**Spring U9 Rules - 2021**

**GENERAL**

1. All BC Minor Baseball rules will be in effect but LMBA rules take precedence.
2. Coaches are responsible for the behaviour of their team players, fans and parents during games and to make sure there is no abuse of umpires or the equipment. **INAPPROPRIATE LANGUAGE AND BEHAVIOUR WILL NOT BE TOLERATED**. An umpire may direct a coach to deal with (a) fan(s) that they believe are being inappropriate. It is the responsibility of the coach to notify the division manager of any issues that occur at the ball park immediately following the game and/ or practice.
3. Jerseys and hats that are supplied by the league must be worn to all games. Shirts are to be tucked in and players are to wear grey baseball pants. It is mandatory that all players wear athletic supporters. Players are to wear rubber cleats; metal cleats are not allowed. As per BC Minor Rule 19.02 Helmets - batters, on deck batters, players used as base coaches, or bat boys in all age categories shall wear double ear flap helmets which give protection to the temple, ears, base of skull and top of hat. Skull caps and wraparound head gear are not to be used by any player as so defined. For divisions 13U and younger all player helmets, must have a chinstrap or have been manufactured with a c-flap (chin protector) and not contain the snaps for a chin strap.
4. Coaches occupying a coach’s box must wear a league provided hat as well as matching attire.
5. Each team is responsible for cleaning up their dugout area after their games and practices.
6. The home team is responsible for preparing the diamond by lining the field and filling in any depressions before the game. After the game they are to make sure all equipment used during the game is returned to the bins and locked up. No children are allowed in the equipment room or bins.
7. Equipment is NOT to be used for any activity that is not a LMBA sanctioned event. Only the coaches and the executive will be given access to the equipment boxes.
8. A league provided hardball is used during game play. The home team is responsible for providing the game ball. Ideally, the same ball will be used for the entire game to ensure consistent pitches from the pitching machine.
9. The baseball field is the area enclosed within the baseball fence. Anything within this playing area is “in-bounds”; anything outside of the fenced area is considered to be “out of bounds” or “dead ball territory”.
10. The infield is considered to be the dirt area of the field. An infield player is a player whose position is based in the infield. The outfield is considered to be the grass area of the field. An outfield player is a player whose position is based in the outfield.
11. The first base and third base lines extend from home plate all the way to the outfield fence. These lines determine if a hit is fair or foul. The area between (and including) the foul lines is fair territory, while anything outside them is foul.
12. Base paths are set at 60 feet.
13. A commitment line is placed 40 feet from third base between third base and home plate. This shall be marked by chalk.
14. Games are not to be postponed or re-scheduled without the agreement of the head coaches and the division manager. Teams are not to consider a game cancelled due to bad weather unless they are officially notified.
15. The home team is responsible for notifying the umpire allocator, concession manager and the division manager of any game cancellations, postponements, or re-scheduling.
16. Each team can have one head coach and two assistant coaches. All coaching positions will be exempt from completing further volunteer hours.
17. The home team is responsible for ensuring that there is a parent volunteer in the concession.
18. The head coach will meet with the opposing coach and the umpires at home plate 5 minutes prior to the scheduled game time. The coaches will introduce themselves by their first name to the umpires and will present the team lineup sheet / batting order (2 copies) to the home plate umpire. The home team will give their lineup sheets to the umpire first.
19. Coaches and/or Players may NOT:

(a) Argue any umpire’s decision. The umpire’s call is final

(b) Approach an Umpire during or after a game at any time.

(c) Harass or verbally abuse any official on the field of play during or after any game.

Coaches and players not complying with this may be subject to ejection. All ejections are reported to the LMBA Executive and will be dealt with accordingly.

1. Coaches that have an issue with a (the) umpire(s) will complete the on-line umpire evaluation form and provide as much information as possible regarding the situation(s) that need addressing. The Umpire-in-Chief will follow up on the evaluation.
2. There shall be no spectators behind home plate, expect for the official team scorekeeper. Spectators are permitted to be in the stands or in the outfield. Spectators are to refrain from coming into the players area (dugouts/ area surrounding the dugout\*). This is done out of respect for the players and the coaches. \*Should a team not be able to use the dugouts, players will set up their “dugout” along first and third baseline. Spectators are not to sit where the teams are set up.
3. There shall be no use of cameras (phone or otherwise**) on the playing field** during the game unless being used for the purposes of the LMBA.
4. No protests are allowed during league play. If you have an issue please notify the Tadpole Division Manager.

**GENERAL GAME PLAY**

1. Each child should sit once before someone sits twice(2).
2. Infield positions – Players are allowed to play a maximum of four (4) innings infield, of which only **one position may be played twice.** **The only position exempt from this is the catcher.** Your catcher may occupy the position for a for maximum of three (3) innings each. Only two (2) of the innings played at catcher will count towards their infield time. Each catcher MUST wear a new set of catchers gear – NO EXCEPTIONS.

**E.g.** If Bob plays three innings at catcher, Bob can still play one (1) inning at 1st base and one (1) inning at 3rd base.

1. Outfield positions - Players shall be allowed to play a maximum of three (3) innings per game. All outfield positions are considered to be the same position.
2. An outfielder must start on the grass prior to each pitch. They may enter the infield area in an attempt to make a catch.
3. It is the coach’s responsibility to keep track of the player’s positions and they must provide it to the league or other coach should it be requested.
4. Each team is required to have a batting order in writing. A copy of the batting order shall be given to the opposing team as well as the home plate umpire. Please include the players numbers.
5. Each team shall field a team of no more than ten players and no less than nine players. There shall be six infielders and four outfielders. However, should a team be required to play with only nine players, they shall play with only three outfielders.
6. Should at team fail to field nine players, the game will be considered a forfeit. If both teams agree, the game may still be played, but the score will be recorded as a loss towards the forfeiting team.
7. A catcher must wear shin pads; chest protector and helmet / mask.
8. All players must remain inside the dugout when they are on the offence unless they are at bat, on-deck (and in the on-deck circle) or on the bases as a runner. All batters and runners will wear a double ear flap helmet. A coach or parent should be in the dugout to supervise and ensure that the next batter is ready to go.
9. The length of the game shall be a maximum of six innings with no new inning starting after one hour and forty-five minutes from the start of the game.
10. A half inning will end when either four runs are scored or three outs have been made.
11. The last inning will be considered open. During the open inning there will no run limit and three outs must be made to end the inning. The plate umpire may declare any inning an open inning after 1 hour and 20 minutes from the start of the game, or when they feel darkness will be an issue within the next 30 minutes. Should the open inning (not the sixth inning), be completed quickly, there will be another open inning if time (and light) allows.
12. If a team is leading its opponent by at least ten runs, after five full innings have been played, the game shall be ended.
13. All players will be included in the batting order (PLEASE ROTATE YOUR BATTING ORDER FROM GAME TO GAME). Players will be listed in the order they are to bat. Players arriving late will be added to the end of the batting order.
14. If a player has started the game and must leave before it is over or a player is injured during the game, he/she will be deleted from the line-up and no outs will occur.
15. Each team is allowed to have one first base coach and one third base coach when on offence. They may instruct their batters and runners on where to go but must not interfere with play or touch them once “PLAY BALL” is called.

**BATTING**

1. The pitching machine operator will attempt to be consistent in the placement of the baseball and the delivery of the pitch to all batters.
2. The batter may swing at any pitch to attempt to hit the ball, however, if the pitched ball is deemed to be out of the strike zone, the umpire may declare NO PITCH.
3. If the pitched ball is in the strike zone and the batter does not swing at it, the umpire will call the pitch a strike.
4. If the ball crosses over any part of the plate and is between the batter’s knees and armpits it is considered to have crossed through the strike zone.
5. The catcher **does not need to catch** a third strike for the batter to be out.
6. Bunting is not allowed.
7. A thrown bat by a batter shall result in their team being given a bat warning. Should any player of that same team throw the bat again they shall be called out. Each team shall be given a warning prior to the batter being called out. A team shall only be given a warning if it is their player who throws the bat.
8. If the batted ball hits the pitching machine (or the operator), the ball is considered to be a dead ball and the batters goes to first base.
9. No infield fly rule.
10. If, after successfully hitting the ball, the runner touches first base, and turns toward second base, and in the umpire’s judgment makes an attempt to go to second, the play is considered to be live and the runner may be thrown or tagged out.
11. Ground Rule Double – A runner shall be awarded two bases if a ball that is hit within fair territory rolls or bounces over or under the outfield fence. All runners will advance two bases on a ground rule double. A runner can score on a ground rule double. The umpire will call “Ground Rule Double” allowing all the runners to advance. The play will then be considered dead.
12. A runner shall be awarded with a home run should they hit the ball, in fair territory, in flight, over the outfield fence. The umpire will call “Home Run” allowing all the runners to advance. The play will then be considered dead.
13. The play is considered to be dead should the ball be thrown out of bounds. Runners shall be allowed to advance to the base in which they were proceeding to at the time of the throw. NO EXTRA bases are granted.
14. The base runner may only advance to the base they were clearly progressing towards as a result of an overthrow at one of the bases. An overthrow can only take place at a base. This is to encourage the players to try to make a play.
* **Clearly progressing** means actually running towards the base. If a runner takes a turn towards a base but does not continue running to that base. They would be required to return the previous base.
1. If thrown ball hits the batting machine during “live play” the ball is considered to be live.
2. The play is considered to be live unless the umpire indicates the play is dead.
3. A dead ball halts the game and no plays can legally occur, until the umpire resumes the game, though baserunners can advance as a result of the acts that occurred while the ball was live.
4. If a ball is hit into the outfield, the defensive player must attempt to make a play by throwing the ball into an infield defensive player, who is within the confines of the infield.  If the throw results in an overthrow, then the play is considered dead as per rules 53 and 54. Otherwise, the play remains live until an infield defensive player, within the confines of the infield, is in control of the ball at which time the play will be considered dead.
5. Runners may continue to advance around the bases as the long as the play is still considered live.
6. Runners may score as long as the play is still live. Once the play is considered to be dead as per rule 58 runners must return to the previously occupied base **EXCEPT** when running home; should a runner already have **passed** the commitment line **PRIOR** to the play being considered dead the runner shall score.
7. A hit ball is in play so long as it remains inside the fenced area of the field and runners may continue to advance as far as they want.
8. Leadoffs are not allowed. The ball must be hit into play before the base runner(s) can leave the base(s). When a base runner leaves the base before the ball is put into play the umpire shall call “leadoff”. All base runners will return to their original positions with the count on the batter to remain the same. No outs shall be occur and no runs shall score.
9. Slide OR Avoid - If a play is being made, or is about to be made, it is MANDATORY for players of all age groups to slide or make an effort to avoid a collision at all bases and home plate. Failure to do either will result in an automatic 'out'. The ball is dead, and no runner may advance beyond the base that was last legally acquired. An umpire will have the option of ejection if the incident warrants such a measure.
10. Head First Slides - No head first slides to a base or home plate are allowed. All offending players will be automatically called out. (Diving head first back to a base already legally acquired will be allowed.)
11. Obstruction – Obstruction can be called on a defensive player if the bag or plate is not partly exposed. Defensive players may not stand on the baseline without the ball. The runner will be awarded the base.
12. Interference – Interference will be called on an offensive player if the runner contacts a fielder attempting to make a play on the ball. The runner will be called out.

**CALL-UPS**

1. A Super-T player may be called up to play on a Tadpole team for a maximum of 3 games plus one tournament. The Super-T & Tadpole division managers plus the player’s coach must be notified of the name of the player being called up. This is to ensure that the player is eligible to be called up. The player must receive the same treatment as regular players and must not play more innings than a regular team player. Teams are encouraged to call players up from the Super T division to avoid forfeits due to lack of players.
2. Second year tadpole players may be called up to play on a Mosquito team for a maximum of 3 games plus one tournament. The Tadpole & Mosquito division managers plus the player’s coach must be notified of the name of the player being called up. This is to ensure that the player is eligible to be called up. The player must receive the same treatment as regular players and must not play more innings than a regular team player. Tadpole players are NOT allowed to pitch at the mosquito level. BCMBA monitors these rules and will impose stiff penalties for violations.

**PITCHING MACHINE**

1. The pitching machine is never to be left unattended and is to be operated by one of the coaches to avoid injury. Players are never to touch the pitching machine.
2. The pitching machine is to be operated by the offensive team.

1. The pitching machine operator’s hand must be held up prior to releasing the ball so that both the catcher and the batter are aware that the pitch is coming.
2. The pitching machine operator is not to field the ball and will be handed the ball by the pitcher.
3. The pitching machine is to be placed in the pitchers’ circle; 42 feet from the point of home plate.
4. The pitching machine is to be set a speed #5

**TOURNAMENT/ PLAY OFF RULES**

Playoff and tournament rules are the same as regular season with these exceptions

1. Home team is decided by a coin toss, unless specified in the tournament schedule.
2. During the round robin if at the end of the 6th inning or the time limited has been reached, the game is tied a maximum of two extra inning will be played; International tiebreaker rules will apply.

 **The international Tiebreaker Rule: The last batter of the current inning will be placed on second base with one out. The next individual in the lineup will be placed at bat and play will continue from that point. Both home and away teams will be given this opportunity.**

Shall the game still remain tied, it will be recorded as a tie.

1. During the final or semi-final game, if at the end of the 6th inning or if the time limit has been reached, the game is tied, extras innings shall be played until a winner is declared. The international tiebreaker rule does not apply in either the final or semi-final game.
2. In an extra inning game, rules 23, 24 and 25 shall be applied separately to innings one through six and 7 through 12.

 e.g. A player who played the maximum number of innings during innings one through six, will be allowed to play that same position for the maximum number of innings during innings seven through 12.

1. Winning team must report game score to concession stand.
2. Home team is required to have the umpires sign their scorebook.
3. In the event of a protest, the tournament committee will review and make the ruling.
4. Home team in semi-finals will be decided as to how they place in the round robin. Home team in the final will be decided by a coin toss.
5. One MVP will be selected from each team for each game.
6. Each team will be given two points for a win, one point for a tie and 0 points for a loss.
7. Maximum run differential will be +7 / -7 runs in each game.
8. In the event of a two way tie the following rules will be applied:

 (A) Best Plus/ Minus Record

 (B) Head to Head if applicable

 (C) Runs Against: The team with the lowest runs against during round robin play

 (D) Runs For: The team with the highest amount of runs scored during round robin play

 (E) Coin Toss

1. Three/ Four-way ties will follow the same format as outlined in Rule 81. This format will be followed until a winner is declared.