



MINOR C DIVISION RULES

- **Field & Game Preparation**
 - Home team must chalk batter's box and place chalk line halfway between bases (1st - 2nd, 2nd - 3rd, 3rd - home)
 - Set up pitching machine on dirt, back legs align with the pitching rubber.

- **Gameplay & Scoring**
 - Plan for 6 innings, or what time allows (1 ½ hours max). Final inning to be agreed upon prior to the top of the inning.
 - Score to be kept and winning team to report results to commissioner.
 - 3 outs per half inning. Strikeouts will not count while tee is available.
 - Removal of tee will be assessed at midseason coaches meeting.
 - 4 runs max per inning, except the final inning which is unlimited.

- **Player Substitution / Fielding**
 - The batting team coaches will umpire their teams at bat.
 - No more than 10 players on the field. Rotate evenly between infield/outfield and give opportunity to play all positions.
 - A player can only play the same position for 2 innings max.
 - Must include a catcher capable of handling the position, dressed in required equipment (incl. cup).
 - First Base and Third Base players must begin each pitch with both feet on the infield dirt.
 - Players are not permitted to move in front of the dirt line before the ball is delivered from the pitching machine.
 - Once the ball leaves the machine, fielders may move freely.

- **Batting**
 - Every player is in the lineup and bats.
 - Continuous batting lineup each game. Lineup should be shuffled each game.
 - Each batter will receive a maximum of eight (8) pitches from the pitching machine per at-bat.
 - If the batter does not swing on the 8th pitch, the batter is out.
 - Foul balls on the 8th pitch will extend the at-bat until the batter puts the ball in play or swings and misses.
 - If a pitch is clearly un-hittable due to machine malfunction, it will not count toward the eight pitches.
 - Player will receive the tee after the 8th pitch if no fair contact is made.
 - No bunts or walks.

- **Base Running**
 - When an out is made, the runner should return to the dugout.

- Runners can advance when the ball is in the outfield. Runners must stop when the ball breaks the plane to the infield.
 - If the runner is less than halfway to the next base when the ball reaches the infield, the player should return to the previous base.
 - Batter cannot advance more than 3 bases on a hit.
- Runners cannot advance on an overthrow.
- Steals are not allowed.
- Coaches are encouraged to teach batters to run through first base (unless the ball is hit to the outfield).

Any changes to Division Rules shall be unanimously agreed to by the managers of that division and the Chief of Umpires. The executive Committee shall review in the event of a conflict of interest. Any change shall be established with a start day provided to all managers, Chief of Umpire, and President. No rule changes will be permitted after the start of the playoff season.