

2017 FALL BALL RULES

Parent/Fan Advisory: Most Ball Parks do not allow dogs. Please visit complex info regarding their dog policy prior to games.

Coaches Extras:

Coaches are responsible for carrying first aid kits and cold/ice packs for injured players
Coaches are responsible to be Concussion Certified by the Jake Snakenberg Concussion Act
<http://biacolorado.org/jake-snakenberg-youth-sports-concussion-act/>

HELP PLEASE

PITCHING DISTANCES: Everyone at the fields is a volunteer. PLEASE, before each game make sure your pitching distance is correct. If it needs to be changed and we didn't make it to your field yet. Please bring a hammer and measuring tape and help move it.

Harassment/Sportsmanship

- Each **COACH** is responsible for controlling the players, parents, and fans of his/her team. Failure to do so shall result in one warning and then a forfeit.
Smoking and alcohol are not allowed at practices or games. Use of any Tobacco Product is prohibited which includes "lighting", chewing, smoking, inhaling, vaporizing, ingesting or application of any "Tobacco Product".
- *No Taunting. Cheers must be limited to those that are positive in nature and must not be directed at the opposing player, coaches, or team.*
- If a Coach, Player and/or Fan are ejected from a game, the umpire should report the incident within 24 hours to the area director.
- Anyone ejected from a game MUST leave the field or complex beyond the fence lines and MUST sit out the next scheduled game to be played.
- If a player, coach, fan or umpire displays inappropriate behavior, the coach(s) observing the behavior MUST report the incident to their area director and the league president.

ALL TEAMS

- USSSA rules will be used with the exceptions listed in this document.
- Teams should be at the playing field a least 30 minutes prior to game time
- The Home team shall take first base dugout (When possible. If a team has back to back games, they do NOT need to move)
- Game time is 75 minutes
- No New Inning after 70 minutes
- Game can end in a tie after fair-ups to home team (if needed)
- 6 Runs an inning
- No automatic out
- Free Substitution
- No pitching limits for FB including all recreational level teams
- **Must** bat all players
- Mercy Rule: 10 runs ahead after 4 innings
- **High School players that qualify playing 14U in 2018 may play Fall Ball. If the player plays for their high school team, the player must get permission from the principal per chsaa rules. A copy of such permission must be given to the Fall Ball Coach.**
- Both teams report scores

Pitching/Playing/Batters

1. *A pitcher is considered to have pitched one inning if she pitches to one or more batters. Pitchers may pitch non-consecutive innings but may not pitch more innings than those specified for her age group per game.*
2. If a batter is hit by a pitch (whether or not the ball strikes her or the ground first) she shall be awarded first base.

3. *The International Tie-Breaker is not used by IPGSA.*
4. *A runner may not collide with a defensive player at any base UNLESS the runner is sliding. Failure to do so will result in the runner being called out and possibly ejected. This is not to imply that the runner must slide, but that she must avoid a collision if there is a play.*
5. *A defensive player is responsible for avoiding the runner at any base when there is no play on the runner. Failure to do so could result in the runner being awarded the next base.*
6. *A batter may be called out if she throws her bat in a careless manner (as determined by the umpire).*
7. *Defining the look-back rule: When a base runner is legitimately off base (i.e. moving off a base after a pitch or rounding a base after a hit, walk or dropped third strike), the pitcher is obligated to allow sufficient time for the runner to return. However, once the pitcher has the ball within the 16 foot circle, the runner is obligated to move directly toward the next base or the base last touched without any motion or recognition by the pitcher. The runner may not stand motionless or, after returning to the base, may not move off that base even though the pitcher is standing off the pitcher's plate. Failure of the runner to respond as indicated shall cause the umpire to signal the runner out. The ball shall be declared dead. However, if the ball is not in the 16 foot circle or a fake throw is made, the runners are not governed by this note. Being in the 16 foot circle is defined as both feet within or partially within the line. The feet may touch the line and extend outside the line. When the pitcher is in the pitcher's circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. Movement of the head is not considered an attempted play.*
8. *BATTERS: must vacate the box if a runner is coming into home. If she does not vacate the box at a minimum of 15 feet before the base runner hits home, the runner(s) go back to their bases and the batter is OUT.*
9. *Practice swings MUST be taken outside of the batter's box.*
10. *The batter owns the box and cannot cause interference if she maintains the batting position or location within the box. The hitter cannot lean into or move around within the box to obstruct a play.*
11. *If the batter would step out of the box and cause interference, the hitter would be out. So stay in the box and own your spot.*
12. *The ball needs to be controlled in the circle for play to be stopped (except for 8U and 10U rec... please refer to those rules).*

Clothing/Equipment

1. *Players may not wear jewelry of any kind. Players shall not carry combs or other items that protrude from a pocket.*
2. *Batting helmets MUST be worn by all girls. NOCSAE approved batting helmets with extended ear flaps, which cover both ears and temples are mandatory for all batters, on deck batters, base runners, non-adult bat & ball shaggers and any offensive player in live ball territory, even if the ball is dead. Batting helmets must have attached face mask/guard and they must be NOCSAE approved.*
3. *Catcher's helmets MUST be worn by all catchers. A catcher's helmet MUST be worn by any girl warming up a pitcher. A catcher must wear a helmet even when a batter is hitting off the tee.*

***** Additional Rules/Exceptions per Division *****

ALL 14U Comp, Modified and Rec Teams:

- Pitches from 43 feet

12U Comp and Modified Teams:

- Pitches from 40 feet

12U Recreational Teams:

1. Pitches from 37 feet
2. *A base runner may not leave the base until the pitched ball crosses home plate or is hit by a batter. If a runner leaves early, she will be called out.*
3. *Stealing home is prohibited on a pitch or throw back to the pitcher. Runners are also prohibited from scoring from third on a passed ball or wild pitch. If any defensive player makes a play on a runner at any base, the third base runner may attempt to advance and score even if it is on or after a pitched ball.*

4. Infield Fly Rule is not used.

10U Competitive Teams:

- Pitches from 35 feet
- **WILL play with:** Dropped 3rd strike, stealing on the pitch, IFR and stealing of all bases no limits.

10U Recreational Teams:

10 & Under Supplemental Rules

1. Pitching distance will be 30 feet when pitching and 40 feet when the tee is used. The pitcher must retreat to the back of the pitchers circle but must remain within the circle when the tee is brought out.
2. A tee will be placed for the batter to hit off after she receives four balls. The base of the tee will be turned 180 degrees from the old position so that the flat side of the base aligns flat against the flat side and in front of home plate. (Tee should NOT sit directly on top of home plate).
3. The batter will be allowed only one swing/line-up to set tee height. Once tee height is set, practice swings/line-up are NOT allowed.
4. Batters will use the same stance to hit off of the tee as when hitting off a pitcher.

The batter will be called out after the following-

- 1) A practice swing (or bringing the bat to the ball after initial height setting).
- 2) Hitting a foul ball.
- 3) Hitting a ball into fair territory but it doesn't travel past the 15 foot arc.
- 4) Missing the tee.

Note: if the ball is pitched there is no minimum distance the ball must travel.

Note: If the ball doesn't travel the 15 feet, it is a DEAD BALL. All runners return to their base(s). This rule is only when using the tee.

^See note below regarding home runs off of the tee.

5. The tenth defensive player and all outfielders must be positioned TEN FEET behind the perimeter of the baselines. They cannot play on or inside the baselines or play behind home plate (there cannot be more than one player in the catcher's position).
6. Coaches are NOT allowed on the field (fair territory) during play. A defensive coach has the option of standing behind the umpire to help get passed balls back to the catcher. The catcher must make the throwback to the pitcher. The coach behind the plate must remain silent during the pitch.
7. A play is considered complete when the ball is returned to the infield and is under control by an infielder. It is not required that the ball be returned to the pitcher before time is called. This reduces pass balls to the pitcher or other players and prevents the runner from continuously running around the bases. The umpire calls time when the ball is returned to an infielder and is under control. ^Note: *home runs can happen off of the tee if the runner achieves home plate before the ball is controlled by an infielder in the infield.*

Clarification – if the batter hits the ball to an infielder and the infielder has control of the ball, time will be called after the batter reaches first base. If a play is made on the batter and is overthrown, all runners may advance one base, at their own discretion and then time will be called. Existing runners on base may advance one base for an infield hit or continue to run on a ball hit past the infield.

8. Base runners may only advance one base on an over thrown ball. Whether or not a second throw occurs in an attempt to throw or tag the advancing runner out, the runner must remain on that base. A second overthrow does not entitle the runner to continue to advance; Time is OUT.

xample: The ball is hit, a player throws the ball to 1st base and makes an overthrow, the runner may advance to 2nd base. If the first baseman then overthrows the ball to 2nd base, the runner CAN NOT advance to 3rd base.

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Coach Pitch 10 Inch Ball Recreational Teams:

8 & Under Coach Pitch Rules

1. *Participation: Every effort should be made to play the game. For example, if one team shows up with 4 players and the other team has 12, the teams should be divided up and each play with 8. There should never be a game cancelled due to too few players in the 8 & under league.*

. The coach from the team at bat will pitch to the team from a distance of thirty (30) feet. The defensive team's pitcher will stand next to the coach. *(In order to keep the game moving, it is recommended that a defensive coach stand behind the catcher by the backstop to throw back any missed pitches.)*

3. Each girl will be given a maximum of four (4) pitches to hit. Even if the batter swings at all four (4) pitches she shall not be considered out. If she does not hit one fair after four (4) pitches, the tee will be brought out, the coach will leave fair territory and the batter will be given two swings to place the ball in play. If she cannot put it in play after two swings, she shall be considered out. Putting the ball in play off of the tee is when the ball travels in fair territory past the fifteen foot arc. *(There is no minimum distance a ball must travel when hit off of a pitch.)* There is no penalty for a ball accidentally knocked off the tee as in a practice swing. Batters are allowed one practice swing per at bat. When the batter hits the ball off of the tee, the batter and runners may advance only to the next base.

4. The batter shall be warned the first time she throws the bat, the second time she shall be called out.

5. If a coach touches a batted ball, the ball is dead immediately and the batter will return to bat again. All previous balls pitched will count against her. Example: if the girl swings at the fourth pitch and it hits the coach, she will return and bat again with three (3) pitches already having been thrown.

6. Players must play their assigned positions. Infielders must be inside the infield arc, and outfielders must be outside the arc. The 10th defensive player may be positioned anywhere on the infield or outfield with the only exception being behind home plate (there cannot be more than one player in the catchers position).

7. Full catchers gear must be worn by catchers. Soccer shin guards are acceptable.

8. A batted ball hit into the infield and remaining in the infield will be a single. All forced runners will move up one base only. Other runners will be allowed to advance one base at their own risk.

9. A batted ball hit into the outfield (past the base line) allows runners to advance at their own risk, as many bases as they can until the ball is called dead. A dead ball is considered when a player has in her possession the ball in the infield. If a runner is in between bases when the player has the ball in the infield, the runner may advance to the next base at her own risk but not further.

10. On an overthrow the maximum amount a girl can progress is one base beyond where the overthrow occurred.

PLAY FAIR.

HAVE FUN.

&

PLAY BALL.

