

NDBA 2017 Tadpole Rules

Overview

Game rules follow those in the Rule book of the BC Minor Baseball Association (BCMBA) and rules of North Delta Baseball Association (NDBA) laid out in this booklet. The rules of NDBA shall supersede those of the BCMBA.

Game Rules

1. TEAM COMPOSITION - All players on the roster are to bat. There is to be a maximum of 6 infielders including the pitcher and catcher, with a minimum of 8 players and a maximum of 10 players on the field for the defensive team. Four (4) outfielders can be used to provide more playing time.
2. DEFENSIVE ROTATION - All players must play at least two (2) innings in the infield and two (2) innings in the outfield every game. Players can only play the same position for a maximum of 2 innings each game. A player can only play the catcher position a maximum of three innings in any game unless there are not enough players willing to play the position.
3. INFIELD FLY - The infield fly rule does not apply.
4. BATTING - Bunting and running on dropped 3rd strike are not permitted.
5. PITCHING - All games will be played with a pitching machine. Pitching is not allowed in the 9U Spring Season games; including tournaments and playoffs. Pitching machine distance will be approx. 46 feet from the plate. (Use pitching rubber as guideline). The pitching machine, must be operated by the team at bat. The person operating the pitching machine may move batters verbally within the batters box to give them the opportunity to succeed in hitting the ball. Coaching the batter in the box with swing fundamentals and slowing the pace of the game will not be allowed.
6. UMPIRES - Each team's pitching machine operator will also act as an umpire. The offensive team will umpire at the plate, while the defensive team umpires the bases. Teams are responsible for ensuring their pitching machine operators are well versed with the rules. It is strongly recommended that each team designate a third coach or parent as the team's pitching machine operator for the entire season.
7. DEAD BALL - If the ball hits the pitching machine the batter is awarded first base and it is treated as a walk. If a ball hits the pitching machine operator the ball is dead with no count penalty. If, in the judgment of the Umpire, the machine operator intentionally plays or deflects a fair hit ball, the ball is dead, the batter is out and runners cannot advance. No walks are allowed.
8. BASE RUNNING AND SCORING - If a base runner stops forward movement, he must return to his previously occupied base when a defensive player has control of the ball in the infield and in the judgment of the Umpire, there is no throw or attempt to make a play on any of the base runners. Runners may only advance one base per fielding error. Additional bases may not be taken on subsequent errors. A runner on 2nd can't score on an error made on a hit ball that stays in the infield.

9. OBSTRUCTION – Obstruction will be called on a defensive player if the bag or plate is not partly exposed. Defensive players may not stand on the baseline without the ball. The runner will be awarded the base. The first baseman will be given one warning if they have part or all of their foot on the orange bag and if it occurs again the runner will be safe (per inning).

10. INTERFERENCE – Interference will be called on an offensive player if the runner contacts a fielder attempting to make a play on the ball. The runner will be called out.

12. LEADOFFS - Leadoffs are not allowed. The ball must cross home plate before the base runner(s) can leave the base(s). When a base runner leaves the base before the pitched ball crosses home plate the Umpire shall call "Leadoff". All base runners and batter will return to their original positions with the count on the batter to remain the same. No outs shall result and no runs shall score.

13. STEALING - Stealing to 3rd is allowed at any time during the game, however, the ball must cross home plate before the runner can attempt a steal and there must be at least one strike called on the batter. **Stealing home is not permitted.**

14. CATCHER INTERFERENCE - Catcher interference rule is in effect. One warning to be issued to the catcher and if it occurs again the batter will be awarded 1st base (per batter).

15. RUN LIMIT – 4 run limit per inning. Last inning will be open and may be put into effect before reaching the time limit. Teams shall use the longest batting line-up to determine how many players can bat in the open inning.

16. 12 RUN RULE - If a team is leading its opponent by at least twelve (12) runs after five (5) or more equal innings have been played, or after 4-1/2 innings if the team second at bat should have a twelve run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be ended.

17. Game Duration – No new inning to start after 2 hours. If an inning starts before the 2 hour limit and then during that inning the time limit is reached, that inning will still be completed. Please be mindful of the pace of play. Have your catchers ready.

18. STANDINGS - No record of Standings is kept. Score keeping is required as to keep a record of games played. If a game ends in a tie it will remain a tie. Not applicable to play-offs or tournaments.

19. BC MINOR RULES - All BC Minor Baseball rules will be in effect but NDBA rules take precedence.

Umpired Games (Tournaments & Playoffs)

1. APPROACHING THE UMPIRE – Head Coach/Manager may:

- (a) Ask for an interpretation of a rule by asking the Umpire to approach at a neutral location – the decision to accommodate will be at the discretion of the Umpire.
- (b) Approach the Umpire to make a substitution on defense or offence.

Coaches and/or Players may NOT:

- (a) Approach an Umpire during or after a game at any time.
- (b) Harass or verbally abuse any official on the field of play during or after any game.

The result will be the person being ejected from the game.

Any person who is ejected from the game for unsportsmanlike conduct is automatically suspended:

1st Offense - One Game

2nd Offense - Five Games

3rd Offense - Indefinite Suspension & Review by Discipline Committee

Field Decorum

1. Coaches are responsible for the behavior of their team's players, fans, parents and guardians during games.

2. Coaches are to ensure that there is no abuse of the equipment.

3. Team Manager (head coach) and Assistant Coaches must display leadership and sportsmanlike conduct at all times.

4. The use of tobacco products, including smokeless tobacco, illegal substances and alcoholic beverages in any form, is prohibited on the playing field, benches, dugouts, or any area within the boundaries of the park by players, managers, coaches, umpires or any official. PENALTY: Automatic ejection from the game.

5. Parents, fans, players, managers, and coaches while participating in scheduled games or practices are not permitted to: a) Use profanity or gestures which may be considered profane. b) Deliberately harass or direct any discourteous remarks at the officials, players or any member of the opposing team.

6. Parents, fans, players, managers or coaches engaging or persisting in conduct or actions unfavorable to the spirit, principles and objectives of good sportsmanship shall receive one warning from the umpire. If the offense or offenses continue, offender or offenders will be ejected from the game.

7. Coaches will have players assume proper baseball defensive positions so as to develop fair play and respect for all other players, regardless of their abilities or those of the offensive players. Positionally, there should be little or no question as to the intended defensive position of any player.

Field Preparation and Upkeep

The home team is responsible for the following: a) Rake infield, base paths and mound, pulling dirt away from the lips b) Line the field c) Set out bases d) Clean out your dugout e) Clean out opposing dugout if not done or cleaned well enough f) Put away the bases g) Put away rakes and equipment h) Ensure storage box is locked. The above duties are also required at the end of practices.

1. Bases shall be 60 feet apart. The Pitching Machine is to be set up at the pitching rubber.
2. The batter's box is to be 3ft. wide x 6ft. long and the inside line 6" away from the side of the plate. It shall extend 3ft. in front of and 3ft. behind the center of the plate.

Equipment

1. Medical forms are to be completed by the parents and/or guardians and handed back to the coach who must have them available at all games and practices.
2. All players must wear an athletic support with cup (jock or jill).
3. Full uniform and hats (supplied by the league) must be worn to all games. Shirts are to be tucked in.
4. Batters, on deck batters, base runners, players used as base coaches or bat boys shall wear double ear flap helmets which gives protection to the temple, ears, base of skull and top of head and must have a chin strap properly attached.
5. It is mandatory that full catcher's helmet with face protector be worn, in addition to a chest protector, shin guards, and athletic supporter with jock/jill while catching in practices and games.
6. Coaches catching for a player learning to pitch must wear at least a mask in all practice situations. Teams not enforcing this rule will be subject to a fine as determined by BCMBA.
7. Running shoes or molded rubber cleats are acceptable foot wear. Metal cleats are not permitted in this division.
8. All Managers and on field coach's are required to wear baseball pants and a team hat during regular season play.
9. Home team supplies the game balls – ProNine Level 5 or equivalent.

General Rules

1. No gum, Spitz, etc. is allowed anywhere on the field including the dugout. Each team is responsible to clean up their dugouts after the game.
2. The Home team occupies the dugout behind third base.

3. Before a game, each Manager (Head Coach) must give a copy of his/her batting line-up to the opposing team and the home plate Umpire.
4. During a game, Coaches or parents cannot position themselves on the outside of the backstop behind home plate in order to coach the team.
5. All players will be included in the batting order. Players will be listed in the order they are to bat. Players arriving late will be added to the end of the batting order without penalty. If a player has to leave during a game, his/her team will not be penalized.
6. Coaches are responsible for the behaviour of their team players, fans and parents during games.
7. Games postponed or cancelled due to rain may be rescheduled by the coordinator, if there is time available in the schedule.
8. Length of an official 9U Tadpole game is 4 complete innings and may not exceed 6 innings.
9. A "Base Race" will conclude every game.