



## **2017 Tadpole House League Rules**

### **1.0 Fields**

**1.1 Playing Locations** - All games will be played at Aldergrove Athletic Park (AAP)

**1.1.1** Field 1 is the far South West Corner Diamond

**1.1.2** Field 2 is the middle, far West Diamond

**1.1.3** Field 3 is the far North West corner

### **1.2 Schedule**

**1.2.1** Will be posted at least one week prior to start of season

**1.2.2** Opening day is April 8<sup>th</sup>

**1.2.3** Tadpole fields may be shared with the Rally Cap Division.

**1.2.3.1** Tadpole Games are booked Thursday evenings & Saturday at 10:30am.

**1.2.3.2** All other field times are on a first come, first serve basis.

### **1.3 Set Up**

**1.3.1** Home team is required to set up Bases & Pitching Machine (Slinger)

**1.3.2** Visiting team is required to put away Bases & Pitching Machine (Slinger)

**1.3.3** Equipment must be taken from, and put back into, the green lock-up bin that is beside the Sea Can just north of the Mosquito Diamond.

**1.3.4** Coordinator to line fields and make marks as to the base & Slinger locations

### **1.4 Dimensions**

**1.4.1** All bases will be 60 feet apart from each other for the whole season

**1.4.2** Slinger will be no closer than 42 feet from home plate

### **2.0 Playing Rules**

#### **2.1 Game Times**

**2.1.1** Games are to START at 6:15pm sharp on Thursdays and 10:30am on Saturdays

**2.1.1.1** This means warm-up is completed, players in the field and the batter ready for the first pitch

**2.1.2** No Inning shall start after 55 minutes from first pitch

**2.1.3** Dragon Race will conclude every game – Home team at home plate and Visiting Team at Second Base

**2.1.3.1** Rain-outs will be decided by both teams and are NOT rescheduled.

**2.1.3.1.1** Minimum 1 hour prior to start of game notice if at all possible.

## **2.2 Players**

- 2.2.1** All players must be fully registered in order to play any game – Non-complete registration = not on Official Roster and therefore not insured.
  - 2.2.1.1** Includes: full payment of registration, copy of birth certificate to registrar and all postdated cheques to registrar (Jersey & Volunteer)
    - 2.2.1.1.1** Players (Parents/ Guardians) will be notified of the incomplete registrations a minimum of four times prior to the first game of the season and will be aware of this policy
  - 2.2.1.2** Coaches will be notified of non-complete registrations and will not be allowed to let the players play.
    - 2.2.1.2.1** Coaches will incur full liability if non-registered players step on to the field.
- 2.2.2** A team may play with as few as 6 players and as many as 10 on the field.
  - 2.2.2.1** Tenth player MUST play in the outfield
  - 2.2.2.2** If only 6 players, there is to be no Catcher and the coach is to throw the ball back to the pitcher
    - 2.2.2.2.1** Less than 6 players will result in a forfeit (score to be 7-0) but the game may be played as exhibition with shared players from each team.
- 2.2.3** Call-ups from the Rally Cap division are permitted. No Siblings can play.
  - 2.2.3.1** Call-ups must be registered with Aldergrove Minor Baseball to be insured. NO EXCEPTIONS.
  - 2.2.3.2** Call-ups must hit last in the batting order
- 2.2.4** All players are to bat
- 2.2.5** Every player must sit once before any player can sit twice in a game
  - 2.2.5.1** If a player does not want to play, is injured or needs to go to the bathroom, let the opposing coach know and the player may miss a second or third inning.
  - 2.2.5.2** Every Player is to play at least one inning in the outfield and 1 inning in the infield
  - 2.2.5.3** No player shall play the same position more than 2 innings per game
    - 2.2.5.3.1** With the exception of Catcher. 3 Innings are permitted.

## **2.3 Pitching**

- 2.3.1** A Pitching Machine (Slinger) will be used for the entire season – NO LIVE PITCHING IS PERMITTED
- 2.3.2** Home team is to operate the slinger – Must be an adult
  - 2.3.2.1** If a player loads/ touches the Slinger, they are to be reminded not to touch it. If player touches it again, they are to be moved to another position immediately and coach is to talk to them about safety. Said player is not to be pitcher for the remainder of the game.
    - 2.3.2.1.1** SERIOUS INJURY CAN OCCUR FROM MISUSE OF SLINGER.

**2.3.2.2** If a batted ball touches the Slinger or the operator, the play is dead and the batter is awarded first base. All base runners may advance 1 base only.

**2.3.2.3** If a batted ball is deflected by, or attempted to be played by the operator, the play is dead. Batter is out and the runners may not advance on the play.

**2.3.3** Slinger will be set at a pre-determined speed. Do not adjust the speed, only the screw where the ball sits on to adjust height is permitted.

**2.3.3.1** If determined by both coaches that the Slinger needs adjustments, the corrective measures may be taken.

**2.3.3.1.1** Make the adjustments as soon as possible and make sure to have the batter removed from the box and multiple pitches are made to determine the correct speed.

**2.3.3.1.2** Batter will start with a new count.

**2.3.4** Each batter is permitted 5 pitches only. Not swings, pitches.

**2.3.4.1** Missed fifth pitch is a strike out.

**2.3.4.2** If the fifth pitch is fouled off, the batter will be awarded another pitch until they either hit the ball fair or miss a pitch.

## **2.4 General**

**2.4.1** 3 run limit for each at bat except for the "open inning" which will have a 5 run limit

**2.4.1.1** "Open Inning" will be determined by the two coaches prior to the start of the inning. No inning shall start after 55 minutes from start time.

**2.4.1.2** Home team will always get their final at bat - No matter the score.

**2.4.1.2.1** It is a developmental division and all players need the practice in fielding and hitting

**2.4.2** 3 outs or 3 runs scored will be considered a completed half inning.

**2.4.3** "Infield Fly" rule does not apply

**2.4.4** Players can only be advanced by a batted ball.

**2.4.4.1** No Walks.

**2.4.4.2** No Bunting is permitted. If a player bunts, it is a dead ball and all players return to their bases. It is counted as a foul ball

**2.4.4.3** No Stealing is permitted. Players must be advanced by a batted ball.

**2.4.4.4** No Leadoffs. Players will return to their bases and the batter is to hit again with the same count. No outs will be called for leadoffs.

**2.4.4.5** If a base runner stops forward momentum and the baseball is in the infield, the runner must return to the previously occupied base. No throw or play is to be attempted at this runner.

**2.4.4.5.1** Control is not needed for the ball in the infield, but the ball must be attempted to be in control of a player. (example - A missed catch is an attempt of control)

**2.4.4.5.1.1** This rule may be changed to full control needed by an infielder later in the season. ALL teams must be notified prior to the start of the game by the coordinator for this change

**2.4.4.6** No base advancement on overthrown balls. Players are to remain at the base.

### **3.0 Coaches**

**3.1** All coaches (Head Coach & Assistant Coaches) must have a Criminal Record Check completed by April 1st, 2017 to step on the field for the first game.

**3.1.1** Non-Compliant teams will forfeit their games. Game cannot be played due to insurance & AMBA policy.

**3.2** Home team is to supply two game balls at the start of the game

**3.3** Teams are to swap batting line-ups to the opposing team 15 minutes prior to the start of the game

**3.4** Offensive team is to umpire their ½ inning

**3.5** No physical coaching allowed with a batter. Verbal only.

**3.6** Offensive team is permitted to have a coach at first and third bases only as well as the Slinger operator. All others must be off of the field of play

**3.7** Defensive coaches (up to 3) are permitted in the playing field until after the Victoria Day long weekend. After this, no coaches are permitted on the playing field while playing defence.