



## Tadpole Division Rules (2019)

### GENERAL RULES

✚ Full uniform and hats that are supplied by the league must be worn to all games. **Shirts are to be tucked in.** It is mandatory that all players wear athletic supporters for all practices and games. Base runners, batter, and on-deck batter must wear batting helmets with chinstraps properly attached. Players may wear running shoes or molded rubber cleats.

✚ 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.

✚ The home team occupies the dugout behind third base.

✚ Before a game, each Head Coach must give a copy of his batting line-up to the opposing team and the Plate Umpire.

✚ Coaches are responsible for the behaviour of their team players, fans and parents during games and to make sure that there is no abuse of the equipment.

✚ A tadpole player may be called up to play on a Mosquito team a maximum of 3 games plus one tournament.

The Tadpole & Mosquito Coordinators plus the players' Coach must be notified of the name of the player being called up, to ensure that the player is eligible to be called up. The player must receive the same treatment as regular players, must not play more innings than a regular team player and must not pitch.

✚ It is solely the umpire's discretion when to call the game due to darkness or for field or weather conditions.

✚ Games postponed due to rain will be rescheduled by the division coordinator.

✚ **Bases** are to be 50 feet apart.

✚ **Pitching** – Pitching machines are used for all games at this level. After **May 15**, all players should be given the opportunity to pitch during the first 2 innings. Pitchers may move closer to home plate with the agreement of both coaches and for reasons of distance only. Please give all of your players the opportunity to pitch if they are able.

### GAME RULES

✚ All games shall be **5** innings in length. Each inning has a 4 run max with the exception of the last inning, which is the open inning. After 1.5 hours the next inning started is the open inning. All games will be played regardless of the number of players.

✚ Four complete innings with no less than 8 players on the field for each team will constitute a legal game. If a team is unable to field 8 players the other team may lend that team players in order for the game to be played fairly. At no time should a game be cancelled due to lack of players.

✚ **Beginning of the season up to and including May 15:**

5 innings, 4 run max except the last inning (which is an open inning)

✚ **After May 15:**

The first two innings will be **live** pitching – 2 run innings only.

✚ A team's turn at bat will consist of **3 outs** or when the run limit has been met for the inning.

✚ Score is kept at this level. If a game is a tie at the end of the game, it will remain a tie. There is no mercy rule in this division.

✚ 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. Any player not present by their first at bat will be removed from the line up and not permitted to enter the game.



# SOMBA

South Okanagan Minor Baseball Association

Providing a positive baseball experience to the youth of the South Okanagan

✚ Ten players allowed on the field per inning. The 10th player must play an outfield position. It is highly recommended that at least one coach, while their team is playing on the defensive, be on the playing field providing guidance and training to their team in the fundamentals of baseball.

- ✚ All players must sit one inning before a player can sit a second inning and no player can sit more than 2 innings per game.
- ✚ No player can play more than 2 innings in the same position in one game, with the exception of the catcher, who may play 3 innings. Also, for the development of players, all players must play the infield for a minimum of 2 innings and outfield for a minimum of 1 inning per game. Any team that for any reason is proven to be in violation of this rule will forfeit the game.
- ✚ The offensive team will operate the pitching machine. **NEVER LEAVE THE PITCHING MACHINE UNATTENDED WHILE IT IS RUNNING.** All players receive 5 balls from the pitching machine regardless of strikes or balls. The ball must be held up before putting it into the machine so that the batter and the catcher know the ball is coming.
- ✚ If a batted ball hits the machine, machine operator, or goes through the machine, it is ruled a “dead ball” and the batter is given first base and all runners advance one base only. If a thrown ball hits the batting machine during “live play” then the ball is ruled a “dead ball” and each runner advance one base.
- ✚ A batter may not “foul” out and will continue to receive balls until he misses the ball. The player playing the “pitcher” position must stay outside the coned area surrounding the pitching machine –the player must have one foot on the mound and one foot in the grass.
- ✚ No “Balk Balls” will be called against the pitcher in this division.
- ✚ A “walk” only applies during the pitching innings.
- ✚ There is no bunting: a bunt is considered a strike.
- ✚ The batter cannot run on the third strike dropped by the catcher.  
**The infield fly rule is not called in this division**  
**Lead offs are not allowed.** No player on the offensive team, while a base runner, will be allowed to leadoff from any base they are on until the batter has hit the ball fairly from the plate. If a base runner “leads-off and a dead, foul, strike out or illegal batted ball situation occurs, base runner must return to their original positions.  
If a base runner “leads-off” and a fair hit ball situation occurs, the base runner is automatically out. The batter will be allowed to advance as normal.
- ✚ Stealing is not permitted.
- ✚ Slide and avoid rule is in effect (BC Minor rule 24.01)
- ✚ A ball overthrown at any base is live and runners may advance ONE BASE ONLY at their own risk unless an opposing player, Coach or equipment interferes with the ball. If the ball leaves the playing field, the ball will be called dead and the runners will automatically advance to the next base.
- ✚ A batter or runner will advance and may continue to advance at their own risk when the ball is hit into the outfield. When a ball is fielded by an outfielder and is returned to the infield, the ball is considered “dead” and the umpire shall call “time” when the *infielder* makes contact with the ball. When the play becomes dead for this reason, a runner may only advance to the next base if they are more than halfway to the next base. A runner between bases at this time may advance to the next base, if it is unoccupied. *An infielder is defined as a player playing the catcher, pitcher, first base, second base, third base or short stop positions.*
- ✚ Players are to be warned once about throwing of bats, helmets, etc. The second occurrence could result in being called out.
- ✚ All players are to remain in the dugout at all times when their team is at bat, except the batter and on-deck batter.