



Instilling ideals of honesty, loyalty, courage and sportsmanship through the sport of baseball since 1964.

9u (Tadpole) Hardball Rules

Starting and Ending a Game

Regular Baseball

1. A regulation baseball shall be used.

Scorekeepers

2. While wins and losses are not tallied in Tadpole, each team shall designate their own scorekeeper for the purposes of maintaining the proper batting order and ending an inning after 4 runs score.

Minimum Players

3. A team can have as few as 6 players and still play the scheduled game
4. If a team is short players, then the following defensive positions are not occupied, in the following order of priority
 - a. No catcher
 - b. No catcher and pitcher
 - c. No catcher and pitcher and 1 less outfielder
5. If 1 team has less than 6 players, the opposing team is encouraged to lend players for defensive positions, but still have the players bat for their own respective teams.

Field Set Up and Take Down

6. The Home team shall set up the bases and the Away team shall set up the pitching machine.
7. Bases shall be placed in the sunk holes furthest from home plate.
8. All equipment MUST be put away at the conclusion of the game. If another team is waiting to take the field, you may leave the equipment out ONLY if you speak to another coach who accepts responsibility for the equipment.

Innings / Time Limit

9. The games shall be 5 innings, however no new inning may start after 90 minutes.
10. Each half inning shall end after 3 outs or 4 runs scored.

Rainouts

11. Rainouts of games will be called at the park, unless both coaches agree otherwise.

Fair Play: Substitutions and Player Positions

Rotating Positions Played During the Game

12. All players shall be given an equal opportunity to play every position.
13. No player may play the same position more than 2 innings in 1 game.
14. All players must play in both the infield and outfield each game.

Sitting out

15. Coaches may not sit a player for two consecutive innings. No player may sit out twice before every player has sat once

Equal Opportunity

16. Every effort should be made to give equal playing time over the course of the season and to give players the opportunity to try different positions.
17. Every effort should be made to rotate the batting order throughout the season so that everyone gets a chance to bat near the top of the order and the bottom of the order.

The Batter

Batting Lineup

18. All players listed on the roster take their turns at bat.

Safety

19. A player who throws a bat will receive 1 warning before being called out.
20. All helmets must have chinstraps

Pitching Machine Used

21. A pitching machine shall be used in all games. No players are permitted to pitch or operate the pitching machine. A coach loads the machine for his own batters. A bucket of baseballs shall be placed at the pitching machine to speed up the pace of the game.

Max Pitches per Batter

22. Each batter will receive a maximum of 6 pitches or 3 strikes (whatever comes first) from the pitching machine. After 6 pitches or 3 strikes, the batter shall be given 2 soft toss pitches from the coach. If they do not put the soft tosses in play, the batter shall be called out, no exceptions.

The Runner

Ball Hit to Infield

23. When a ball is hit in the infield, the runners may advance until infield play is complete.
24. Players may advance on any overthrow that remains in fair territory.
25. Players cannot advance on a passed ball that goes into foul territory.
 - a. For example, if there is a runner on first, ball hit to shortstop who throws to 2nd base for the force play, if the 2nd baseman misses the ball and it travels into the outfield, the runners may advance until the ball is under control by

any infielder. However, on an overthrow to 1st base that goes into foul territory, runners may not advance.

Ball Hit to the Outfield

26. When the ball hit to the outfield, the runners may continue to advance until the ball is under control by any infielder.

Hit at Pitching Machine – Dead Ball

27. Any ball hit within 4 feet of the pitching machine shall be declared a dead ball by the coach. Play will immediately stop and all runners will advance 1 base. If a play that requires a fielder to come within 4 feet of the pitching machine, the coach shall immediately stop play, call a dead ball, and each runner will advance 1 base.

Advance on Ball in Play Only

28. Runners may not advance on a wild pitch or passed ball.

29. No stealing is permitted.

Other Rules

Catchers

30. Each team shall field a catcher, in full catcher gear. The coach shall ensure the catcher is a safe distance away from the batter. If the catcher catches a pitched ball, he/she shall throw it back to the pitcher. Otherwise, the coach shall hold on to the baseballs until the pitcher runs out. The purpose of this rule is to speed up the pace of the game.

31. No defensive coaches shall be permitted on the field, except 1 coach must be at the backstop to assist their catcher.

Safety

32. No parents shall be permitted on the field of play, unless invited by the coach.

33. No players shall leave the dugout unless permitted by the coach or parent helper.

34. All injuries and incidents shall be reported to the Division Coordinator within 24 hours of the occurrence.

Pitching

35. Player pitching will be introduced in mid to late May at the Discretion of the Division Coordinator and in consultation with KMBA and the coaches.

36. Rules specific to pitching are included in Appendix A.

Codes of Conduct

Coaches

37. KMBA Coaches shall

- a. Develop team respect for the ability of opponents as well as for the judgment of umpires and opposing coaches

- b. Be professional in manner and accept responsibility for actions by displaying high standards, while displaying control, respect, dignity and professionalism as an ambassador of KMBA
- c. Promote competition, fair play, and fun with a goal of developing all the athletes
- d. Abide by all policies, rules, and codes of conduct imposed by KMBA and its governing bodies

Players

38. KMBA Players shall:

- a. Treat everyone with respect by:
 - i. Being generous in winning and graceful in losing
 - ii. Respecting and accepting with dignity the decisions of the umpires
 - iii. Being courteous to teammates, coaches, opponents, and spectators
- b. Exercise self -control at all times by:
 - i. Refraining from unsportsmanlike gestures, talk, language, profanity, taunting, or teasing
 - ii. Refraining from throwing equipment in disgust (bat, helmet, glove, or any object)
 - iii. Take proper care of equipment and uniforms, including setting up, taking down, and caring for equipment at games and practices.

Parents

39. KMBA Parents shall to treat everyone with respect by:

- a. Cheering in a positive manner for all competitors
- b. Respecting the decisions of officials
- c. Being courteous and respectful to other spectators, all competitors, coaches, event organizers and officials
- d. Refraining from disrespectful conduct of any sort, including profanity, obscene gestures, offensive remarks, taunting or other actions that demean any individual.
- e. Exercise self -control at all times
- f. Refrain from the use of alcoholic beverages or illegal drugs at any park.



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Appendix A

Tadpole Spring Pitching Rules

Start Date

1. Pitching in this division shall be implemented any time after the 2nd Sunday in May by the Division Coordinator in consultation with the coaches and KMBA.

Pitching Distance

2. Pitching distance shall be from 42' or 46'— the tadpole fields are set at 46' so the coaches will need to mark a new line closer to home plate for the pitcher to use if they choose 42'. Once a player starts from a distance they may not change that distance during the inning. (Note: Mosquito distance is 46'; Most Tadpole Summer Ball Tournaments are from 46')

Umpire

3. The home team will provide an umpire for the game who will:
 - a. Count up to 6 total pitches to the batter
 - b. Call balls and strikes
 - c. Call the batter out after 3 strikes (Note: no longer any soft toss after strike 3)
 - d. After 6 pitches or ball 4 direct the coach of the batting team to throw 2 soft toss pitches from the baseline to the batter. The batter will have these two attempts to put the ball in play. If the ball is not put in play, the batter shall be called out, no exceptions.
 - e. Make all other regular decisions by an umpire including plays in the field and balls that are fair/foul

Pitch Counter

4. Every team shall designate a pitch counter for their team. The pitch counter shall keep a record of who pitched and the pitch count for each pitcher.
5. The pitch counts are to be kept in the team scorebook

Pitching Limits

6. Pitchers may only pitch in 1 inning per game. (After delivering 1 pitch to a batter, that player shall not pitch in any other inning that game).
7. The maximum pitches a pitcher may deliver in an inning is 35. Once a player has delivered 35 pitches, the player must be replaced. To speed up the pace of the game,

the replacement player should be a player who has been sitting off that inning (so the coach can have that player warm up prior to taking the field).

8. Unless exceptional circumstances arise, the pitcher entering the game will not take any warm up pitches on the mound, as they should already be warmed up coming off the bench.

Double Header / Consecutive Days Pitching Limits

9. A pitcher may pitch in 2 games during a single day, so long as the total number of pitches in the first game is 25 pitches or less.
10. A pitcher may pitch in consecutive days, so long as the total number of pitches the previous day is 25 pitches or less.
11. A pitcher may not pitch on 3 consecutive days.

Fair Play

12. Every player must be given an equal opportunity to pitch.

Other Rules

13. Any pitcher that hits 2 batters must be replaced.

Pace of Play

14. The time limits are still in play: The games shall be 5 innings, however, no new inning may start after 90 minutes.
15. To help with pace of play
 - a. Keep a bucket of balls at the mound for the pitchers.
 - b. Do not have the catcher retrieve and throw back to the mound on every pitch. The coach assisting the catcher (or catching) shall collect the baseballs
 - c. Teams will have the option of using a coach as a catcher (with mask) for the pitcher and dressing a player as catcher who will stand off to the side to be the "fielding catcher" at home plate.
 - d. See also Rules 7 and 8 above.