



Tadpole Division House Rules (Spring)

The Tadpole Division will be divided into an 8u league for the first year players and a 9u league for second year players. Live pitching will be used in the 9u league in the second half of the season.

General:

1. Home team is responsible for field set-up. This includes measuring the bases and setting up the pitching machine and raking the field, where applicable.
2. Away team is responsible for placing the bases and the pitching machine back in the bin, unless there is a game following. The away team is also responsible for raking the field, where applicable.
3. Base distance is 60 feet.
4. A Louisville Slugger UPM 45 Sling will be used as a pitching machine.
5. Front of slinger is placed at 42 foot mark (yellow mark on turf field).
6. The speed of the sling will be set by the coordinator at the beginning of the season. The speed is usually set to the number 5 setting and the height to the number 3 setting.
7. Coaches for the batting team will call outs for their team.
8. The sling operator must avoid the ball at all times.
9. Players in the field should throw the ball to their teammate playing the defensive position of the pitcher and not to the coach operating the slinger.
10. Batting order. Follow a batting order each game and rotate the order throughout the season.
11. Strike zone is from the chest to the knees and the ball covers the plate. The batting team provides the pitching machine operator.
12. The home team occupies the dugout behind third base.
13. Each team is responsible for cleaning up their dugout after the game.

Number of Pitches

1. Each batter is to receive a maximum of five hittable pitches.
2. If a player swings at a "bad" or not "hittable" pitch it is considered one of the five hittable pitches.
3. If a player swings at three pitches and misses the third pitch, the batter is out.
4. A batter cannot go out due to a foul ball, unless the foul ball is caught by the defending



team.

5. Foul balls are considered strikes. For example, if a batter fouls off the first two pitches, then swings and misses the third pitch, the batter is out.
6. If a batter does not swing at a hittable pitch, the pitch will be considered one of the five hittable pitches. The pitching machine operator will determine if a pitch not swung at is considered hittable.
7. If a batter that swings at the third strike or a fifth hittable pitch foul tips the ball (i.e., tips the ball directly back to the catcher) and it is caught by the catcher, the batter is out.

Game Rules

1. Nine players on the field in regular positions. Coaches from each team can agree to play ten players in the field if each team has at least ten players. The tenth player must play in the outfield.
2. When there are less than nine players on one or both teams, work with the other coaches to try and play a game.
3. No player can play more than two innings in the same position in one game, with the exception of the catcher, who can play three innings.
4. All players must play the infield for a minimum of two innings and outfield for a minimum of one inning per game.
5. Coaches are encouraged to rotate players in the infield and outfield. Due to safety concerns, only players that can catch the ball consistently and properly should be placed at first base, catcher and pitcher positions.
6. If any players have to sit out an inning, all players must sit one inning before a player can sit a second inning. No player can sit more than two innings per game except for disciplinary reasons. A coach must inform the other team's coach of any disciplinary actions or if a player must leave the game early for any reason.
7. Coaches are encouraged to establish a different batting order for each game to allow players to bat in different positions and to give players an equal number of bats over the course of the season. One example is to move each player up one position in the batting order each game.
8. Every player must get an opportunity to have an at-bat.
9. For 9U games only:
 - a) The pitching machine will be used for the full game until the end of the first week of May, unless advised otherwise by the 9U Coordinator, and then two innings of live pitching starts. The first two innings will be live pitching and the remaining innings will use the pitching machine. Live pitching will continue until the end of the season.
 - b) With live pitching, the standard rules for balls and strikes apply and the five hittable pitches rule is no longer in effect.
 - c) With live pitching, players can only pitch in one inning per game.



- d) A coach from the batting team will call balls and strikes from behind the pitcher.
 - e) After live pitching starts, the coach pitch rule comes into effect. The coach pitch rule is as follows:
 - i. If four balls are thrown to a batter, the coach of the offensive team (team batting) must enter to pitch to complete the at bat. Coaches are encouraged to pitch from a knee as this is a better angle for players to hit.
 - ii. If the batter has two strikes when coach pitch is activated, the strike count will lower to one strike to begin coach pitch. If the batter has no strikes or one strike, the strike count remains the same.
 - iii. The defensive pitcher must take a position with at least one foot touching the dirt on a real or imaginary mound.
 - iv. If a hit ball hits the coach, the ball is declared dead and the batter re-hits.
10. There is a five run maximum per team per inning.
11. There is no mercy rule, however if one team is significantly stronger than the other team based on the score, the coach of the stronger team is encouraged to allow the other team one or two extra outs per inning.
12. Stealing bases and lead-offs are not allowed.
13. Bunting is not allowed
14. The infield fly rule does not apply.
15. Base runners are not allowed to advance to the next base on an overthrow as we are trying to encouragement throws to make outs.
16. Base runners are allowed to tag up and advance after a defensive player has caught a fly ball or pop up.
17. If the batter's hit hits the pitching machine it is considered a dead ball. The batter is awarded first base and runners advance one base.
18. If a ball is hit to the outfield, runners can advance until the ball is caught and controlled anywhere in the infield. If a base runner is less than half way to the next base, they must return to the previous base. If more than half way, they can continue.
19. Pro 9 Level 5 baseballs must be used in a game.
20. Games are a maximum of six innings and no longer than 90 minutes.
21. No new inning must start after one hour and fifteen minutes. If it is a nice day and both teams agree to play more, this is allowed as long as no other teams are waiting to play after your game or our permit time to the field has expired.
22. If time permits, a running relay is held at the end of the game. One team lines up at home plate and the other team lines up at second base. One player at a time runs with a ball around the bases and then passes the ball to the next player.
23. Catchers must wear full gear and glove of their choice.

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24. If a batter throws a bat after a swing, the following discipline must be executed by the player's coach(es): 1st Occurrence: Player should be made aware and warned for safety reasons. 2nd Occurrence: Player is called out and ball is dead. 3rd Occurrence: Player is out of the game. Ball is dead.
25. Head first slides are not allowed, however a player can dive back to the base they already occupy head first. If a player makes a head first slide they should be warned not to do it. If they do it again, they are out.
26. On a pitched ball the catcher can either throw the ball back to the pitcher, or, in the interest of time, roll the ball behind them to the backstop.