Fall Ball

Supplemental Rules

First and foremost, Fall Baseball is not about winning. Yes many of us will keep score and stats, but remember the score is not the object. Teaching, learning, playing, skill improvement, and having fun are the goals.

With all that in mind, we are putting in a few rule modifications to the regular rules.

**Time Limits**

Time limits are set to the end of the game. There is NO “No New Inning” time limit. We will

play all the way to the time limit and then finish the batter that is up at bat no matter the result

of that batter (Strike Out, Walk, Hit). That will give all players the maximum amount of playing

time. Remember it is not about the score. There is NO revert back to last inning score, have to

get a last at bat, slaughter “Mercy” rules, or extra innings.

Tee Ball – Twice through the batting order (2 innings)

FARM/Rookie – 1:30 (1 Hour, 30 Minutes) OR 6 Innings

AA – 1:45 (1 Hour, 45 Minutes) OR 6 innings

AAA – 1:45 (1 Hour, 45 Minutes) OR 6 innings

Majors – 2:15 weekday / 2:15 weekend (2 Hour, 15 minutes = Weekday / 2 Hour, 15 minutes =

Weekend) OR 6 innings

Juniors – 7 innings or unknown time limit (it will vary on the park)

**Pitching**

Limit pitchers to 2 innings per game. The idea is to get more players to pitch. If a

player has real difficulty (walks 4 batters in a row), swap them out and give them a chance at the

next game…we don’t want a walk fest.

Please communicate with the other manager/coaches so we don’t have issues.

**Pitching Limits**

Yes we still need to keep to pitching limits and rest periods. This is on your honor.

Max Pitches

Age 13 – 16 = 95 per day

Age 11 – 12 = 85 per day

Age 9 - 10 = 75 per day

Age 7 – 8 = 50 per day

Players age 11 - 12 years old – Rest after pitching

1 – 20 = 0 Days Rest

21 – 35 = 1 Day Rest

36 – 50 = 2 Days Rest

51 - 65 = 3 Days Rest

66 + = 4 Days Rest

Players age 9 - 10 years old - Rest after pitching

1 – 20 = 0 Days Rest

21 – 35 = 1 Day Rest

36 – 50 = 2 Days Rest

51 – 65 = 3 Days Rest

66 + = 4 Days Rest

Players age 7 - 8 years old - Rest after pitching

1 – 20 = 0 Days Rest

21 – 35 = 1 Day Rest

36 – 50 = 2 Days Rest

**Pitching Distance**

AA – 43 feet from the back of home plate (the point) to front of pitching rubber.

**\*\* AA** – If the managers agree, you may shorten the distance to 40 feet

and then slowly extend the distance throughout the fall season. This may help out some

of the new pitchers. If there are going to be any distance changes during the game,

please pre-plan and mark the distance with a small chalk line. But please don’t change

the mound every inning (time consumption). AND please explain to the parents what

and why that is happening.

**\*\* AA** may also utilize coach pitch after 4 balls to a batter if they desire. Managers

agreement prior to the start of the game.

AAA - 46 feet from back of home plate (the point) to front of pitching rubber.

Majors – 50 Foot. (We may have some interleague that will require us to pitch from 46 feet).

Juniors – 60 feet 6 inches. The standard, unless a facility can only accommodate a 54 foot

distance.

**Catchers**

Yes this could be an issue for some teams. Do your best, try some new players out. Keep in

mind the “No more than 3 innings catching, should not pitch” rule (it states should not catch 4

innings and still pitch which means one pitch in the 4th inning equals catching that inning) and

should not play catcher if pitched 41 or more pitches in a day. Here again, if that is all you have,

make it work, but be safe about it. For Example - Don’t let a kid catch 100 pitches and then

pitch 50. Be smart.

**Run Limits – Per Inning**

Tee Ball – None, bat the whole line up

FARM – 5 Runs

AA – 4 Runs

AAA – 5 Runs

Majors – 5 Runs

Juniors – No limit, unless other parks have a limit. (5 runs may be imposed if games are not

making it through)

**Defensive Play**

TEE Ball – All players are encouraged to be on the field of play for defense.

FARM – 10 players on defense (4 outfielders, 4 infielders, Pitcher, Catcher)

AA to Majors – 9 players on defense (3 outfielders, 4 infielders, Pitcher, Catcher)

Juniors – 9 players on defense (3 outfielders, 4 infielders, Pitcher, Catcher)

**Substitutions**

TEE Ball – Al players are encouraged to be on the field of play for defense

FARM to Majors - Maximum playing time.

No player may sit more than one (1) inning at a time.

No player may sit more than two (2) innings per game.

Juniors – Standard rules. (We would like to see free subs, bat the line-up, to get more playing

time … discuss it with the other team before the game starts)

**Batting Order**

TEE Ball – Bat the complete line-up (all players) twice in a game – No out recorded in Tee Ball.

Farm to Majors – Continuous batting order. All players on the roster bat, subbing out for

defense does not eliminate the player from batting. If you have 10 players, all 10 will

bat. All outs count, 3 outs equals switch sides.

Juniors – Standard rules per the host park.

**Batting – One Foot In The Batters Box**

This was a rule implemented last year. The batter is to keep one foot in the batters box at all

times otherwise a strike may be called by the umpire. The batter may only step out with both

feet if:

* The batter hits the ball (fair or foul) and the batter starts to run to first base.
* The batter swings at the pitch and misses (Strike)
* The pitched ball is dropped or missed by the catcher (a passed ball)
* There is a play happening at home plate between a runner and the catcher (stealing home)

Try to educate your players with this one. We will instruct the umps to be lenient and issue warnings/reminders (after all this is teaching / learning time).

FARM – 6 pitches to each batter. If they miss (swing) at 3, they are out. Umpire may call a NO

PITCH if is not hittable and the batter swings … Then the batter will be given another pitch.

**Bats**

* Only USA Baseball Stamped bats will be allowed in Fall Baseball. Please check them.
* New bats must have the USA Baseball Stamp (no USSSA stamps are allowed)
* **Majors and below** = No BBCOR. No USSSA Travel Ball bats. Any big barrel bat must have the USA Baseball Stamp.
* **Juniors** – BBCOR or new big barrel with the USA Baseball Stamp are approved.

**Stealing Bases**

Tee & Farm – No stealing.

AA – Stealing is permitted once the ball crosses home plate. No lead offs

permitted. If a runner leaves early, the runner returns to the base they came from. If

the play resulted in an out, the runner is still out. If the ball was hit, play continues as if

runner did not leave early.

**\*\* AA** – Home plate is closed. You **cannot** steal home. We will

re-evaluate for games starting Mid October.

**\*\* AA** – Only **one** base may be stolen at a time with any passed ball (catcher

or pitcher).

AAA - – Lead Offs, Pick Offs, Stealing on pitcher movement. Standard 46/65 Rules.

\*\*\* Note if we have some interleague with 46/60 Rules no lead offs, no pick offs,

stealing can only happen after ball crosses home plate.

Majors (50/70) – Lead Offs, Pick Offs, Stealing on pitcher movement. Standard 50/70 Rules.

\*\*\* Note if we have some interleague with 46/60 Rules no lead offs, no pick offs,

stealing can only happen after ball crosses home plate.

Juniors – Standard Junior rules.

**Sliding – Collision Avoidance**

AA to Majors - There is no “Must Slide” Rule, but the players need to make an effort to not

to collide. We (The District) normally do play a “Must Slide” Rule at home plate if there

is a possible ‘play’. Once again, please instruct the players to slide at home plate. If

there is an obvious attempt to not slide or no collision avoidance, the runner will be out.

If the ball is out in the field and no way will it make it to home plate, the runner does

not need to slide.

**Drop 3rd Strike**

Majors 50/70 and above only (No Farm, AA, AAA) – Any 3rd strike (swing or called) when the

pitched ball is not caught by the catcher (ball hits the ground in any way), the batter

may attempt to steal 1st base if:

* There is no runner occupying 1st base…1st base is open.
* With 2 outs, the batter may attempt to steal 1st base, even if there is a base runner at 1st base (or 1st and 2nd bases), but the 1st base runner (or 1st and 2nd base runners) must also attempt to steal 2nd base (and 3rd base).
* If there is a runner at 1st base and there are zero (o) or one (1) out, the batter may not steal first base no matter what…1st base is occupied and not open.
* If bases are loaded with 2 outs, the batter may attempt to steal 1st base, but all runners must also attempt to steal. All bases are considered to be forced outs, no tag of runner is required, catcher only need to tag home plate.
* \*\*\* NOTE – During interleague Drop 3rd Strike may not be imposed for Minor A.

I think that is about it. Any other issues, talk it up with the other team and do what is best for the kids.

We have more rules (the most common rules from the Babe Ruth/Cal Ripken League book) posted on the website ([www.uptownlbybs.org](http://www.uptownlbybs.org)) under the LEAGUE INFO, SAFETY, RULES tabs, or on the Coaches Corner tab.