

GREATER VICTORIA BASEBALL ASSOCIATION

2017 Universal House Rules Governing League Play: Spring Season

9U (TADPOLE) DIVISION BASEBALL

GAMES IN GENERAL:

- 1) **The length of a game shall be up to 4 innings as follows:**
 - 2 player pitch innings – balls and strikes called - 2 runs max per inning; then
 - 1 machine pitch inning - 5 pitches per player - 3 outs or 5 run max; then
 - 1 machine pitch inning – 5 pitches per player – 3 outs or 5 run max, **OR** an open inning provided that there is not a game immediately following which would be interfered with by extending play.
 - Open inning to be determined and declared by Home Team Coach prior to commencement of the first inning of the game.
 - Visiting team, if winning can score 5 runs in the top of the 4th
 - Visiting team, if losing, can score as many runs as required to go up by 5 runs in the top of the 4th
 - Home team, if losing, can score as many runs as required to win the game
 - If the home team is winning after 3.5 innings the game is over but if a final at bat may take place if both teams agree. The scoreboard should be shut off at that time.
- 2) **If there is a game immediately following and there is a possibility of not playing all four innings**, then the teams will agree on a time, after which no new inning will be started. In such a case, the last full inning shall then end with either 3 outs or a maximum of 5 runs scored by the home team.
- 3) Hard baseballs are to be used.
- 4) Base paths are to be 60 ft.
- 5) Pitching distance is 42 ft.
- 6) If a game is a tied at the end of 4 innings, it will remain a tie.
- 7) There is no Mercy Rule in this division.
- 8) No statistics are to be kept.
- 9) **A minimum of 8 players will constitute a roster.** In order to facilitate games, teams should be willing to lend players to other teams to make up 8 players per team. It will be up to the coaches to determine whether play will continue if a team or teams cannot field 8 players. The goal is to have kids play ball.

- 10) **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. Try to ensure that players are placed in a variety of batting slots throughout the season.
- 11) A team's turn at bat will consist of **3 outs** or **when the run limit has been met** for the inning.

PITCHING:

- 12) **The player pitched innings are to be the first 2 innings of each game.** Players pitch from the 42' line.
- 13) **Player pitching Limits.** A pitcher may pitch on consecutive days, subject to the following restrictions:
 - a) A player **may only pitch 1 inning per day;**
 - b) Any pitcher who delivers 1 pitch to a batter shall be considered to have pitched 1 inning; and
 - c) Pitchers may only pitch a **maximum of 6 innings per pitching week.****NOTE:** The pitching week is from Monday 12:01 AM to Sunday 12:59 PM.
- 14) **No "Balks"** will be called against the pitcher.
- 15) **The player pitcher will start each new batter with 6 balls and the machine pitcher will start each new batter with 5 balls.** Catchers are NOT to throw the balls back to the pitcher. One defensive coach will be positioned well behind the catcher and/or umpire at home plate to gather the balls and to run them out to the pitcher between batters.
- 16) **If a player pitcher strikes a batter out,** the batter is out.
- 17) **If a player pitcher walks a batter,** the batter gets first base. A walk only applies during the first two player pitched innings.
- 18) A batter who is hit by any **player pitched ball** shall advance to first base.
- 19) A batter who is hit by any **machine pitched ball** will get a replacement pitch.
- 20) **If a player pitcher hits 2 batters, the pitcher is to be replaced by another pitcher.** A pitcher withdrawn from the mound, but who stays in the game at another position, shall not be permitted to return to the mound as a pitcher in the same game.
- 21) **Each pitch delivered by the pitching machine is considered a strike** unless the machine produces an obviously wild pitch: this will be decided by the umpire and will not be called a strike. The player will receive a replacement pitch. Coaches will operate the pitching machine. The back footing of the pitching machine should be snug against the front of the pitching rubber. The offensive coach may micro-adjust the machine (using the screw pin) to suit his/her team. Please do not adjust the other 3 settings.
- 22) **Players are generally allowed only 5 pitches from the machine.** If a player fails to hit the ball from the machine after 5 pitches, the player is "out." However, if a player hits a foul ball on the fifth machine pitch, the player will receive another pitch. **No batter will be called "out" after hitting a foul ball.**

BATTING:

- 23) **Players should be encouraged to swing at every machine pitch.** There is to be no use of a batting tee.
- 24) **If a batted ball hits the machine or machine operator, it is ruled a “dead ball”** and the batter gets a base. On base runners advance one base only if forced.
- 25) **Bunting is NOT permitted.**
- 26) The batter **cannot run on a third strike** dropped by the catcher.
- 27) **No equipment is to be left in the playing area.** One bat per on-deck circle only. All bats must be hung up inside the dugout. Play may not begin or resume until all equipment is cleared from the playing area.

BASE RUNNING:

- 28) The **“Slide or Avoid Rule” is in effect.** If a play is being made, or is about to be made, it is MANDATORY for players of all age groups to slide or make an effort to avoid a collision at the bases. Failure to do either will result in an automatic out. The ball is dead and no runners may advance beyond the base that was last legally acquired.
- 29) **Sliding is MANDATORY at home** when a play is being made, or about to be made. Failure to do so will result in an automatic out. Due to the age and skill level of Tadpole players, **one defensive coach shall remain in the home plate area to “coach” the runner as to whether a play is imminent and therefore, whether he/she needs to slide.**
- 30) **No stealing, no lead-offs, no Infield Fly Rule.** Players will be redirected to the proper base if necessary.
- 31) **No head first slides allowed;** runner will be called out. Diving back to a previously attained base is permitted.
- 32) Players should **“run through” first base.**

FIELDING:

- 33) **The play is over on a hit ball when, on a throwback to the pitcher, the pitcher has touched the ball,** even if it is not fully under control. Base runners may continue to advance to a base, at their own risk, IF they were fully committed BEFORE the ball was touched. If the ball is overthrown back to the pitcher, i.e. a wild throw, then Rule 34 (the Overthrow Rule) is in effect. Reasonable actions between coaches are key here.
- 34) **Overthrows:** This rule has two parts.
 - 1. **For overthrows to any base that go out of the field of play or into a dugout,** all runners will be awarded ONE extra base from that which they already acquired.
 - 2. **All overthrows to the pitcher (unless touched) or to any base which remain within the field of play will be considered “live”** and runners may advance at their own risk, subject to the following restrictions and clarifications:

- a) A runner who is attempting to obtain a base may, on an overthrow that results from an attempt to put-out a runner, advance at their own risk to the subsequent base.
 - b) **If there is a subsequent overthrow** while attempting a play on any runner, any runner may advance to a subsequent base and score on the play at their own risk. (For clarity, this rule is to ensure that attempts to put-out any runner put the defense at risk.)
 - c) **If the defense makes no attempt to put-out a runner**, all runners are restricted from advancing further. **To indicate "no attempt,"** the defense must return the ball directly to the pitcher upon fielding the ball. On the throwback to the pitcher, the pitcher must touch the ball, even if it is not fully under control.
 - d) Runners on any base **may not advance on a wild pitch or a passed ball.**
 - e) **A batter that is walked may not advance to second base on the same play.**
- 35) On an infield play, **if a thrown ball strikes the pitching machine or operator, the play is dead** and all runners are safe at the bases towards which they were running.
- 36) **10 players are allowed on the field per inning.** When a batter is at bat, the 4 outfielders must position themselves in the outfield (i.e. beyond the infield cutouts).
- 37) **No player can play more than 1 inning in the same position in one game.**
- 38) For the development of players, **all players must play the infield for a minimum of 2 innings per game.** (There are 24 infield positions in a 4 inning game so up to 12 players can be accommodated by this rule. If your team has more than 12 players, let the opposing coach know that you will not be able to fully comply with this rule, but ensure that all players play the infield at least one inning.)
 If your team has 13 players, 11 must play 2 innings in the field
 If your team has 14 players, 10 must play 2 innings in the field
 If your team has 15 players, 9 must play 2 innings in the field
- 39) All **players must sit one inning before any player sits a second inning** and no player can sit more than 2 innings per game except for disciplinary reasons.

UMPIRES:

- 40) At this level of ball, we are teaching Umpires as well as players how the game is played and how the rules are applied. Coaches (after calling time and approaching the Umpire with the other coach in attendance) may discuss, with the other coach and the Umpire, an event which may have resulted in a questionable call. With more information, the Umpire **MAY** decide to re-interpret the play and change his/her call. A changed call should be explained to the players and fans.
- 41) Umpires at this level are often only 11 or 12 years old.
- a) They are learning how to become better Umpires.
 - b) They expect to be occasionally approached by coaches, but do not expect and will not respond to questions from the bench or the stands.
 - c) **Please be respectful.** Please refer to Umpires as Blue or Mr. /Ms. Umpire.
- 42) When only one Umpire is present, (a) for the first 2 (player pitched) innings, the Umpire is positioned behind the plate calling balls and strikes, safe/out for plays at the bases, and catch/no catch for fly balls, and (b) for the machine pitched innings, the Umpire is positioned in the field.

OTHER INFORMATION

- 43) **Full uniforms** must be worn to all games - shirts are to be tucked in.

- 44) **Other gear:**
- It is mandatory that all players wear athletic supporters.
 - Base runners, the batter, and on-deck batter must wear **batting helmets with chinstraps properly attached.**
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 - Players may wear running shoes or molded rubber cleats (**no metal cleats are permitted**).
 - **COACH'S DRESS:** Coaches must wear long pants (no shorts). These do not have to be uniform baseball pants, but should be athletic in nature (no jeans). In addition, coaches must wear a team cap and may not wear open-toed shoes or sandals. Coaches that fail to comply with these rules are not allowed in the dugout or on the playing field during games.
- 44) **The Home team occupies the dugout behind third base.**
- 45) **Before each game, the coach must give a copy of his/her batting line-up** to the opposing team, the scorekeeper, and the umpire.
- 46) **Games postponed due to rain will not be re-played.** Players must show up to games ready to play. Games will only be called at the field.
- 47) **Coaches may help position defensive players before the inning begins.** One defensive coach shall remain at the plate area.
- 48) **Coaches from the offensive team may position themselves** in the 1st and 3rd base coaches boxes and at the pitching machine during relevant innings. The pitching machine coach must remain in the vicinity of the pitchers mound at all times.
- 49) **Code of Conduct.** All players, managers, coaches and parents must follow the **BC Minor Code of Conduct** as defined in the BC Minor Rule Book (BCM Rule 15).
- 50) **If all else fails – use common sense and have fun!**