



## Ridge Meadows Baseball

### Tadpole Rules 2023 (Spring Season)

#### General Rules:

1. Uniform and hats are supplied by the association and are to be worn at all games. Athletic supports (jock or jill) are mandatory. Helmets must have a chinstrap properly attached while batting, on deck and running the bases. (C-flap helmets are permitted). No metal cleats are allowed, running shoes or molded rubber cleats are to be worn.
2. It is the **HOME** team's responsibility to set up the field (see playing field instructions below). This includes raking pregame, base set up and line the field. It is the **AWAY** team's responsibility to clean up, rake the field and return all equipment to the lockups. **Please be mindful of the days schedule. If there is a game after yours, please rake the field and leave bases and other equipment out.**
3. Home team will occupy the 3<sup>rd</sup> base dugout.
4. Before the game, each head coach is to give a copy of their batting lineup to the opposing team and the home plate umpire. A scorekeeper is to be provided by both teams with the winning team reporting the score to the tadpole commissioners.
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#### Playing Field:

1. Bases are to be 60 feet apart. The pitching machine is to be set up at 42 feet, measured from the point of home plate. The back of the machine should roughly be 46 feet.
2. The batters box is to be 3ft wide x 6ft long. Both sides should be marked 6" off the plate. It shall extend 3ft in front and 3ft behind the center of the plate.

#### Game Rules:

1. The length of game should be 5 innings as follows:
  - April 1 – April 16
    - 5 machine innings at speed 6 (4 run max. Excluding open inning)
  - April 17 – May 14
    - 1 pitching inning (2 run max) at the start of the game
    - 4 machine innings at speed 6 (4 run max. Excluding open inning)
  - May 15 – End of Season
    - 2 pitching innings (2 run max) at the start of the game

- 3 machine innings at speed 7 (4 run max. Excluding open inning)
- 2. Open innings (5<sup>th</sup> Inning) will have a 10 run MAX limit. If you are the home team and leading, you are NOT permitted to take your last at bats.
- 3. A team's turn at bat will consist of 3 outs or when the max runs has been met.
- 4. 9 players are permitted to be in the field defensively.
- 5. **Positional Fair Play** – No player can play more than 2 innings per game in the same position, with the exception of catcher, who may play 3 innings. Furthermore, all players are required to play at minimum 1 inning in the outfield and 2 on the infield.  
**Playing Time Fair Play** – All players must sit 1 inning before any other player sits for a second time. No player can sit more than 2 innings per game. No player can sit 2 defensive innings in a row.
- 6. A coach or parent of the batting team will operate the pitching machine. The operator shall raise their hand and lower it in a throwing motion when releasing the lever to simulate a pitch.
- 7. As stated above the pitching machine should be set at speed 6 until May 14<sup>th</sup> and then to speed 7 for the remainder of the season. Each pitch with the machine is considered a strike. Each batter is allowed 4 strikes. If the batter continues to foul the 4<sup>th</sup> strike the at bat will continue.
- 8. If a batted or thrown ball hits the machine or operator, it is considered a "dead ball" and the runner gets 1<sup>st</sup> base. The base runners, if any, advance only 1 base.
- 9. Pitching innings (Beginning April 17th) – pitches must be counted. A pitcher may only throw a maximum of 35 pitches per day. If they exceed 35 during an at bat they are permitted to finish that at bat.
  - 1. Rest Days:
    - 25 pitches or less – No rest required
    - 26 pitches plus – 2 nights rest
  - 2. A player may pitch twice in the same day (not in the same game) so long as their pitch count does not exceed 25 pitches in the first game. However the cumulative pitch count for the day remains 35.
- 10. No balks will be called against a pitcher
- 11. Walks are only allowed during pitched innings.
- 12. There is no bunting in tadpole. A bunt will be a strike.
- 13. If a pitcher hits 2 batters they must be replaced by another pitcher. A batter that is hit shall proceed to 1<sup>st</sup> base.
- 14. On a hit ball only, any ball thrown to 1<sup>st</sup> or 3<sup>rd</sup> base that goes **out of play** is ruled a dead ball. All runners will advance 2 bases from the time of pitch.
- 15. Runners may advance only one base on an overthrow to encourage the defensive team to make a play. If an infield play is made to any base and comes in contact with the defensive players glove. This is not considered an overthrow and baserunners may not advance.
- 16. If a ball is hit to the outfield, once thrown back to the infield and controlled by an infielder, the base runners may only advance to the base they are currently going to.
- 17. Leadoffs are NOT permitted. The pitch must cross the plate before the base runners can leave the base.
- 18. Stealing:
  - 1. April 1<sup>st</sup> – May 14 – Stealing is NOT permitted

2. May 15 – End of Season – Stealing is only permitted from 2<sup>nd</sup> base to 3<sup>rd</sup> base. The catcher is encouraged to make the throw to 3<sup>rd</sup> as the runner cannot advance home on an overthrow.
19. Any base runner that overruns another is declared out.
20. Slide to avoid rule is in effect. No head first slides are allowed. The runner will be ruled out. If a play is going to be made or is about to be made it is mandatory for the base runner to slide to avoid collisions. It is recommended that all base runner running to 1<sup>st</sup> run thru the bag.
21. No infield fly rule.
22. Umpires have been instructed to have a liberal strike zone for pitched innings in Tadpole.
23. Catchers
  1. April 1<sup>st</sup> – May 14<sup>th</sup> – During pitching machine innings. The catcher is permitted to throw the ball behind them to keep the pace of play up. During player pitched innings it is mandatory for them to throw the ball back to the pitcher.
  2. May 15<sup>th</sup> – End of Season – During both machine pitched and player pitched innings it is mandatory for the catcher to throw the ball back to the pitcher.

### **Ending The Game:**

1. Games must start within 15 minutes of scheduled start time.
2. No new innings to start after 2 hours and 15 minutes of the 1<sup>st</sup> pitch.

### **PACE OF PLAY:**

1. We are trying to get 5 innings played to maximize game time and development. A few things to help with this.
  - a. Please create your team lineup in advance that follows the fair play rules. Use the RAMP app availability as a resource to know who is in/out. Its understood that this is not 100% accurate all the time but a great starting point
  - b. Have a coach/parent as a “bench boss” to let the kids know where they are playing and to hustle to their positions.
  - c. Try and start on time to keep things moving.