

2018 Vancouver Island Regional Tadpole Tournament Rules

9U (TADPOLE) DIVISION BASEBALL

GAMES IN GENERAL:

1. All players turning 8 or 9 years old (born in 2009 or 2010) in the current year (or younger) are eligible to play.
 - a. Note: players born in 2008 - who played 9U all spring season long - will be allowed to play with written approval from their home association.
2. Before a game, each head coach must come to the plate meeting with 2 copies of their lineup. The umpire will examine both copies and keep one and give one to the opposing team.
3. Each team must provide their own scorekeeper; the home team is the official scorekeeper.
4. Winning team must report game score to concession stand.
5. Home team is required to have the umpires sign their scorebook.
6. Home team in semi-finals will be decided based on standings after round robin play. Home team in the final will be decided by a coin toss.

Note: Every team must have copies of birth certificates of every player on their team. All birth certificates will be reviewed at the coaches meeting. All coaches must sign off and accept the birth certificate information at the coaches meeting. Once each team's players age has been verified and signed off at the coaches meeting then no protests or questions about a players age will be accepted.

****A mandatory coaches meeting will be held on Friday, July 6th – time TBD and contingent on tournament scheduling.**

GAME PLAY:

7. **The length of a game shall be 4 innings:**
 - a. 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 **modified open inning** inning – 5 pitches per player.
 - i. 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.
 - ii. Home team if losing, can score as many runs to win the game. If the home team is winning after 3.5 innings the game is over.
8. Hard baseballs are to be used.
9. Base paths are to be 60 ft.
10. Pitching distance is 42 ft.
11. The front anchors of the Pitching Machine shall be located at 42 feet from home plate. The speed setting is 7.
12. If a game is a tied at the end of 4 innings in round robin play, it will remain a tie.
13. **A minimum of 10 players will comprise a roster.** A team with fewer than 10 players will forfeit its game.
14. **All players will be included in the batting order.** Players will be listed in the order they are to bat.

PITCHING:

15. The player pitched innings are to be the first 2 innings of each game. Players pitch from the 42' line.
16. 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.
17. No "Balks" will be called against the pitcher.
18. The player pitcher will start each new batter with 6 balls and the machine pitcher will start each new batter with 5 balls. Catchers should return the balls back to the pitcher. During machine pitch innings 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.
19. A batter who is hit by any player pitched ball shall advance to first base.
20. A batter who is hit by any machine pitched ball will get a replacement pitch, even if the batter swings at the pitch.
21. 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.
22. 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. Note: the umpire can call a wild pitch and award a replacement pitch even if the batter swings at and misses the pitch.
23. 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:

24. If a batted ball hits the machine or machine operator, it is ruled a "dead ball" and the batter will be awarded first 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.** To end the play, the pitcher must be inside the 1st to 2nd or the 2nd to 3rd base line extended through foul territory to the dugout fences. 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.
- 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.
 - 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. Runners may be awarded a maximum of 1 base on any one overthrow or multiple overthrows in the same play.
 - Runners on any base **may not advance on a wild pitch or a passed ball.**
 - 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. 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.
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 asking to approach 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. The umpire may or may not grant this request. If granted and after discussion with the two coaches, the Umpire MAY decide to re-interpret the play and change his/her call. A changed call should be explained to the coaches.
41. Umpires at this level are often only 11 or 12 years old.
- They are learning how to become better Umpires.
 - They expect to be occasionally approached by coaches, but do not expect and will not respond to questions from the bench or the stands.
 - 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.

TIE BREAKING RULES:

Tie breaking format for advancement to semi-finals if teams are tied in points after round robin play:

43. Head to head (not valid if 3 or more teams tied such as A beats B, B beats C, C beats A)
 - a. if team A and team B both have the same amount of points but team A defeated team B in round robin play then team A will advance to the semi-finals ahead of team B.
44. Ratio of number of runs allowed per defensive inning (lowest ratio advances)
 - a. team A had 32 runs against in 21 innings: $32/21 = 1.524$ runs per inning
 - b. team B had 30 runs against in 20 innings: $30/20 = 1.5$ runs per inning
 - c. team C had 30 runs against in 21 innings: $30/21 = 1.429$ runs per inning
 - d. team C advances to the semi-finals because of their lower ratio
 - e. statistics are calculated based on ALL games played during round robin play
45. Ratio of number of runs scored per offensive inning (highest ratio advances), calculated in similar manner as #46: runs for divided by total offensive innings played. Statistics are calculated based on ALL games played during round robin play.
46. Best won/loss record against highest non-tied team
 - a. the team with the best won/loss record against the highest placed team not in the tie, followed by a comparison to the next placed team, etc., will place higher in the standings

AWARDS:

47. Medals awarded to 1st and 2nd place teams.
48. One MVP will be selected from each team for each game.
49. Coaches will decide which player from their team will be awarded the MVP medal; the opposing teams coach will award the medal.
50. A player may not receive more than 1 MVP award per tournament.