



Ladner Minor Baseball Tadpole Rules

Page 1 of 5 Revised: August 31, 2008

Overview

Game rules follow those in the Canadian Federation of amateur baseball (CFAB) Rule Book, the rules in the Rule book of the BC Minor Baseball Association (BCMBA) and the special rules of the Ladner Minor Baseball Association (LMBA) laid out in this booklet. The rules of the LMBA shall supersede those of the CFAB and the BCMBA.

Special Rules of the LMBA

- 1 Game time will be according to the provided schedule. A game is not canceled without the mutual agreement of both team's coaches. Players are not to assume a game is canceled because of rain unless they are officially notified. When a game is canceled, the umpires and the Tadpole Umpire Coordinator and Concession Manager must be notified by the home team coach.
- 2 Game length is six innings or two hours after scheduled start time.
- 3 No inning or ½ inning is to start after 8:30 or earlier if the umpire decides it's too dark to play safely. The game will be called and revert back to the score of the previously completed inning. If the home team is at bat and the time turns to 8:30, the inning should be completed if possible. (Umpires decision.)

No new inning shall start if there is less than 15 minutes remaining in a games allotted time where teams are waiting for the following scheduled game.

- 4 If time permits and six innings are complete and a tie exists, the game will be play one extra inning until the tie is broken or until time runs out.
- 5 A team shall field ten defensive players including four outfielders. No player will sit out of the defensive lineup for more than one inning each game. For extra inning games no player shall sit out more than once every six innings. This includes playoffs and tournaments. All players are in the batting lineup and all players are in a set rotation.

Players shall be allowed to play a single position for a maximum of three innings per game and a total of four innings combined at infield positions per game. For the purposes of this rule all four outfield positions are considered a single position. This rule shall not apply to the catcher position. (In an extra inning game these limits would apply separately to innings one through six and seven through twelve.)

For example:

- a) A player who has played one inning at each of right, left and center fields will be considered to have played one position for three innings;
 - b) A player who has played two innings at shortstop and two innings at first base will be considered to have played the infield for the maximum allowable four innings;
 - c) A player who has played catcher for two innings may still play three innings at one infield position at one inning at another.
 - d) A player who has played the same position for three innings of the first six innings of a game that goes into extra innings would be able to play that position for an additional three innings for the first six extra innings.
- 6 Four runs will end a ½ inning in this division. However, the sixth inning of a game is an open inning if time permits and provided both coaches agree there is sufficient time remaining to complete the game in two hours. In an open inning each team can score any number of runs until there are three outs. If the game is tied at the end of the sixth inning, one additional open inning may be played to break the tie if time permits. In the playoffs, if there is not sufficient time to complete the extra innings to break a tie(i.e. if it is getting dark or other teams are waiting or other teams are waiting to start their game) the game will be recorded as a tie and each team will be awarded a single point. (Two points for a win, one point for a tie, 0 points for a loss.) If light permits and no other teams are waiting, a playoff game should be extended beyond the two hour limit to include as many innings as required to determine a winner.
 - 7 No player is to bat unless his shirt is properly tucked in. Players must wear regulation LMBA regular season hats when playing a defensive position (catcher excepted).
 - 8 All players are to remain in the dugout on the benches at all times when their team is at bat, except the batter and on-deck batter. Players not in the defensive lineup may practice in out of bounds territory provided they are supervised by a coach.
 - 9 The home team is to prepare the field and secure the equipment after the game if it is the last game of the day. Have a parent do their concession duties.
 - 10 The home team will supply a good game ball. The same ball should be used for the entire game in order to ensure consistent pitches from the pitching machine.
 - 11 Players are to be warned once about throwing of bats, helmets, etc. The second occurrence could result in being called out. While at bat, a player may be called out for throwing the bat if he has had one warning.
 - 12 A team is allowed a maximum of one head coach and three assistant coaches in a game.
 - 13 The bases are to be 50 feet apart.
 - 14 The pitching machine is to be set at the start of the season by the division manager.
 - 15 If a batted ball hits the machine, the batter is given first base and all runners advance one base.

- 16 The batter is out on a third strike whether the ball is caught or not. The ball is live and runners may attempt to advance. (See Base stealing rule #21.)
- 17 Bunting is not allowed in this division.
- 18 The infield fly rule is not called in this division.
- 19 The ball is considered to be in play so long as it remains inside the fenced area of the ball field and runners may continue to advance as far as they want.
- 20 Base stealing is allowed as follows:
- a) Lead offs are not allowed. Runners may not leave the base until the ball has crossed home plate. The penalty for a runner leaving early is to be called out. The ball is live and play shall continue as if there was no lead off.
 - b) The runner cannot attempt a steal, go part way and stop, and then continue to the base as the ball is overthrown or returned by the catcher to the pitcher or base umpire. If the runner stops part way for any reason other than to avoid a collision with an infielder and then safely reaches the base he is attempting to steal, the runner must return to his base. If the defense does make a play on a runner who is stopped between bases, the play is alive and the player can be tagged out.
 - c) A runner may steal one base on each play. If the catcher over throws the ball into the outfield, the runner may only advance from first to second or second to third. If there are runners on first and second they may attempt a double steal. If successful, the runners must stop at second and third, regardless of how the defense handles the ball.
 - d) A runner on third cannot score unless the ball is hit, or the bases are loaded and the batter walks.
- These special rules on base stealing are designed to allow as much training as possible for the catchers. It has been found that good catchers are scarce in the higher divisions.
- 21 The play is dead if the ball is thrown into out of bounds territory. A runner cannot take another base except the one he was advancing toward at the time of the overthrow
- 22 If a ball is overthrown at any base the play is dead whether it lands in or out of bounds. The runner going to the base where the play was attempted cannot advance to another base and no other runner can take another base except the one he was advancing toward at the time of the overthrow. (This rule has been implemented to encourage players to attempt to make a play on close plays.)
- 23 The play is dead if an infielder has possession of the ball in the normal confines of the infield as judged by the umpire. When the play becomes dead for this reason, a runner may only advance to the next base if he had been in continuous motion towards it. If he is stopped at the time the ball is held by an infielder, the runner must return to the last base rounded. In this instance the runner is considered to be "live" and the fielders may attempt to get the runner out before he returns to his base. If a play is made on the runner and an overthrow occurs, the runner may not advance.

For example:

- a) If a runner was in motion toward second base and a fielder overthrows second, the runner is allowed to advance to second base only;
 - b) If a runner was in motion toward third base and the infielder overthrows first base, the runner is allowed to advance to third base only.
- 24 If a runner, after hitting the ball turns the corner toward second base, the play is alive and the runner may be tagged out.
- 25 A ball hit in fair territory that goes over a neighbor's fence in the air shall be considered a home run. A ball hit in fair territory that bounces or rolls into a neighbor's yard or into out of bounds territory shall be considered a ground rule double. It is not considered a ground rule double if the outfielders cannot find a ball that remains in the field of play.
- 26 Second year T-Ball players will be allowed to play if a team is short of players. Teams are encouraged to call up second year T-Ball players when they have 9 or less players available for a game. Coaches are requested to inform the T-Ball player's coach when asking a T-Ball player to play in a Tadpole game. T-Ball players must wear their regular team uniform when playing Tadpole games.
- 27 Second year Tadpole players may play up to 3 games in the Mosquito Division. They will wear their Tadpole uniforms when playing Mosquito games. Remember the BCMBA rule limits this to three games per player plus one tournament. BCMBA has stiff penalties for violations. Tadpole players are not allowed to pitch in the Mosquito Division.

Special Notes About Tadpole Division

The regular season is meant primarily for training. All positions must be shared equally within the limits of safety. Coaches are to place importance on player development rather than winning. No standings are kept for the regular season. During the playoffs, coaches may play to win.

Tips to consider when making the game lineup

Making up the lineup sheet is one of the most important tasks for a coach. It is also the job which gives the most pleasure while at the same time having the potential for very strong negative reaction from the players, parents and other coaches. Win at all costs? Play for the fun only and forget the score? Be completely fair to all players?

Suggested Procedure

- 1 Defensively, if your team has twelve players, rate them into three ability groups.

Each inning you would sit out either a 1 and 3, 1 and 2 or 2 and 3.

Keep your players active in the game by not sitting out a player two innings in a row.
Keep a record of the total innings sat out by each player throughout the season.

KEEP IT EVEN!
- 2 Build a good team from the remaining ten players. Review your defensive lineup inning by inning. Is the team strong enough at each position?

- 3 Review the positions played by each player. Think of each player as being your own. Is each player being allowed to develop to the extent of their ability? Don't use your best catcher in that position all the time for the sake of the team. Allow them to play other positions as well. A complete ball player should do a good job in any position.
- 4 Don't allow a player to play a position where injury may result. For example, don't put a 3 at first or catcher until they are ready for it. It is up to the coach, parents and player to improve the player to that level.
- 5 During regular season play, allow each player to develop to the extent of their ability within the limits of safety. This means that no player has a monopoly on a position. Share each position as equally as possible
- 6 The batting order should be arranged to give the greatest possibility for a win. This would tend to place weaker hitters at the end of the lineup all the time. Insert a couple of weaker hitters among the better hitters. Next game alternate with the last two hitters from the previous game. Avoid letting a player know your opinion of his hitting ability by his placement in the batting order. Make sure each player gets to be the first batter in the batting order at least once during the season and make sure that the last position in the batting order is shared equally among all players.
- 7 The batting order in the playoffs is designed to win. The strategy will vary depending upon the strength of the opposition defensively. If the other team is very good, you may have to bunch your best hitters to get a few runs and try to "hang on." If the other team is weak defensively, you can scatter your better hitters throughout the lineup. Remember, you are allowed only four runs in an inning. There is no sense in getting four runs and leaving the bases loaded and then starting the next inning with three "sure outs."

Remember, you are dealing with seven and eight year old children. Each and every one of them should be made to feel special.

For more information about the Tadpole Division, please contact the [Tadpole Division Manager](#).