

## DJBA - Baseball & Softball

### TADPOLE RULES

DJBA follows BC Minor Baseball and Baseball Canada's rules with the exception of some of the following house rules.

[www.bcminorbaseball.org/](http://www.bcminorbaseball.org/)

BC Minor Rule Book

#### GAME PROCEDURES

- Each team must provide their own scorekeeper; the home team is the official scorekeeper and timekeeper.
- At the end of each game, the official scorekeeper is to verify with the visiting team's scorekeeper, the score.
- All teams must complete and email a game report to the player agent at Tyler Cairns at [tylercairns@hotmail.com](mailto:tylercairns@hotmail.com) within 24 hours of completing the game. If only one team sends in a game report that is what the player agent will be going by for pitch count.
- Before a game, each Head Coach must give a copy of his/ her batting line-up to the opposing team and the home plate Umpire.
- The Official Score Keeper must write the time of the first pitch in the score-book, this is the official start time.
- Games will be 6 innings and after May Long weekend games will change to summer ball rules.
- The home team is in the dugout down third base.

#### RAINOUTS

- Coaches cannot call games off because of the weather or field conditions. Only the Park President, Vice- Presidents of Baseball / Fast pitch and Umpire in Chief have the authority to call a game prior to game start time.
- During a game only the Umpire may call the game for weather or daylight conditions for the safety of the players.
- If a team fails to show up and games have not been cancelled. The un-attending team will show a forfeit and the win will go to the attending team.
- Games that require rescheduling due to weather must contact the scheduler with agreed upon date(s) and time(s) for both teams. Every effort must be made to reschedule all missed games. Zero points will be awarded for games not rescheduled.

## EQUIPMENT

- All players must wear the following equipment for safety compliance:
  - Chinstraps **MUST** be worn and done up.
  - Helmets are not to be removed until the runner/batter is inside the dugout.
  - Jock/Jill is **MANDATORY**
  - Back Catchers must use a catchers' glove.
  - No Shorts! Long pants or baseball pants must be worn at games and practices.

## GAME PLAY

- Everyone in the line-up bats.
- All players must play both the infield and outfield positions in a game.
- No player may play more than 2 innings in one position with the exception of the catcher, who may play a maximum of 3 innings per game.
  - (After a player plays 2 innings in the infield – this is a good time to give them time in the outfield. As coaches it makes it much easier to be certain you are following this rule).
- The 'on deck' batter must be in the 'on deck' circle behind the batter up to bat.
- If a player must leave the park, is injured, or is ejected by an umpire, he is simply skipped in the batting order.
  - He/she is NOT an automatic out. Once an injured player or a player returned from the washroom he/she may return to the game where they fall into rotation.
- 10 players are allowed on the field per inning. Five infielders and 5 outfielders (Catcher being counted as an outfielder).
- 3 outs or a maximum of 4 runs per inning, with the last inning of play having a (10 run) maximum limit.
- Open innings (determined by Umpire) as noted in Game Procedures section
- **Teams must have a minimum of 8 players prior to the start of the game. If a team has less than 8 players in attendance players should be borrowed from the other team-and a game played that way.**
- **MERCY RULE**
  - There is a no Mercy rule in affect. If the home team is leading in the last inning, they will not have to take their last at bats.
- **WHEN AT BAT**, teams should pull their catcher off the bases to dress them for the next inning when there are two outs. The last player OUT will replace them.
- **LEAD-OFFS are not allowed.**
  - The ball must cross home plate before any runner(s) can leave the base(s).
- **Overthrows: This rule has 2 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 risks.
- No stealing home .....EVER

- The play is over on a hit ball when a throwback to the pitcher, the pitcher has touched the ball, even if it is not fully under control. Base runners may continue to advance to a base, at their own risk, IF they were fully committed BEFORE the ball was touched by the pitcher.
- Players overrunning first base may only be tagged out if there is an ATTEMPT to go to second base. It does not matter in this league, which way they turn after overrunning the base.
- Once the ball is in possession of the pitcher, base runners may no longer advance. Players can only advance to the bag they are headed to when the ball gets to the pitcher. 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.
- Any base runner that overruns another base, runner is declared out.
- Sliding is allowed and should be encouraged in plays to second, third and home.
  - No sliding to first base.
  - Headfirst slides are NOT allowed. Runner will be declared out.
  - The slide or avoid rule is in effect.
- Calling a player out for throwing the bat will be at the Umpires discretion. Batter will receive a warning the first time. On next offence the batter will be called out. No base runners advance.

**Pitching Count (as per BC Baseball) is as follows:**

- There is no coach pitch in this league.
- There is no batting tee in the U9 games
- If Ball is batted and hits the pitching machine “ DEAD BALL “ will be called and batter will receive another pitch
- On May 23rd –We move to summer ball rules, 2 innings player pitch, 2 innings pitching machine
- Each pitcher may only pitch to the BC minor U9 Rule (They will have a generous strike zone). May pitch only 1 inning per game to a maximum of 35 pitches.
- Please record pitcher on game sheet. This will be monitored to make sure of pitching development.
- Not all teams will have equal pitching. So for the development of the sport the following rule will apply:
  - “No matter how many runs are scored during live pitching inning(s) – At the inning when the pitching machine begins getting used the score will start at 2-2”
- If a pitchers thrown ball hits a batter, the batter is awarded first base.(No base will be awarded when hit with a ball from the pitching machine).
- Any pitcher that hits 2 batters must be removed from the pitching mound.
- Any pitcher who delivers one pitch to a batter shall be considered to have pitched.
- Any violation of pitching rules will result in the disciplinary action towards the coach.
- 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.
- Pitching shall be from 42 feet.

- With the pitching machine, each player must get three strikes or a hit. There will be no walks from the pitching machine.
- Coaches will be loading the pitching machine for their own batters.
- The umpire will announce the final inning to each coach before the start of the final inning.

\*\*If attending a tournament please contact DJBA Vice President regarding Rule 24.01

These rules are for Regular Spring Season Play.  
Rule adjustments may be made for play-offs

#### **REMINDER**

**This is a development league for ALL players to gain techniques in all areas of the game  
The expectation of the Coaches is to develop ALL players fairly while maintaining team  
building skills and positive confidence building techniques!**