



North Area Baseball Cooperative

Updated 9/9/21 by SMW

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NORTH AREA BASEBALL COOPERATIVE FALL BASEBALL LEAGUE RULES

**Please go over game ground rules with the opposing coach before each game. The Fall League is “instructional”. Please go over these rules and any game variations/decisions before the game. Since there is a mix of teams and age groups, decide ahead of time on base distances, stealing, leading off (mostly for the younger kid pitch teams 8/9-year-olds) and anything else you want to discuss. Let's keep the atmosphere relaxed and in a learning mode. More than likely you will need to change/check pitching and base distances before the game so have a tape measure to do that. The Parks & Rec's Departments may prep the fields once before all games are played, that will be it. We try to schedule games for teams of the same age on the same fields to avoid having to make changes, but sometimes you may need to change the base/pitching rubber distance.

General Rules for Fall Games:

These are the rules for the BYBSA/Thunder Fall Baseball League will follow. If the rule is not covered here the rules at the following link on the RMJBL website will be followed <https://dt5602vnjxv0c.cloudfront.net/portals/29598/docs/rmjbl%20league%20rules%20summary.pdf>

- 1) Each team supplies a new game ball to the umpire at the start of the game (Have a second new ball or good ball in reserve)
- 2) Pitchers (9 -14) can only pitch 2 innings in a game.
- 3) Catchers can only catch 3 innings per game.
- 4) No more than 5 runs allowed by a team in any inning. Once you reach 5 runs, switch sides
- 5) NO RUN RULES, so play the full 1:45 or 6 innings and no new inning can start after 1:30, Machine Pitch Games are 1:30 or 6 innings and no new inning can start after 1:20.
Once an inning has started it must be finished.
- 6) Be responsible adults!



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7) Go over ground rules before the games and come to an understanding about how you want the game to be played (stealing, leading off for younger teams, etc.). Talk it out with the opposing coach and the umpires. Come to an agreement on rules. Some teams are moving into new rules and trying to teach the game plus new rules such as stealing, leading off, etc.

8) Teams MUST bat their entire lineups, free defensive substitutions: No Exceptions –No penalty if a player is hurt or cannot finish the game, simply skip that batter in the line-up

9.) Batter may attempt to run to first base if first base is not occupied on a drop 3rd strike in all divisions except for 9/10U AA, 7/8U Modified Kid Pitch and 6/8U Machine Pitch.

10.) Runners may lead off and steal in all divisions except for 7/8U Modified Kid Pitch and 6/8U Machine Pitch.

11.) In the 9/10U AA division a runner may lead off at 3rd base, but they can only advance home if the ball is hit into play or if there is a bases loaded walk. No stealing home on a passed ball or overthrow from the catcher.

12.) Rule: Keep it Lite—Have Fun—Help the Players become better players

13.) **7/8U division**

- Pitching:

- Pitcher gets up to 6 pitches per batter (no walks). If the batter has not put the ball into play or has not struck out, a coach will throw 2 more pitches to the batter. The batter is out if the ball is not put into play after these pitches.
- The batter will receive an additional pitch if the 2nd coach pitch is a foul ball.
- Relief pitchers should warm up prior to coming in the middle of an inning to help speed up the game.

- No stealing, leadoffs, bunts, balks, or dropped 3rd strike rule.

- Maximum of 10 batters per inning. The last play will be over as follows:

- The 3rd out of the inning is made.
- The ball is controlled by a player while touching home plate.
- The batter scores a run.

- No more than 10 fielders at a time. 4 outfielders, 4 infielders, 1 pitcher, 1 catcher.



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Distances by age for the fall:

Age-Pitching-Bases

- MP/8U Kid Pitch - 40' - 60'
- 9/10U AA & AAA- 46' - 65'
- 11/12U AA & AAA - 50' - 70'
- 13/14U AA & AAA - 54'- 80' (14's can play 60/90 please determine at the plate meeting)

Fall Ball Machine Pitch Rules:

Player Age: Intended for 6–8-year old's

5-year old's may play up as long as they have played T-Ball, MP Minors or Coach Pitch.

Playing Field:

- Distance between bases is 60 feet
- Pitching machine will be 40 feet from back tip of home plate.
- Pitching machine speed will be set to 38 mph
- Maximum number of players to be on the field while playing a game is 10.

Length of game:

Regulation games shall be 6 innings.

Game length is 1:30

No new inning shall start after 1:20 of beginning of game

Once the offensive team has scored 5 runs or 3 outs, their half of the inning is over.

An inning in progress may be finished provided that enough daylight for safe play.

No player may play more than **2 consecutive innings** in the infield.

No player may sit more than **1 consecutive innings** in the dugout.

Batting / Pitching machine:



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If a batted ball hits the pitching machine or the pitching machine feeder it will be a dead ball and the batter/runners may only advance 1 base.

Each batter will get up to 6 pitches. If they swing and miss 3 times they are out. If they do not put the ball in play by the 6th pitch they are out. If the batter fouls off the 6th pitch they will get 1 more pitch.

An official pitch is one that crosses home plate between the batter's neck and knees.

If a batter swings at a pitch that would have been called an illegal pitch, the pitch counts as a legal pitch.

Bunting is NOT permitted. An attempted bunt will result in a strike being called even if the bunt was successful.

Offensive coaches will load the pitching machine and pitch to their own players. If the coach running the pitching machine interferes with the fielding or throwing of a ball by the defensive team, the batter will be called out and the runners will return to the base(s) at which they started before the ball was hit.

It is the responsibility of the home team of the last game of the day on a field to put the pitching machine away in the storage closet behind the Field #4 backstop.

Base running:

First base will consist of a double base, consisting of a white base in fair territory and an orange base in foul territory. If a ball is hit to the infield, the hitter must run to and touch the orange base. The fielder must touch the white while in control of the ball prior to the runner reaching the orange base. When no play will be at first base, the runner may touch the white base.

Once any infield player has control of the ball in the infield area, official play is stopped. If a base runner is proceeding to the next base when time is called, that runner will be allowed to continue to the next base. If the base runner's progress has stopped, that base runner will return to the previous base unless it is already occupied. The umpire will call time as soon as the lead runner is not attempting to advance.

Base runners may not steal. No runners will leave the base until the batter hits the ball, the runner will be called out if they leave prior to the hit ball.



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An offensive player must slide at any base except first base if the play is close. The batter may be called out at the discretion of the umpire if he does not attempt to slide in the event of a close play.

Runners may advance 1 base on an overthrow.

The infield fly rule is not in effect.

Outfield players may not be brought in any closer to the batter than the edge of the infield and the outfield grass.

Teams must always play a catcher even if they don't have enough players in the field.

Catcher's mitts are recommended but not required.

There may be 6 adults on the field during the game. One in each coach's box (hitting team), one on each side of the outfield in foul territory (not to be in a position to interfere with the coaches in the coach's boxes), and one supervising the players in each dugout. Teams may have an addition 2 coaches in their dugouts to manage the players.

No defensive coaches are allowed in the field of play between the foul lines. One coach may be up the first base line and one coach may be up the third base line as long as they do not interfere with the offensive coaches in the coach's boxes. They can be beyond first and third base in foul territory.

If you have any questions about BYBSA – Thunder Baseball League Fall Baseball Rules please contact the BYBSA Fall Baseball Director, Gene Tschida at fallball2@brightonyouthbaseball.com