - shirts are to be tucked in. It is mandatory that all players wear athletic supporters. Base runners, batter, and on-deck batter must wear batting helmets with chinstraps properly attached. Players may wear running shoes or molded rubber cleats.
2. No gum, spitz, etc. is allowed anywhere on the field including the dugout. Each team is responsible to cleanup their dugouts after the game.
3. The Home team is responsible to prepare the diamond, line the field and fill in any depressions, before the game. After the game they are to make sure all equipment used during the game is returned to the bins and locked up. No children are allowed in equipment room or bins.
4. Coaches are responsible for the behaviour of their team players, fans and parents during games and to make sure there is no abuse of the equipment.
5. A Super-T player may be called up to play on a Tadpole team a maximum of 3 games plus one tournament. The Super-T & Tadpole Coordinators plus the players Coach must be notified of the name of the player being called up, to ensure that the player is eligible to be called up. The player must receive the same treatment as regular players, must not play more innings than a regular team player and must not pitch.
6. The name of the game is teaching kids baseball. This not only includes the playing aspect but also instilling a love for the game. If stuck in the field all season the desire will die. It is for this reason that coaches must switch players to different positions from inning to inning, alternating between infield and outfield.

STARTING AND ENDING THE GAME

1. Games must start within 15 minutes of the scheduled start time.
2. It is the coaches' discretion when to call the game due to darkness, or for field or weather conditions.
3. No new innings to begin after 1 hour and 30 minutes.
4. Games cancelled due to rain will be considered a non-event, unless the Head Coaches involved wish to make up the game at a later date. Any game change must be coordinated with the Division Coordinator who will deal with field scheduling.

PLAYING FIELD

1. Bases shall be 50 feet apart and shall be held by a base spike to avoid injury. The Pitchers mound shall be 42 feet from the point of home plate.
2. A playing line is arched from 15 feet down the first and third base lines and 15 feet from the tip of home plate. A chalk line or other white material is used to make the arch. This will be a guideline for the Umpire to determine a fair hit ball.

GAME RULES

1. The length of a Super-T game shall be a maximum of 4 innings.
2. From the start of the season to May 14th, the game shall consist of 2 innings of hitting from a tee, and 2 innings with a pitching machine pitching to the batter.
3. Starting May 15th, the game shall consist of all 4 innings with a pitching machine pitching to the batter.



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4. When the Tee is in use, the Tee shall be set on top of Home Plate. When necessary, only the Coach shall adjust the Tee.
5. The home team shall provide 3 balls to be used as the game balls for the game, after each pitch to a given batter, if the ball is not put into play it will be set aside behind the catcher until the next batter comes to the plate, at which time all 3 balls will be returned to the mound.
6. There will be a maximum of 3 pitches from the pitching machine per batter. If the batter does not put the ball into play after the 3 pitches, the tee will be placed on the plate and the batter will hit from the tee.
7. After May 15th, each batter will be called "out" if 3 strikes occur.
8. Score is not kept at this level however; a Coach or Parent should keep track of the batting order.
9. All players will be included in the batting order (**PLEASE ROTATE YOUR BATTING ORDER FROM GAME TO GAME**). Players will be listed in the order they are to bat. Players arriving late will be added to the end of the batting order. A team's turn at bat will consist of every player batting.
10. All players on the roster should play in the field when it is their team's turn to assume the defensive position. **SUGGESTION: (ROTATE ALL PLAYERS FROM INFIELD TO OUTFIELD AS MUCH AS POSSIBLE)**. The proper baseball positions must be filled using a 2nd shortstop between 1st and 2nd base. The balance of the players can be inserted between fielders. Outfielders must be at least 10 to 15 feet behind the established base line, the pitcher must be within the pitching circle and infielders should be playing within 3 feet of their positions.
11. There are defensive outs in this division from the beginning of the season. When a player is called "out" they must leave the playing field.
12. Coach/Umpire may instruct batters, but cannot interfere with play or touch them once "PLAY BALL" is called.
13. Two Coaches can be on the field when their team is in the defensive position. They may instruct their fielders, but must not interfere with play or touch them once "PLAY BALL" is called.
14. If a player has started the game and must leave before it is over, he/she will be deleted from the line-up and no outs will occur. If a player is injured during the game and cannot continue, he/she will not be considered an out in any further at bats.
15. All BC Minor Baseball rules will be in effect but CMBA rules take precedence.

SUPER-T DEFINITIONS

Dead Ball from the Tee - A hit that travels less than 15 feet in fair territory will be declared a "dead ball" and does not count. Markers drawn on the base lines and in front of the pitcher at 15 feet can be used as estimates. There is no limit to the number of "dead balls" allowed.

Batting from the Tee - Each batter will swing until they hit a fair ball.

Bunting - Batters must not bunt; take half swings or a swinging bunt. If the Umpire determines that the batter has not taken a full swing, the batter may be called back and a "dead ball" is called.

Ball Throwing - Rolling, rather than throwing the ball is illegal. The idea of the game is to teach the kids some baseball skills and not just getting the out. If rolling occurs there will be a warning. On the second occasion the runner will be ruled safe. Also, don't abuse the rule by throwing the ball directly in front of the defensive player and letting it roll the rest of the way. Coaches'



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discretion is required in this area. A player fielding the ball must throw to the base player rather than running to make the out, unless running to his/her own base, or if he/she is within 10 feet of the base - this is not applicable to tag outs. Pitcher must throw to the first baseman and not run to the base unless the tag can be made before the player passes the pitcher.

Overthrows - Runners may not advance extra bases on overthrows. A runner can only advance as a result of a fairly hit ball.

Base Running – Runners may not advance until such time as the ball is legally hit. There is no base stealing or lead-offs allowed. When a ball is fielded by an outfielder and returned to the infield or when players have advanced as far as possible, without being put out, the ball is considered "*dead*" and the Umpire shall call "*TIME*". The ball will then be thrown into the pitcher, who will throw it to the catcher for the Umpire to place on the Tee. When all the defensive players are in their proper positions and the next batter comes to the plate, the Umpire shall call "*PLAY BALL*". A base runner cannot pass another base runner or they may be called out.

PITCHING MACHINE RULES

1. Parents will operate the pitching machine to avoid serious injuries.
2. We use a spring loaded manual pitching machine. When the machine is in use, it is to be placed on the pitching mound 42 feet from the point of Home plate. The pitching machine will be set at setting #6. Any adjustments to the speed or position of the pitching machine must be agreed upon by both Coaches.
3. The offensive team will operate the pitching machine. The ball must be held up before putting it into the machine so that the batter and the catcher know the ball is coming. The pitching machine operator cannot communicate with the base runners but can communicate with the hitter. **The Pitcher must hand the ball to the pitching machine operator.**
4. If the batted ball hits the machine (or operator), the ball is ruled a "*DEAD BALL*" and the batter gets a base. The base runners advance one base only.
5. If a thrown ball hits the batting machine during "live play" then the ball is ruled a "dead ball" and each base runner will be allowed to continue to the base in which they were advancing too.
6. If the machine is not throwing strikes and the batter does not swing at the ball the pitch will be deemed a "no pitch" however if the batter swings at the pitched ball it will be deemed a "strike". There are no walks in this division.

UMPIRE RESPONSIBILITIES

1. Coaches will Umpire when their team is at bat. They shall control the game by calling in a loud voice, "*DEAD BALL*", "*FOUL BALL*", "*PLAY BALL*" and "*TIME*" when play is finished.
2. The Umpire is to remove the batting tee from the Home Plate area when a player is running to home. Also, warn the batter if they throw the bat in a manner that could endanger anyone.
3. Familiarize yourself with all the rules and insure that no player, coach or parent abuses the equipment.