



Tadpole 9U Division Rules

General:

1. All players must wear their team uniform to all games. This includes jersey & team hat (provided by league), white baseball pants & navy blue socks.
2. All players are required to wear their protective equipment at each game. This includes protective cup (jock/jill) and helmet with chin strap. Helmets with a C-Flap (jaw guard) in lieu of a chin strap are also acceptable.
3. Home team is responsible for field set-up and take down. This includes measuring the bases, setting up the pitching machine and raking the field, where applicable. Please see the attached video for an example of how to properly rake the infield.



4. Base distance is 60 feet.
5. A Louisville Slugger UPM 45 Slinger will be used as a pitching machine.
6. Front of slinger is placed at 42' from the apex of home plate.
7. The speed of the slinger will be set at 6 for the month of April, increased to 7 starting May 1st and at the discretion of the coordinator, increased to 8 for the month of June.
8. Umpires are to be provided by TCMBA. In lieu of an umpire, coaches for the batting team will call outs for their team.
9. The sling operator must avoid the ball at all times.
10. 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.

11. Coaches are to fill out a batting order sheet for each game. Any player arriving late to a game should be added to the bottom of the batting order and the umpire/opposing coach is to be made aware.
12. Strike zone is from the chest to the knees and the ball covers the plate. The batting team provides the pitching machine operator. The logo of the ball is to be placed against the knob of the pitching machine in a 4-seam configuration. The height of the pitch can be adjusted by rotating the seams of the ball. Adjustments to the pitching machine should be absolutely minimal during the course of play once the machine has been configured.
13. The home team occupies the dugout behind third base.
14. Each team is responsible for cleaning up their dugout after the game.
15. The batting team is encouraged to have a coach at 1st and 3rd bases as well as a coach maintaining the dugout. If there aren't enough coaches available, a parent volunteer can man the base.
16. Coaches are encouraged to have their batting orders and fielding orders determined prior to the start of the game to expediate the changeover between innings and maximize the game time.

Pitching Machine (Slinger)

1. Each batter is to receive a maximum of 3 hittable pitches (Strikes) from the slinger. These are to be called by the umpire. If a pitch is considered unhittable, the umpire is to call 'No pitch' and it will not count towards their 3-pitch total.
2. If a player swings at a "bad" or not "hittable" pitch it is considered a strike.
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 that swings at the third strike pitch and 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.
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 required 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. Pitching
 - a) The pitching machine will be used for the full game for the first 2 games of the season (unless advised otherwise by the 9U Coordinator) and then two innings of live pitching start. 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. Up until May Long weekend the coach pitch rule comes into effect. The coach pitch rule may be extended past May Long weekend at the discretion of the coordinator. The 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.
 - c) With live pitching, players can only pitch in one inning per game.
 - d) If an umpire is unavailable, a coach from the batting team will call balls and strikes from behind the pitcher.
 - e) The 9U strike zone for live pitching is to be liberal. Pitchers should be given at least a ball width on either side of the plate & players should be encouraged to try and hit the ball rather than trying to draw walks.
 - f) The pitching rubber is to be set 42' from the apex of home plate.
 - g) If a pitcher hits 2 batters in a single inning the pitcher should be replaced. A batter is deemed by the umpire to be hit by a pitch and awarded first base if the ball is outside of the strike zone at the point of contact and the batter makes a reasonable effort to avoid being hit. A batter cannot be "hit by pitch" on a ball thrown inside the strike zone.
 - h) All BC Minor Baseball pitch limit rules are in effect
 - i) Pitchers are limited to 1 inning per game and a maximum of 35 pitches. (Does not apply to tournaments)
 - j) Pitchers throwing over 25 pitches in a single day are required to adhere to the BC Minor Baseball rest rules.
10. There is a 2 run maximum per player pitched inning and 4 run maximum for machine pitched inning.
11. There is no mercy rule, however if one team is significantly stronger than the other team based on the score and available time, the coach of the stronger team is encouraged to allow the other team one or two extra outs in the last inning.

12. No leadoffs are permitted.
13. Stealing 3rd base from 2nd base is allowed. The batter may not advance home on an overthrow by the catcher trying to throw out the runner on a steal.
14. Bunting is not allowed
15. The infield fly rule does not apply.
16. Base runners are not allowed to advance to the next base on an overthrow as we are trying to encourage throws to make outs.
17. Base runners are allowed to tag up and advance after a defensive player has caught a fly ball or pop up.
18. If a batted ball hits the pitching machine it is considered a dead ball. The batter is awarded first base and runners advance one base.
19. 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 has turned the corner before the ball is under control in the infield, they may continue to advance to attempt to reach the next base. If the runner has slowed down or stopped advancing, they must return to the previous base.
20. Pro 9 Level 5 baseballs must be used in a game.
21. Games are a maximum of six innings and no longer than 90 minutes.
22. No new inning must start after one hour and fifteen minutes.
23. Catchers must wear full gear and glove of their choice.
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.