



**House Rules U9**  
**Tadpole (7 to 8 yrs)**

**Visiting Team:**

- Set up field - Bases to be placed - field raked and lined. Bases 60 ft apart. Pitching distance 42 to 46.

**Home Team:**

- Puts away all field equipment, rakes the field, and locks all gates, sea can ect..

**Equipment Requirements:**

**Players:**

- Rubber cleats (optional). No Metal Cleats.
- Athletic supporter and helmets with chin straps are mandatory for all games and practices (Jock or Jill/ Helmet straps)
- Baseball glove
- Shorts are not to be worn on the field
- Uniform is mandatory – including ball cap \*\*Shirts are to be tucked in at all times\*\* Coach and umpire to enforce
- Parents responsible for supplying baseball pants and socks for their child
- Bat: Max 30 inches, 2 5/8 inch barrel diameter. Bats must be stamped with “USABB” or BPF 1.15 if over 2 ¼ inches.

**Game and Field Rules:**

- A pitching machine is used for the entire game, with a maximum of 6 innings per game. Players will continue to develop their primary baseball skills such as hitting, base running, fielding, and throwing, with a concentration on having fun in a team environment.
- Games are to ***begin on time as assigned*** and will last 4 to 6 innings or 1.5 hours total from the scheduled start time (**e.g. 6:00 pm start – 7:30 pm end**).

- **Scheduled game times will be strictly enforce by the Umpires**
- Time Limit- no new innings to start after 1 1/4 hours (**e.g. no new innings to start after 7:15 pm**)
- If an inning in progress does not finish within the allocated time of 1.5 hrs. the score of the previous inning will stand.
- **The last inning may be an open inning if agreed to by the coaches (but time limit is still in effect). If this inning is not completed within the regulation time, the previous inning score will stand.**
- Games ending in a tie will remain as a tie.
- **4** run limit per inning, this is optional.
- A **10** run mercy rule will be in effect after the 4<sup>th</sup> inning or the final open inning. (**To be enforced by the Umpires**).
- Each team shall supply **one new ball** and **one good ball** to the plate Umpire for game play. Sliding is allowed, no head first slides.
- No lead offs.
- Can steal once pitch crosses home plate.

#### **Coaches:**

- Arguing with umpires, or other coaches will not be tolerated
- Coaches are responsible to control their own team players, parents and fans.
- Fans abusing umpires or coaches can result in team forfeit. Forfeit score is 7-0. No game played once forfeited.
- Home team coach is responsible for stands and controlling parents. Once a coach is warned by an umpire to control stands, the coach has 2 minutes to resolve any issue by removing the problem or else forfeit.
- Sign umpire timesheet.

#### **Team Duties:**

- Each team supplies one scorekeeper for their team.
- In the event umpires are not scheduled for the game or unavailable, the home team will supply the plate umpire and the visiting team will be responsible for the 1st base umpire.

#### **Scores and Scorebooks:**

- Scorebooks are to be maintained by all teams.
- All Score sheets are kept by the Coaches and turned in to the executive at the end of the season.
- Umpires get game slips signed by both coaches, then submit for payment.

**No tobacco products on or off the field, this includes all spectators.**

**Dugouts must be swept and cleaned following games or practice use.**

**All complaints are to be directed to the Executive.**

**All complaints must be made in *written form*.**

RULES FROM BC MINOR BALL RULE BOOK 2021

Rule 31: 9U Specific Rules

**31.01 Preamble**

The BCMBA is pleased to provide to its member affiliates the following rule variations covering minor divisional play in the 9U Division. It is hoped that the SUGGESTED FORMAT be adopted into each organization's respective programs. It is designed to get young people interested in the game of baseball by stressing and maintaining active participation of all the players; with mandatory and total free substitutions each inning and EMPHASIS PLACED ON TEACHING THE FUNDAMENTALS OF BASEBALL. IMPORTANT.

All rules as listed in this handbook shall apply and unless specifically mentioned, all regular rule interpretations shall apply. The only differences are contained in the following.

**31.02 Playing Line**

Playing Line is the arched line from the first and third base lines which is a guideline for the plate umpire to determine a fair hit ball. The playing line is the distance down the first and third base lines and from the tip of home plate and shall be fifteen feet (15'). A chalk line or other white material is then arched across the playing field.

A Fair Hit Ball is a legally batted ball that in the plate umpire's opinion will or could have firmly crossed the playing line, in fair territory, even if it is fielded before crossing the line. A Dead Hit Ball is a legally batted ball that in the plate umpire's opinion will not or could not have firmly crossed the playing line, even if it is fielded. But, if the ball is in flight and is caught the batter is out and the ball is alive.

**31.03 General**

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

(B) Before a game, each head coach must give a copy of his batting line-up to the opposing team and the home plate umpire.

The batting line-up must contain the first and last name of each player and coach involved in the game and each of their uniform numbers in writing that is legible to the plate umpire prior to the game starting. The plate umpire may delay the game until the plate umpire is satisfied that line-up cards have been presented in legible enough form for the umpires to complete their duties.

(C) Home teams are to supply the umpires for their game.

(D) During a game, coaches or parents cannot position themselves on the outside of the backstop behind the umpire in order to coach the team or umpire. There will be warning and if this continues, the coach will be ejected.

(E) The BCMBA Code of Conduct applies

(F) No new inning shall be started later than 2 hours and 15 minutes from the start of the game.

(G) The length of a legal game is 4 complete innings but no more than 6 innings of pitched baseball.

(H) 9 players allowed on the field per inning.

- (I) You must have a minimum of 9 players starting the game.
- (J) You can only dress 13 players per game, although you may carry as many spares as you like.
- (K) 3 outs or a maximum of 4 runs per inning, with the last inning of play having a (10 run) maximum limit. See mercy exception in 31.03 (O).
- (L) All players must play the infield for a minimum of 2 innings and the outfield for a minimum of 1 inning per game.
- (M) 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.
- (N) All players must sit once before another player sits twice.
- (O) 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.
- (P) 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.
- (Q) Everyone bats.
- (R) A regulation hard ball is used.
- (S) Base paths are set at 60 feet.
- (CC) Base stealing is allowed. A base runner can never go home based on a throw during an attempted stolen base. 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.).
- (DD) No stealing home on a pass ball or on a missed throw back to the pitcher.
- (EE) Base runners must stop running once the pitcher has possession of the ball on the mound.
- (FF) 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.
- (GG) Any base runner that overruns another base runner is declared out.
- (HH) Leadoffs are not allowed. The ball must cross home plate before any runner(s) can leave the base(s).
- (II) No head first sliding allowed. The runner will be called out.
- (JJ) Bunting is allowed. A bunt is considered a strike if missed or fouled. A batter that fouls a bunt on strike 3 is out.
- (KK) Batter cannot run on a third strike dropped by the catcher.
- (LL) 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).
- (MM) The slide or avoid rule is in effect.
- (NN) 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.
- (OO) Players will be called out for throwing their bat. If the batter is called out; no base runners will advance on the play.
- (PP) 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.
- (QQ) Players who arrive late will be added to the line-up.