



Abbotsford Minor Baseball Association

9u - Tadpole 2 Rules

To help ensure that we have a successful season full of fun and player development, please familiarize yourself with these rules. There are some key differences moving from 8u to 9u.

Equipment

1. All players must provide their own Batting Helmet, Baseball Glove, Athletic Support (with cup) or Jill for female players. All other equipment will be provided
2. Running shoes are permitted however baseball or soccer cleats are recommended for safety reasons.
3. Athletic or baseball pants are to be worn by all players. NO SHORTS
4. Batting helmets must be securely fastened with a chin strap at all times and worn by the batter, on-deck batter and baserunners at all times.
5. 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.
6. Bat - 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)
7. Synthetic cover baseball with a modified (softer) core will be used for games and practices
8. The Association will provide a hat & shirt to each player.

Field

1. HOME TEAM – sets up the field, AWAY TEAM rakes the field and puts everything away
2. The distance between bases is 60'
3. The batter's box is 3' x 6'

Rules

4. Coaches must NOT umpire their own game.
5. HOME TEAM will provide 2 game balls.
6. *Both coaches will agree based on what will be the left outfield limit set. Any ball rolling beyond this limit will place Automatic Ground Rule Double in effect.*



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Game rules

1. All games start at 5:30pm sharp! Teams are encouraged to show up 30-45mins early to practice before each game.
2. No new innings to start after 7:30pm. Maximum 6 innings per game.
3. Scores must be reported by winning team coach to Division Commissioner immediately after the game is complete. Commissioner will record the score on TeamSnap
4. **Each inning will end with either 3 outs or 4 runs, except for the last inning which will be considered open and will have 10 run limit. Both coaches will agree upon calling the open inning based on time.**
5. **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 bats the home team goes ahead by 10 or more runs, the game will end.**
6. Umpires for the Division games will be booked by Division commissioner for all games
7. Defensive team will play with 9 players. 6 infield and 3 outfield
8. *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.
9. Defensive players must play the complete half inning at the given position except for injuries or washroom breaks
10. 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. Each player must play one inning in the outfield each game.
11. No bunting, sliding, base-stealing and/or lead offs are allowed. Any of these will result in the batter or baserunner being called out. Throwing bats will not be tolerated. The first offence will be a warning, subsequent times the batter will be called out.
12. Base runners can advance when the ball is hit to the outfield. Once the ball is in the infield all baserunners will hold on their respective bases
13. Runners can advance 1 base on an overthrow.
14. *Baserunners must be hit home. This means that in order for the runner to score, the runner can only advance past 3rd base if it is the direct result of a ball hit in play. They cannot score because of an overthrow. For example:*
15. *Baserunner on 3rd; ball is hit into play anywhere in the field, the runner from 3rd can advance home*
16. *Baserunners on 1st or 2nd; ball is hit into the outfield; baserunners from 1st/2nd can score as long as they round 3rd base before the ball re-enters the infield.*
17. *When the ball re-enters the infield all baserunners must stop at the next base for which they are already in progress of running to.*
18. *Baserunner on 2nd; ball is hit in the infield and there is an over-throw at first. Baserunner cannot score, as this would be the direct result of the overthrow,*



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- and not of the hit but can advance to the 3rd (1 base on overthrow)
19. Rain Out or any Cancelled Games for whatever reason **MUST** be reported through the Practice/Game Cancellation Form and to the Commissioner the evening the cancellation has occurred. Otherwise we will be charged for using the field.
 20. Rain outs will be rescheduled by the Commissioner upon agreement between coaches in case of cancelled game or the Head Coach arrangement in case of cancelled Practice.
 21. The Reporting Form is available on the Association Website under **Fields** page as a submenu titled "**Practice/Game Cancellation**".

Updated 2024 BC Minor Baseball rules.

Umpires.

13.6 Communication at 13U and Younger Age Groups

1. Before, during or after a game coaches or players **may not** approach an Umpire for any reason except that they may:
2. Attend the plate meeting.
3. Request the Umpire to call "Time."
 - a. Raise a safety concern.
 - b. Approach the Umpire to make a substitution on defence or offence. • Request the plate Umpire to ask their partner for help on a half swing when the plate Umpire calls the pitch a ball, but not when the pitch is called a strike. The plate Umpire will consult with the other Umpire for a determination which will be final.
 - c. Approach the Umpire to protest a game based on an interpretation of the Rule of Baseball on terms as set out in this Rulebook. **(No protests are allowed at 11U and younger divisions.)**
 - d. Shake the Umpires hands post game.
 - e. Thank the Umpires and or offer words of encouragement.

13.7 At 13U and Younger Age Groups Coaches or Players at any time may NOT:

1. Argue any Umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out.
2. No player, manager, coach, or substitute shall object to any judgment decisions. • Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. The Umpire shall immediately eject any manager, coach, player, or team representative that continues to approach an Umpire after their decision has been made.



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3. Harass or verbally abuse any official on the field of play before, during or after any game. Contravention will result will be the person being ejected from the game subject to further possible discipline by BCMBA.
4. If the manager comes out to argue with first or third base Umpire on a half swing they may be ejected as they are now arguing over a called ball or strike

Pitching Specific Rules

1. Preferred Coach Pitch is overhand from the knee (to be at the player level or underhand (if for whatever reason overhand pitching cannot be done i.e. health reasons) - either way is acceptable. Pitching coaches may move closer to the home plate to a reasonable distance if desired.
2. Each player on the team should get a chance to pitch during the season.
3. Pitchers will pitch from the rubber but will be allowed to take 1 step closer to the batter if their pitches do not make it to home plate.
4. While facing Player pitching, batters will be called out according to the regular rules of baseball as it pertains to balls, walks and strikes for the first two innings only.
5. Player pitching will continue for all innings of the game and after the first two innings, no walks will be allowed. After 4 balls are pitched in an at bat, the coach will then take over the remainder of the at bat with the same count. Coaches will pitch until 7 pitches are reached and then the batter would be called out. If a player fouls off a ball on the 7th pitch, they can continue to hit with consecutive foul balls.
6. Coaches will pitch to their own team and should be ready to pitch the last 4 innings when the count reaches 4 balls. Try to be ready, to avoid delays in the game.
7. If a batter is hit by the ball during coach pitch they will continue to bat. NO WALK.
8. The on-deck batter will always be behind the batter (looking at the batter's back)
9. Pitchers in 9U may only pitch one inning per game to a maximum of 35 pitches (after delivering one (1) pitch to a batter, that player shall not pitch in any other inning that game)
10. A pitcher may pitch in two (2) games in a single day so long as the total number of pitches in the first game is 25 or less;
11. A pitcher may pitch in consecutive days, so long as the total number of pitches the previous day is 25 or less;
 - a. A pitcher may not pitch three (3) days in a row



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