



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
 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 1 | 11:30-12:30 p.m. *Picture Day* | SFC Baseball Fields 1 SFC Baseball Fields 2 | Team #1 vs. Team #3 Team #2 vs. Team #5 Bye #4 |
| 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. Trophy & Photo Distribution | SFC Baseball Fields 1 | Team #3 vs. Team #1 Bye #2, #4, #5 |
| May 29 (Makeup) | 11:30-12:30 p.m. Trophy & Photo Distribution | SFC Baseball Fields 1 SFC Baseball Fields 2 | Team #4 vs. Team #2 Team #1 vs. Team #5 Bye #3 |





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)

