



Abbotsford Minor Baseball Association

8U - Tadpole 1 Rules

To help ensure that we have a successful season full of fun and player development, please familiarize yourself with these rules.

Equipment

- All players must provide their own Batting Helmet with chin strap, Baseball Glove, Athletic support (with cup) or Jill for female players. All other equipment will be provided
- Running shoes are permitted however baseball or soccer cleats are recommended for safety reasons on Fields #1 & #2. No cleats permitted on Field #3
- Athletic or baseball pants are to be worn by all players. NO SHORTS
- Batting helmets must be securely fastened with a chin strap at all times and worn by the batter, on-deck batter and base runners at all times.
- Catchers must wear full gear. This includes a helmet with mask (league provided). At this level, a regular player's glove is recommended vs. a catcher's glove.
- 30 inch, 2 5/8 inch max diameter, unlimited length/weight drop – bats with greater than 2 1/4 in. barrel diameter must be marked "USABB or stamped with BPF 1.15" (Bat Performance Factor), NO WOODEN BATS
- "Softie" baseballs will be used for games and practices
- The Association will provide softie balls, hat & shirt to each player.

Field

- HOME TEAM – sets up the field, AWAY TEAM rakes the field and puts everything away
- The distance between bases is 60'
- The pitching machine distance is 42-46'
- The batter's box is 3' x 6'

Rules

- All games start at 5:45pm. Teams are encouraged to show up 30-45mins early to practice before each game.



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- No new innings to start after 7:30pm

Rules cont'd...

- Each half inning will end with either 4 runs scored or 3 outs
- Home team will provide the home plate umpire and the away team will provide the base umpire
- Defensive team will play with 10 players. 6 infield and 4 outfield
- Catcher courtesy rule: With 2 outs, if the catcher for the next inning is on base, the team can use the last batter not on base as a substitute runner to allow the catcher to get their gear on.
- Defensive players must play the complete half inning at the given position except for injuries or washroom breaks
- A player must play 6 innings at each position through the regular season. No more than 2 innings at the same position during a game.
- Only 1 defensive coach should be on the field during play
- No bunting, sliding, base-stealing and/or lead offs are allowed. Any of these will result in the batter or base runner being called out.
- Throwing bats will not be tolerated. The first offence will be a warning, subsequent times the batter will be called out.
- Base runners can advance when the ball is hit to the outfield. Once the ball is in the infield all base runners will hold on their respective bases.
- Base runners MUST be hit home from 3 rd base. They can't score on an overthrow.
- When running low on bags of lime (1 bag left), please contact the 8U Commissioner for more.
- Rain Out Games MUST be reported to the 8U Commissioner that evening otherwise we get charged for using the field. Rain outs will be rescheduled by the 8U commissioner. There are very few openings for these games to be made up so this could result in games being rescheduled during the weekend practice times or on Friday evenings.



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Rules Specific to Pitching Machine:

- Pitching Machine or Coach Pitch will be used during the game.
- Each player will get 7 total pitches regardless of balls or strikes. If the player does not hit during the 7 pitches, a tee will be placed so the player can hit. Please do not give “just one more pitch” as it really slows down the game.
- A batter can't be called out on a tipped or foul ball, unless it is caught in the air.
- Pitching machine interference: If a ball is hit into the pitching machine or coach it is considered a hit and live ball.