

## C league rules

Home team gets the infield 15 minutes prior to game time

Away team will warm up in the outfield

Standard league issued balls will be used--not bouncy, soft balls

Games will be limited to 6 innings with a 2 hour rule. No inning can be started if the game is into the time frame of 1 hour and 45 minutes

If the game is tied after 6 innings and you are within the 1 hour and 45 minute time frame, an extra inning can be played

Teams can have 1 head coach and as many certified coaches as they wish so long as they are certified according to Upper Baseball's guidelines

Coaches on the field are as follows:

Batting Team:

2 base coaches and if necessary 1 batting coach to help should the batter need stance adjustment

Fielding team:

1 pitching machine operator  
2 outfield coaches

Each team must field at least 8 players with no more than 10 players on the field during an inning and should be positioned as follows:

4 outfielders  
Traditional infield including a pitcher (standing next to pitching machine) and a catcher in full catching gear

No player can sit out more than 2 innings

There will be a limit of 5 runs scored per half inning with the exception that the play that results in the 5th run scoring must be completed

3 outs per inning--Outs are made by plays in the field, not by strike outs

Mandatory pitching machine

Each batter will have a maximum of 5 good pitches (from pitching machine) to either hit the ball or strike out. After 5 good pitches with no hit (foul balls never constitute the last of the pitches) or 3 swinging strikes, the batter will hit off of the tee. **No Coach Pitch**

There will be a continuous batting order throughout the game

Baserunners cannot leave the base until the batter makes contact with the ball--no leads or stealing

Once a ball has been batted, runners can run continuously until an infielder has control of the ball or timeout has been called

Baserunners always have the right of way and must be constrained to the baselines--otherwise an out can be called (we need to teach baserunning at this level)

Runners can only advance **one base** on an overthrow--out of play or in play

Headfirst slides result in an out

No shorts allowed during gameplay and hats must be worn in the field

Rainouts will be communicated via [upperbaseball.com](http://upperbaseball.com)

Games that are rained out may be made up at a later date as agreed upon by both coaches and the league coordinator