

# Super T Division Rules

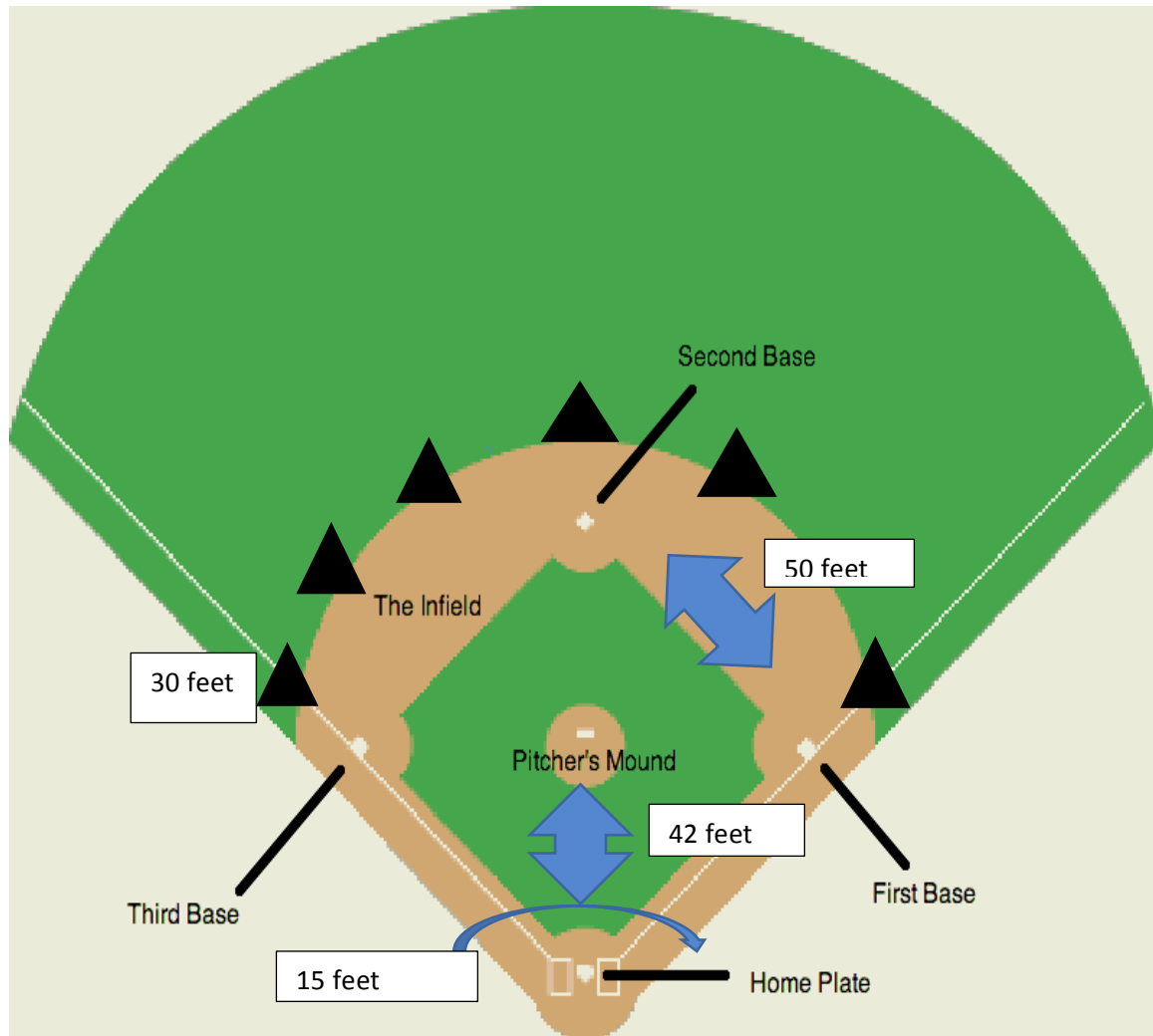
## Ladner Minor Baseball

1. Jerseys 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 moulded rubber cleats.
2. The length of a Super-T game shall be a maximum of 6 innings, with no new inning starting after one hour and thirty minutes.
3. All Super T games are to following the 6 on 6 model.
4. Each team is responsible to clean up their dugout area after their games and practices.
5. The Home team is responsible for preparing the diamond by lining the field and filling 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 the equipment room or bins.
6. Equipment is NOT to be used for any activity that is not a LMBA sanctioned event. Only the coaches and the executive will be given access to the equipment boxes.
7. Base paths are set at 50 feet and a soft version of a hardball is used.
8. The Home team is responsible for providing an umpire/ coach. Please ensure that the umpire/ coach is aware of all the LMBA rules. There are NO APPEALS or CHALLENGES allowed in Super T.
9. 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. **INAPPROPRITATE LANGUAGE AND BEHAVIOUR WILL NOT BE TOLERATED.** It is the responsibility of the coach to notify the Division Manager of any issues that occur at the ball park immediately following the game and/ or practice.

10. Games postponed due to rain will be considered a non-event, unless the Head Coaches involved wish to make them up at a later date and the Division Manager has approved it.
11. Rainouts due to field closures will be rescheduled by the Division Manager.
12. Any game changes MUST be coordinated with the Division Manager.
13. A Super-T player may be called up to play on a Tadpole team for a maximum of 3 games plus one tournament. The Super-T & Tadpole Coordinators plus the player's Coach must be notified of the name of the player being called up. This is to ensure that the player is eligible to be called up. The player must receive the same treatment as regular players and must not play more innings than a regular team player.
14. All players shall be given the opportunity to play every position. Each player shall play a minimum of 3 defensive innings. No player shall play more than one inning at pitcher. It is the coach's responsibility to keep track of this and must provide it to the league or other coach should it be requested.
15. Each team is required to have a written-out batting order.
16. Each team must have a minimum of 6 players to play the game. If required you may loan players to the other team to ensure that each team has enough players.
17. All catchers gear must be worn.
18. All players must remain inside the dugout when they are on the offence. The only players outside of the dugout shall be the batter and the on-deck batter who must be in the on-deck circle. A coach or parent should be in the dugout to supervise and ensure that the next batter is ready to go.

# Playing Field

1. Bases shall be 50 feet apart and shall be held by a base spike to avoid injury.
2. The Pitching Machine shall be 42 feet from the point of home plate.
3. 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.
4. Cones are to be placed 30 feet past the first and third base lines; then in an equal distance around the outfield. This defines the outfield.



## Pitching Machine Rules

**Never leave the pitching machine unattended.** Parents will operate the pitching machine to avoid serious injuries.

We use a spring-loaded manual pitching machine from the start of the season. The machine is to be placed in the pitching area 42 feet from the point of home plate. The pitching machine will be set at #4. Any adjustments to the speed or position of the pitching machine must be agreed upon by both Coaches.

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 batter. **The Pitcher must hand the ball to the pitching machine operator.**

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.

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 to .

## Umpires/ Coaches Responsibilities

Umpires/Coaches are to wear a mask when the pitching machine is used.

The home team will supply the umpire. They shall control the game by calling in a loud voice, “DEAD BALL”, “FOUL BALL”, “PLAY BALL” and “TIME” when play is finished.

The umpire/ coach will warn the batter if they throw the bat in a manner that could endanger anyone. Any player who throws the bat will be given one warning. Should the player throw the bat a second time they will be called out.

Familiarize yourself with all the rules and ensure that no player, coach or parent abuses the equipment.

## Super T - Game Rules

1. The length of a Super-T game shall be a maximum of 6 innings. No new inning shall be started later one hour and thirty minutes after the start of the game.
2. Weeknight games will start at 6:00 pm, but not later than 6:15pm. No new inning shall be started later than 7: 30 pm or one hour and thirty minutes after the start of the game. Players should be at the park ½ hour before game time.
3. All players will be included in the batting order (PLEASE ROTATE THE PLACEMENT OF PLAYERS WITHIN 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; regardless of how many outs are recorded.

4. There will be a maximum of 7 pitches from the pitching machine per batter. However, a batter will not move to soft toss on a 5<sup>th</sup> pitch that is fouled off. If the 5<sup>th</sup> pitch is fouled off the batter will continue to receive pitches from the pitching machine until they hit the ball into fair territory, they swing and miss or they reach the maximum 7 pitches. After seven pitches from the pitching machine the batter shall be given two soft toss pitches from the coach. If the player is unable to put the ball into play off the soft toss pitches they are to be called out. **NO EXCEPTIONS.**
5. **After May 15<sup>th</sup>**, players will be given a maximum of 7 pitches from the pitching machine per batter (no soft toss); a batter may "strikeout" if they swing and miss four times, or make contact with the ball but are unable to put into play after four pitches. The exception would be if the 4<sup>th</sup> ball is fouled off. If the 4<sup>th</sup> pitch is fouled off the batter will continue to receive pitches from the pitching machine until they hit the ball into fair territory, they swing and miss or they reach the maximum 7 pitches.
6. The ball shall only be pitched by the coach.
7. Any batter who throws the bat shall be given 1 warning. Should that batter do it again they shall be called OUT immediately. This rule is designed for the safety of the players.
8. Rolling, rather than throwing the ball to make a play is illegal. If rolling occurs the player will receive a warning; however, the original call of safe or out will stand. On the second occasion the runner will be ruled safe. Coaches' discretion is required if it is clear that the fielder attempted to make the throw but was unsuccessful in reaching the intended player in the air but the ball landed in front of the defensive player and rolled the rest of the way.
9. A player fielding the ball **must throw** the ball to the first base/ second base or third baseman 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.
10. The defensive teams will only field 6 players at a time, fielding only the infield positions. The pitcher must be within the pitching circle beside the pitching machine and cannot be closer than the pitching machine until the batter contacts that ball, the infielders should be playing within 3 feet of their positions.

11. Ground Rule Double – If the batter hits the ball **in the air** past the outfield line of cones, the batter will be awarded a double. All runners will advance one base on a ground rule double, unless the runner is pushed to advance two bases i.e. If there is a runner on first base, they would advance to third base. The Umpire will call “GROUND RULE DOUBLE” allowing all the runners to advance. The play will then be considered “Dead”.
12. If a batter hits the ball **on the ground** past the outfield line of cones, the batter will be awarded first base only.
13. Players will be called out in this division from the beginning of the season. When a player is called out, they must leave the playing field. Please refer to how to make an out.
14. 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.
15. Each team is allowed to have one first base coach and one third base coach when on the offence. They may instruct their batters and runners on where to go but must not interfere with play or touch them once “PLAY BALL” is called.
16. If a player has started the game and must leave before it is over or a player is injured during the game, he/she will be deleted from the line-up and no outs will occur.
17. There are no double plays resulting from a caught pop fly. No tagging up is permitted.
18. No infield fly rule.
19. All BC Minor Baseball rules will be in effect but LMBA rules take precedence.

# HOW TO MAKE AN OUT IN SUPER T

1. **Force Out:** A play in which a runner is forced to advance to the next base when the batter puts the ball in play and can be put out if a fielder holding the ball touches the base before the runner reaches it.
2. **Catch:** The fielder catches the ball in the air before the ball hits the ground. Also called a pop fly or a fly ball.
3. **Tag:** A tag play is when any runner is touched with the ball that is in the possession of a defending player. A tag play can happen when runners are forced to run and they aren't touching a base (i.e. running to the next base), but it can also happen when there is no



force play and the runner is tagged with the ball before or after touching a base. (e.g. A player over runs a base and is tagged going back to that base)

4. **Strikeout:** In Super T a “strike out” will have occurred when the batter does not hit the seven pitched balls or the soft toss pitch. **After May 15<sup>th</sup>**, a batter may “strikeout” if they swing and miss four times, or make contact with the ball but are unable to put into play after four pitches.
5. **Bat Throw:** Any player who throws the bat will be given one warning. Should the player throw the bat a second time they will be called out. All base runners will return to the base they occupied at the time of the pitch.
6. **Base Running:** A base runner cannot pass another base runner or they will be called out

While there are many other ways to make an out in baseball these are the main ways and should be the focus of learning at this age group.

## SUPER T DEFINITIONS

**Dead Ball** - A dead ball situation is a legal stoppage of play. Play resumes when the ball is legally batted.

1. The ball is dead and the runner must return to the last base legally occupied when:
  - a. The batter is called out for throwing the bat
  - b. When the ball is hit foul
2. The ball is dead if a defensive player throws it out of field of play. Players will remain at the last base touched.

3. The ball is dead when there is an overthrow at first, second, third or home plate regardless of whether the ball lands out of play. Players will remain at the last base touched.
4. The ball is dead when, after being hit to the outfield or when players have advanced as far as possible without being put out.
5. If the **batted** ball hits the pitching machine (or operator) the ball is to be ruled a dead ball. The batter will be given first base. All other base runners will advance one base.
6. If a **thrown** ball hits the pitching machine (or operator) during live play then it is to be ruled a dead ball. Each base runner will advance to the base in which they were advancing to.

**Ball Throwing** - Rolling, rather than throwing the ball to make a play is illegal. If rolling occurs the player will be receive a warning; however the original call of safe or out will stand. On the second occasion the runner will be ruled safe. 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' discretion is required in this area. **A player fielding the ball must throw the ball to the first base/ second base or third baseman** 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** –A runner can only advance as a result of a fairly hit ball. Runners may not advance on a ball that is thrown outside of the foul lines or when the first baseman, second baseman or third basement misses the 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 and when players have advanced as far as possible, without being put out, the ball is considered “DEAD” and the umpire/ coach shall call “TIME”. The ball will then be thrown into the pitcher/coach. When all the defensive players are in their proper positions and the next batter comes to the plate, the Umpire shall call “PLAY BALL”.

**Foul Ball** - Any ball that is not hit into fair territory. In Super T this would include any ball that is hit outside of the first and third base lines or does not go past the playing line.