



## 2022 JCC Training League Schedule



### Teams

Team 1: Blomker - Navy Team

Team 2: Theodore/Pienkos - Red Team

Team 3: Fitzer/Noel - Green Team

Team 4: Glazer/Liberman - Royal Team

Team 5: Levy - Orange Team

Sports & Recreation Director, Mathew DeWinters, 314-442-3104, [MDeWinters@jccstl.org](mailto:MDeWinters@jccstl.org)  
Weather Sports Hotline, 314-442-3200 Recordings on field conditions will be posted one hour prior to scheduled time

<u>Day</u>	<u>Time</u>	<u>Location</u>	<u>Team Schedule</u>
May 8	11:30-12:30 p.m.	SFC Baseball Fields 1 SFC Baseball Fields 2	Team #4 vs. Team #5 Team #3 vs. Team #2 Bye #1
May 15	11:30-12:30 p.m.	SFC Baseball Fields 1 SFC Baseball Fields 2	Team #2 vs. Team #4 Team #5 vs. Team #1 Bye #3
May 22	11:30-12:30 p.m. <b>Trophy &amp; Photo Distribution</b>	SFC Baseball Fields 1 SFC Baseball Fields 2	Team #3 vs. Team #1 Team #4 vs. Team #2 Bye #5
May 29 ( <b>Makeup</b> )	11:30-12:30 p.m. <b>Trophy &amp; Photo Distribution</b>	SFC Baseball Fields 1	Team #1 vs. Team #5





## **Pre-K Baseball Training League (T-Ball) Rules**

### **General Information**

- Each game will start with a 20-minute practice followed by a 40-minute time limit
- Coaches are responsible for starting and ending promptly with their assigned game times
- Coaches will be in charge of running the games
- A supervisor will travel to each field throughout the day to check in on games and make sure they are running on time, but the supervisor will not run the game
- Games may be played in the outfield grass if the dirt infield is too wet
- Rainouts will be made up at the end of the season
- We do not keep score

### **Playing Rules**

- Bases will be 60 feet apart
- All batters hit off the Tee
- If the batter has not put the ball in play after the third swing, the coach can help the player hit the ball
- Players will stay on the base even if they are tagged or forced out
- The inning ends once the team has batted through the order

### **Offense**

- Every player on the team will get to bat
- Innings are one trip through the roster
- There is no run maximum per inning
- There is to be no leadoffs or stealing by the runners
- Runners can only advance 1 base per hit ball
- If there is an overthrow, the runner is to remain on the base attained
- Upon a runner reaching a base, and/or a play being completed, the ball shall be dead, and no further playing shall be allowed

### **Defense**

- All players will play defense
- Catchers will not wear catchers' gear; catchers need to remain 10-15 feet behind home plate
- We encourage players to be placed in all positions (1 pitcher around the rubber)

