

TADPOLE RULES

Overview

Game rules follow those in the Rule book of the BC Minor Baseball Association (BCMBA) and the special “in-house” rules of Newton Canadian Baseball Association (NCBA) laid out here. The in-house rules of NCBA shall supersede those of BCMBA.

Field Decorum

1. Coaches are responsible for the behavior of their team players, fans, parents and guardians during practices and games.
2. Coaches are to ensure that there is no abuse of the equipment.
3. The actions of players, manager, coaches, umpires and League officials must be above reproach.
4. The Head Coach, Assistant Coach & Team Manager must display leadership and sportsmanlike conduct at all times.
5. The use of tobacco products, including smokeless tobacco, illegal substance 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.
6. 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.
7. Parents, fans, players, managers, or coaches engaging or persisting in conduct or actions unfavourable 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.
8. 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 questions 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 practice

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. Batters, on deck batters, base runners, players used as base coaches or bat boys/girls 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**.
4. It is mandatory that full catcher's helmet with face protector be worn, in addition to a chest protector, shin guards and athletic support (jock/jill) while catching in practices and games.
5. 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.
6. Running shoes or molded rubber cleats are acceptable footwear. Metal cleats are not permitted in this division.
7. Coaches occupying a coach's box must be identified by at least a team cap in the regular season play.
8. Home team supplies the game balls – Pro Nine Level 5 or equivalent (provided by the league)

General Rules

1. Full uniform and hats (supplied by the league) must be worn to all games. Shirts are to be tucked in. It is mandatory that all players wear athletic support (jock/jill) during practices/games. Base runners, batter, on-deck batter must wear double ear flap batting helmets with chinstraps properly attached.
2. Players may wear running shoes or molded rubber cleats.
3. No gum, Spitz, etc. allowed anywhere on the field including the dugout. Each team is responsible to clean up their dugouts after the game.
4. The home team is responsible to prepare the diamond, line the field and fill in any depressions before the game. After the game they are to rake the infield, home plate and pitching mound areas and make sure all equipment used during the game is returned to the bin and locked up. No children are allowed in (or on) equipment bin.
5. The home team occupies the dugout behind third base.
6. 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.
7. During a game, Coaches or parents cannot position themselves on the outside of the backstop behind the umpire in order to coach the team. Loss of game can occur if, after a warning, the problem still exists.
8. Coaches are responsible for the behavior of their team players, fans and parents during games.
9. Games postponed or cancelled due to rain may be rescheduled by the coordinator if there is time available in the schedule.
10. A "Base Race" (Dragon Race) will conclude every game.

Playing Field

1. Bases shall be 60 feet apart. Bases are to be inserted in the appropriate apparatus embedded in the playing field. 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.

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.
2. **DEFENSIVE ROTATION** – All players must play at least two innings in the infield and the outfield every game. A player can only play the catcher position a maximum of three innings in any game unless there are not enough players to rotate. Players can only play the same position for 2 innings each game.
3. **INFIELD FLY** – The infield fly rule **does not** apply.
4. **BATTING** – Bunting and running on dropped 3rd strike are not permitted. If a base runner leads off, all base runners and the 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.
5. **PITCHING** – All games will be played with a pitching machine. Pitching machine distance will be approx. 46 feet from the plate. (Use pitching rubber as guideline). The pitching machine must be operated by from the team at bat.

The person operating the pitching machine may move batters verbally within the batter's 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.

In order to integrate pitching safely into the Tadpole Division, every effort will be made to train players in proper warm up and throwing technique throw practices, clinics and in the "bullpen" during games.

In the first week of May, Live Pitching will be integrated into all games through to the end of the season. The first two innings will be pitched live. There will be a 2 run max for each of the first two innings and a 5 run max for the remaining innings which will revert to the pitching machine to maintain the pace of play. In a further effort to maintain the pace of the game if the pitcher pitches 3 balls a Tee will be placed on home plate and the player at bat will have an opportunity to hit the ball. A swing and a miss is a strike.

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 coach/parent as the team's pitching machine operator for the entire season. We hope to provide our junior umpires the opportunity to gain experience at the Tadpole Level. This will not be for all games but on an as available basis. These are junior umpires and while we mustn't question their judgment calls, please offer encouragement and support when it comes to interpretations of rules.

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 judgement 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** – If a base runner stops forward movement, they must return to their previously occupied base when a defensive player has control of the ball in the infield and in the judgement 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.
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.
10. **INTERFERENCE** – Interference will be called on an offensive player if the runner contacts a fielder outside of the straight line between bases.
11. **BATTING ORDER** – 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.
12. **LEADOFFS** – Leadoffs are not allowed. The ball must cross the 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. A runner may only advance to home on a hit or forced walk.
14. **SLIDING** – Sliding headfirst is **absolutely not** allowed by BC Minor for obvious safety reasons and an out will automatically result. Sliding safely into second, third and home should absolutely be taught and be a part of the game at Tadpole. Sliding will be part of summer ball and is even a safety issue not to have at home plate. Slide or avoid rule is in effect. It is a part of the game that is hugely enjoyed by most.
15. **CATCHER INTERFERENCE** – Catcher interference rule is in effect. No pitch is to be called.
16. **10 RUN RULE** – If a team is leading its opponent by at least ten (10) runs after five (5) or more equal innings have been played, or after 4 ½ innings if the team second at bat should have a ten (10) run lead at the end of its fourth (4th) inning, or before the completion of its fifth (5th) inning, the game shall be determined and the team in front will be declared the winner.

17. **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.
18. **BC MINOR RULES** – All BC Minor Baseball rules will be in effect but NCBA in-house rules take precedence.

Umpired Games (Tournaments)

1. **APPROACHING THE UMPIRE** – Coaches 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.
 - c. Approach the umpire to protest a game based on an interpretation of the Rule of Baseball.

Coaches and/or players may NOT:

- a. Approach an umpire during or after a game at any time, unless the three (3) above points have been satisfied.
- 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 (5) games

3rd Offense – indefinite suspension & review by discipline committee