Tadpole Rules (2022 Spring Season)

General Rules

1.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. Base runners, batter, and on-deck batter must wear batting helmets with chinstraps properly attached. Players may wear running shoes or molded rubber cleats.

2.The Home team is responsible to prepare the diamond, line the field and fill in any depressions, before the game. After the game the Visiting team are to rake the infield, home plate and pitching mound areas and make sure all equipment used during the game is returned to the bins and locked up. Bases should be left in place when another game follows. The Home team occupies the dugout behind thirdbase. All field responsibilities are Surrey team during interlock games with Newton.

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

4.During a game, Coaches or parents cannot position themselves on the outside of the backstop behind the umpire in order to coach the team. Loss of game can occur if after a warning the problem still exists. During game play if the defensive coaches are on the playing field they can only be in foul territory near their dugout or past their dugout towards the outfield.

5.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.

6. 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.

7. All players turning 8 or 9 years old in the current year (or younger) are eligible to play.

8. Home teams are to supply the game balls for their game.

9. The BC Minor Code of Conduct applies. The Surrey Canadian Code of Conduct applies.

[Bad mouthing umpires will not be tolerated by parents or coaches. If there is a problem, both coaches can talk to the umpire in a non-threatening way. The umpire's decision will be final. If an umpire misses a rule call, both coaches are to wait till the end of an inning to go and discuss call with the umpire (they're learning too).]

Playing Rules

The length of a Tadpole game shall be 5 innings as follows:

- 2 pitching innings (2 run max) at start of game
- 2 machine innings (4 run max)
- 1-machine open inning (10 run max)

10. No new inning shall be started later than 1 hour and 45 minutes from the start of the game (all evening games) or 2 hours from the start of the game (all weekend games).

11. The length of a legal game is 4 complete innings but no more than 6 innings.

12. 10 players allowed on the field per inning. The 10th player must play an outfield position. The outfielders must start on the grass and should not overtake an infielder's position, instead they should be taught to cover behind the play. Defensive player cannot run with the ball more than 10 feet to put an opposing player out, unless his/her team mates are not able to complete the play. If the defensive player does run more than 10 feet the Umpire will rule the runner safe.

9. You must have a minimum of 9 players starting the game.

10. You can only dress 12 players per game.

11. 3 outs or a maximum of 2 runs in innings 1-2, and 4 runs per inning with pitching machine, with the last inning of play having a (10 run) maximum limit.

12. All players must play the infield for a minimum of 2 innings and the outfield for a minimum of 1 inning per game. No player can sit off a second inning until all other players have sat once.

13. No player may play more than 2 innings in one position except for the catcher who may play a maximum of 3 innings per game.

14. All players must sit once before another player sits twice.

15. The home team will only take their last bats if the run differential is less than 10, if the run differential is 10 or more then the mercy rule will apply. If in their last at bat the home team goes ahead by 10 or more runs, the game will end.

16. When at bat, any team may pull their catcher off the bases to dress for the next inning when there are 2 outs. The last player out will replace them.

17. Everyone bats.

18. A regulation Level 5 hard ball is used.

19. Base paths are set at 50 feet in the Spring. (60 feet in the Summer).

20. There is no bunting in Tadpole; a bunt is considered a strike.

21. Batter cannot run on a third strike dropped by the catcher.

22. Catcher interference rule is in effect. No pitch is to be called. One warning is to be issued to the catcher and if interference occurs again the batter will be awarded 1st base (per batter).

23. The infield fly rule does apply.

24. The umpire will call obstruction on a defensive player if the bag or plate is not partly exposed. The runner will be awarded the base.

25. Players will be called out for throwing their bat.
[If the batter is called out, no base runner will advance.]

26. If a player leaves a game because of an injury or an emergency, that player will be scratched from the line-up and the team will not be penalized.

27. Players who arrive late will be added to the line-up.

Pitching Rules

28. Pitching shall be from 42 feet.

29. Live pitching in the first inning only in April (2nd year pitchers only) and 2 innings in May / June (1st inning 1st year pitchers only) – max 2 runs per inning. All players may only pitch 1 inning per game. Second year players pitch only in the month of April.

30. Pitchers can only pitch a maximum of 6 innings per pitching week.

31. The pitching week is from Monday 12:01 a.m. to Monday 12:00 a.m. (midnight).

32. Any pitcher who delivers 1 pitch to a batter shall be considered to have pitched one inning.

33. The pitcher may pitch from the “set position” without coming to a full stop before delivery. No “balk balls” will be called against the pitcher.

34. 1 trip to the mound by coaches per inning – per player. Pitcher is to be removed on a 2nd trip to the mound by coaches. The pitcher removed due to this rule cannot return as a pitcher in this game in a later inning.

35. If a batter is hit by a pitched ball, the batter is awarded first base.

36. Any pitcher that hits 3 batters must be removed from the pitching mound.

37. After the 2nd inning, the offensive team will operate the pitching machine. The ball must be held up before putting it into the machine so that the batter and the catcher know the ball is coming. The pitching machine operator cannot communicate with the base runners but can communicate with the hitter. The Pitcher must hand the ball to the pitching machine operator.

38. If a batted ball hits the machine or machine operator, it is ruled a “dead ball” and the batter gets a base. The base runners advance one base only. If a hit ball hits the cord of the pitching machine it is a “live ball”. If a thrown ball hits the batting machine during “live play” then the ball is ruled a “dead ball” and each base runner including the batter advances one base.

Baserunning Rules

39. Base stealing is allowed but not on first pitch. Runners may advance if there is an attempt to throw out a runner, the play is live until the pitcher has possession of the ball on the mound. However, if there are runners at 1st and 3rd base, the catcher may attempt to throw out the runner at second base but the runner at 3rd base cannot steal home. A runner at third must be hit home to score.

[This rule in the BC Minor Tadpole Summer rules appears to be a bit vague and poorly worded. We are going to interpret it to mean that a runner can never go home based on a throw during an attempted stolen base attempt. Base runners may only score when the ball is initially hit into play, or when forced home (by a walk, hit batter, catcher interference, etc).]

40. No stealing home on a pass ball or on a missed throw back to the pitcher.

41. Base runners must stop running once the pitcher has possession of the ball on the mound. Any runner that stops advancing to a base, when the pitcher has possession of the ball on the mound, the runner must return to the base he/she came from.

42. Any base runner that overruns another base runner is declared out.

43. Leadoffs are not allowed. The ball must cross home plate before any runner(s) can leave the base(s).

44. The slide or avoid rule is in effect. No head first sliding allowed. The runner will be called out.