



North Langley Baseball

Will Smith Memorial Tadpole Tournament May 12th - 15th, 2022

TOURNAMENT PHILOSOPHY

The Will Smith Memorial Ice Breaker is intended to be a fun team bonding experience while allowing starting umpires to learn and gain confidence for the season ahead.

PLAYER OF THE GAME

- A. Each game, the coaching staff will select a Player of the Game for their own team. After the games, teams will line up on their respective baselines to present this award.
- B. The "Player of the Game" can be the MVP with the great hit, catch or play but players should also be considered if they demonstrate great sportsmanship, heart and enthusiasm or a player that overcomes a personal hurdle with grace.
- C. An individual player can only be given the "Player of the Game" once during the tournament.

GENERAL RULES

- A. Each tournament team is a house team and the roster must consist of 9U age players (born 2013 or 2014). A team of 10 players only needs 1 call up. A team of 9 can have 2 call ups.
- B. A max of 2 Call Ups are permitted if a team is short players. Call Ups must be identified on the roster and be from a lower division and wear a different ball cap or other identifying uniform.
- C. It is mandatory that all players wear athletic supporters. Base runners and batters must wear batting helmets with chin straps properly attached. Players may wear running shoes or molded rubber cleats.
- D. Before a game, each Head Coach must give a copy of his batting line-up to the plate umpire, opposing team and official scorekeeper. A copy of the line up will also be requested for the final game on the Zarrelli diamond.
- E. Each defensive inning, for each game, will have the positions tracked by the game official to ensure the fair play rules. See rule 3.i
- F. Rainouts called before the game will be texted to the coaches/managers registered with the team. Every attempt will be made to reschedule all rainouts.
- G. Offensive coaches (4 max) will be positioned as follows: 1st base, 3rd base, dugout and pitching machine.
- H. Defensive coaches (2 max) are permitted in foul territory only along 1st and 3rd baselines.
- I. Coaches are responsible for the behavior of their team's players, fans and parents during games.

TOURNAMENT RULES

- a. 16 teams are divided into 4 Pools of 4 teams each. Each pool will compete in a round robin. 2. The top team from each round robin pool will move on to Sunday's final run + the 5th and 6th place teams based on point standing across all pools. Team #1 & 2 based on overall points have a bye in the semi-finals.
- b. If there is a points tie deciding the top 6 spots or the top 2 for the byes then tiebreaks are determined; 1st by head-to-head record (if any), 2nd by the Runs Allowed Ratio (runs against divided by defensive innings played), 3rd by a coin toss.
- c. **Round Robin Games** - home vs away are randomly assigned with each team being the home team a min of 1 time on the schedule.
- d. **Semi-Finals & Final** - home vs away is determined by seeding. In the event of a tied record then home vs away will be decided by coin toss.

2. PLAYING FIELD

- a. Bases shall be 60 feet apart and shall be held by a base spike.
- b. Pitching Machine is set on the 42-foot rubber. All games will be played with the pitching machine using **Level 5 balls**. Teams found using non-game balls may forfeit the game. The pitching machine will be set at 36 for the entire tournament.
- c. The batter's box is 3'W x 6'L with the inside line 6" away from home plate's side. It will extend 3' in front of and 3' behind the center of the plate.

3. STARTING & ENDING THE GAME

a. START

- i. Prior to the game starting, all players (1 team at a time) must line up at home plate with their back to the game officials. The position tracker will then have a recording of each player's jersey number.
- ii. Games may start sooner if both teams are on the field and ready to go but they must start within 10 minutes of their scheduled start time unless prior games run late and a team needs a 30 min warm up

b. ENDING ROUND ROBIN GAME# 1 -24

- i. 4 innings is considered a game OR 3 ½ innings if the home team is leading going into the bottom of the 4th.
- ii. There is a 4 run limit per inning with the exception of the 4th inning is open to 6 runs.
- iii. Games can end in a tie
- iv. No Mercy rule in Round Robin Pool Play.

c. ENDING SATURDAY/SUNDAY'S QUALIFIER, SEMI & FINAL GAMES 25-29 :

- i. 5 innings is considered a game or 4 ½ innings if the home team is leading going into the bottom of the 5th.
- ii. There is a 4 run limit per inning with the exception of the 5th inning which is open to 10 runs.
- iii. **MERCY:** Seven (7) run mercy rule applies in SUNDAY FINAL RUN. The 5th is not played if after 4 full innings either team is ahead by 7.

d. TIE GAMES:

- i. Pool play games can end in a tie. Points are awarded as 2 for a win, 1 each for a tie and 0 for a loss.
- ii. Sunday Final Run games must result in a winner.
- iii. The umpire will call an extra inning if the game is tied after the last inning.
- iv. Extra innings have a 10 run limit.
- v. Teams playing another game immediately following an extended game will be given a 30 minutes break prior to starting their next game.

e. FORCED END:

- i. It is solely the umpire's discretion when to call the game due to rain or darkness.

4. GAME RULES

a. TEAM COMPOSITIONS:

- i. All players on the roster must bat.
- ii. There is to be a maximum of 6 infielders including the pitcher and the catcher, a total of 9 players on the field for the defensive team.
- iii. A team can play with a minimum of 8 players.

b. DEFENSIVE ROTATION:

- i. Assuming a 12 player roster, no player can play more than 2 innings in the same position in one game, with the exception of the catcher, who may play 3 innings.
- ii. All players must play the infield for a minimum of 2 innings or 1 ½ innings if the game ends after 3 ½ innings.
- iii. No player shall sit twice until all other players in the game have sat out one complete inning.
- iv. 12 player rosters need to rotate players that do not get in their 2 infield innings (ie. The same player can't be scheduled to miss their infield inning twice in the tournament)
- v. At the end of each game, the assigned tournament "Position Tracker" will present each coach with a record of positions played. Coaches will need to sign the sheet which is submitted with the scorebook at the end of each game.

c. INFIELD FLY RULE:

- i. The infield fly rule does not apply.

d. PITCH COUNT:

- i. Each batter will receive a maximum of 5 pitches or 3 swinging strikes (whichever comes first.)
- ii. A foul ball is considered a strike except when the batter has already received 2 strikes. Ie. If a foul ball is hit on the 5th pitch the batter will continue.
- iii. In the interest of keeping the games moving and allowing extra time between games, catchers can give all balls to the base umpire to hold for the duration of the batter. The pitching machine operator can collect all balls from the umpire for the next batter.

e. PITCHING:

- i. All games will be played with a pitching machine at a distance of approx. 42 feet from the plate with a speed of **36**
- ii. The speed of the machine shall be set at the beginning of the tournament and will not be changed during the games.
- iii. Any adjustment to the machine's orientation or angle of ball release must be done at the top of an inning at the agreement of both coaches and remain unchanged for the full inning.
- iv. The team up to bat must operate the pitching machine. The ball must be held up before putting it into the machine so the batter and the catcher know the ball is coming.
- v. The person operating the machine may move the batter verbally within the batter's box to give them the opportunity to succeed in hitting the ball. Coaching the batter in the box with swing fundamentals and slowing the pace of the game is not allowed. The person operating the machine cannot communicate with the base runners.

f. **BATTING:**

- i. Bunting or running on dropped 3rd strike is not permitted but a foul tip on the 3rd strike is an out if caught by the catcher.
- ii. If the batted ball hits the pitching machine the batter is awarded 1st base (other players on base do not advance unless forced). If the batted ball hits the machine operator the ball is considered dead with no count penalty.
- iii. All players will bat in rotation. A player batting out of order will be called out if he completes his turn at bat and all runners will return to their original bases. If the error is found prior to the at bat being completed then the correct player will be placed at bat and assume the incorrect batter's ball & strike count. In the spirit of success at bat, if noticed the official scorekeeper can alert the umpire of an out-of-order batter.
- iv. Late players can be entered on the bottom of the batting order.
- v. If a player has started the game and must leave for any reason before it is over, he/she will be deleted from the line-up and no outs will occur.

g. **LEADOFFS:**

- i. Leadoffs are not allowed.
- ii. The ball must cross the plate before the base runner(s) can leave the base.
- iii. When a base runner leaves the base before the ball crosses the home plate the Umpire shall call "leadoff".
- iv. All base runners and batter will return to their original positions with the count on the batter to remain the same.
- v. No outs shall result and no runs shall score.

h. **BASE RUNNING:**

- i. If a base runner stops forward movement, he must return to his previously occupied base when a defensive player has control of the ball in the infield, the player is ruled dead once a defensive

infield player has control of the ball. This rule would also apply in a tag up situation. If the player catching the ball does not attempt to make a double play after the catch then the ball is considered dead and tag ups are not permitted.

- ii. On an overthrow to the pitcher or 1st base, the ball is called dead if either the **pitcher or 1st baseman touches the ball with any part of their body/glove**. No player may advance beyond the base they were heading once the ball is called dead.
- iii. Runners may advance **one base (beyond the base they were heading to)** on an **overthrow to any infield position** with the exception of dead balls in h.i or h.ii.above.
- iv. **If a 2nd overthrow occurs in the same play then runners may NOT advance on the 2nd overthrow attempt.**
 - v. No head first slides allowed, runners will be called out.
 - vi. Slide or Avoid Rule is in effect. If a play is being made, or is about to be made, it is mandatory for players to slide or make an effort to slide to avoid a collision at 2nd & 3rd bases plus home plate. Failure to do either will result in an automatic out and the play will be called dead at which time no runner may advance beyond the base that was last legally acquired.
 - vii. The Umpire will call interference on a defensive player who is not in possession of the ball or attempting to catch the ball and does not leave the base partially exposed. The runner will be awarded the base.
 - viii. Any base runner that overruns another base runner is an automatic out. Any base being occupied by 2 runners at the same time is also an automatic out for the runner who arrived 2nd.

i. STEALING:

- i. 3rd base is the only base that may be stolen during a pass-ball (defined as a ball **that is not touched by any part of the catcher's glove or body while a batter is in the box**). When stealing to 3rd base, the runner may not advance to home on an over/under-thrown ball from the catcher attempting to throw out the steal.
- ii. A player on 1st or 3rd may not steal, they can advance on a hit ball or on the 1st overthrown ball during a play providing the ball is still live.

j. UMPIRES:

- i. North Langley will attempt to supply 2 umpires for all games with the exception of the Qualifier, Semi-Finals and Final on Sunday which will attempt to have 3 umpires.

k. All BC Baseball rules will be in effect but NL House rules take precedence.