## Fall Baseball Rules

- 1. Games will be 6 innings or 2 hours. No inning started after 1 hour 45 minutes.
  - If a player who has been at the entire game has not batted twice, extend the final inning so that the player(s) get a second at bat, time permitting
- 2. Free substitution is allowed. All players are entered into the batting order. (If 13 players, then lineup is 1-13). Late arrivals are added to end of batting order.
- 3. No bunting and no stealing.
- 4. Courtesy runner is allowed for catcher with 2 outs. Runner is last out made.
- 5. All pitchers can pitch only one inning per game (1 pitch constitutes 1 inning). No pitcher can comeback to pitch once removed. They can go to any other spot in the field.
- 6. Pitching distance is 43 ft; When the black flame machine is brought out it should be set at 3,3,10 (currently).
- 7. 4 run rule per inning. Last inning will also be four runs. If a team cannot come back due to run differential you can still play the inning to gain additional at bats/pitching for the players if time permits.
- 8. All players must play three innings in field.
- 9. Four outfielders
- 10. No player can play more than 3 innings at the same position.
- 11. First 3 innings is child pitch; last 3 are pitching machine (exception see #12 below).
- 12. If after the first 2 innings of child pitch more than 35 minutes have elapsed from the start of the game, the pitching machine should be brought out in the 3<sup>rd</sup> inning.
- 13. If at the beginning of the game both managers agree that they do not have enough pitching for 3 innings child pitch, they can decide to bring the pitching machine out in the 3<sup>rd</sup> inning.
- 14. Pitching and Pitching Machine
  - A. Child pitch innings: Pitches in the strike zone not swung at will be called strikes. If the third strike is swung at and missed, it will be a strikeout. Walks will be issued after four balls.

- B. Pitching machine innings: Pitches in the strike zone not swung at will be called strikes. If the third strike is swung at and missed or a called strike by the umpire, it will be a strikeout. No walks will be issued with the machine.
- 17. At no time will any of the four outfielders assume the position of a short fielder.
  - A. An outfield cannot cover a base after a hit or make an unassisted play at a base.
- 18. If a thrown ball hits the pitching machine, the ball is dead and the coaches will position the runners base. Runners do not need to be forced in.
- 19. Play will cease when the ball reaches the infield and is controlled by the defensive team. A player cannot advance more than 2 bases per offensive play, except for a homerun over a fence.
- 20. The umpire/coach will make the judgment if the runner is to advance to the next base after the defensive team gains control of the ball. Only the umpire will decide if the player was past the half way point to the next bag.
- 21. There is no "Infield Fly Rule".
- 22. Pitcher position during machine player must have one foot on the pitching dirt mound area while the coach delivers the pitch in the machine. Player should never be positioned in front of the machine
- 23. A ball that is hit fair and rolls through, bounces over or goes through the fence in any way while in play will be a ground rule double.
- 25. A thrown ball which rolls through, bounces over or goes through the fence in any manner will be declared an overthrow. Any runner or runners will be awarded one base in addition to the base to which the runner was advancing when the overthrow was made.
- 26. A thrown ball which goes into the dugout area or over the backstop will be declared an overthrow with all runners advancing according to Number 25 above.
- 27. Overthrows to first base (1B). Runners cannot advance on overthrows to 1B when a defensive play is made in the infield. i.e Ball hit to 3B, 3B throws it over the head of the 1B and stays in play the runner must remain at 1B. If the ball leaves the field of play the umpire will award 2B.

## General Rules for all divisions

- 1. Head first sliding is allowed at all bases
- 2. Slide/avoid rule in effect.

- 3. 3 Hit batters per game and pitcher could be removed based on umpire's discretion.
- 4. Must use USA approved bats.