



## 2025 Fall Ball Rules (9-12u)

Coaches may be suspended for not adhering to official Little League rules or the league modifications below.

### Starting and Ending the Game

- ◆ Fields have 60' bases and a 46' pitching rubber.
- ◆ Games will be 5 innings. No new inning may start after 75 minutes. Timing starts when the home team takes the field to start the game.
- ◆ In case of a tie game after five innings, one extra inning may be played if the 75-minute time limit has not been reached. Games may end in a tie.
- ◆ The 10-run rule is in effect after four innings. If the home team is ahead by 10 or more runs after the top of the fourth inning, the game is over.
- ◆ Maximum of eight runs per inning. If a play results in multiple runners scoring beyond the limit of eight runs, only eight runs may be counted.
- ◆ If a team is short players:
  - Teams with eight players must play. There is no automatic out for the ninth spot in the order. The opposing team may play its full complement of players.
  - With seven or fewer players, the team with enough players wins by 6-0 forfeit. If both teams have seven or less, the game is not recorded in the league standings and the game will not be made up.
- ◆ Games will be canceled if the wind chill is 40 degrees or less at game time. After a game starts, umpires may use their own discretion to call off games at any time due to weather conditions.
- ◆ When thunder is heard or lightning is seen, play MUST be suspended for at least 30 minutes before resuming play. Any subsequent thunder or lightning starts a new 30-minute delay. No additional playing time is added due to a weather delay. Time limit rules still apply.
- ◆ If the Air Quality index is between 151-200, games will still be played. If you have an insufficient amount of players due to air quality concerns, you will not be charged with a forfeit.
- ◆ If the Air Quality index is higher than 200, games will be canceled.
- ◆ Scores do not need to be reported and no standings will be kept throughout the Fall Season.

### Playing Time

- ◆ Every player MUST play an infield position (other than pitcher) once per a game. We strongly urge coaches to rotate players to allow everyone a chance to develop and learn different positions.
- ◆ A player may not play the same position more than two innings in a game. Exception, pitchers and catchers.

## Batting/Base Running- (Ages 10-12u)

- ◆ Batters may run on a dropped third strike with two outs, or if first base is unoccupied with less than two outs. If the batter enters the dugout or other dead ball area, the batter is out. (12u only)
- ◆ No leading off. Runners must have one foot or both feet on base until the pitch crosses home plate.
- ◆ Base stealing and bunting are allowed the entire season. (Ages 10-12u)
- ◆ Runners may advance at their own discretion on any overthrow, wild pitch or passed ball.
- ◆ There is no “must slide” rule. However, a runner is called out if they do not attempt to get around a fielder who has the ball and is waiting to make the tag. NO PLOWING!
- ◆ No head-first slides when advancing to a base. The runner shall be called out. Head-first slides are allowed if a player is going back to a base.
- ◆ With two outs, a courtesy runner may be used for the catcher and/or pitcher of record.
  - For a nine-player lineup, the courtesy runner must be an eligible substitute from the bench.
  - For a continuous batting order, the courtesy runner must be the player who made the last out.
  - The same courtesy runner shall not run for the pitcher and the catcher at any time during the game.
- ◆ Only one warning for a player throwing the bat, whether intentional or unintentional. Next violation, the player may be declared out by the umpire.
- ◆

## Batting/Base Running- (9u Division)

- ◆ Every player MUST play an infield position (pitcher does not count) once every 3 innings. We strongly urge coaches to rotate more often than 3 innings to allow every player a chance to develop and learn different positions. The 3 outfielders MUST play in the grass.
- ◆ Round Robin batting is **MANDATORY**. Round Robin Batting means each player on the team will be in the batting rotation whether or not playing a defensive position. Those players who have been assigned defensive positions do not have to be the first nine players in the batting line-up.
- ◆ A half-inning ends when either of the following occur: 3 outs are recorded or 7 runs have been scored.
- ◆ Dimensions will be 60' bases.
- ◆ NO LEADING OFF. The ball must cross the plate before a runner can leave a base.
- ◆ NO STEALING
- ◆ No advancing home on an overthrow from the catcher to the pitcher.
- ◆ Runner **MAY** advance on balls past the catcher to second or third, but only one base.
- ◆ ALL SEASON: Runners may not advance to home on a passed ball or wild pitch.

## Pitching Regulations (Ages 10-12u)

- ◆ Batters will advance to first base on four balls or when hit by pitch.
- ◆ The defensive manager may request an intentional walk. Pitches are not thrown, but the pitch count increases by four (or less, if one or more balls have already been called).
- ◆ A pitcher once removed from the mound cannot return as a pitcher.
- ◆ Any catcher who caught in four or more innings shall not pitch the remainder of the day.
- ◆ Any pitcher who delivers 41 or more pitches shall not play catcher the remainder of the day.
  - If a pitcher reaches the 40th pitch during an at-bat, the pitcher may continue pitching and maintain their eligibility to play catcher if the pitcher is removed (or moved to another position) after that batter reaches base, that batter is put out, or the third out of the inning is made.
- ◆ The manager must remove the pitcher after 85 pitches, but the pitcher may remain in the game at another position besides catcher.
  - If a pitcher reaches the 85th pitch during an at-bat, the pitcher may continue pitching until that batter reaches base, that batter is put out, or the third out of the inning is made.
- ◆ No pitcher shall pitch more than three innings per week in league play AND must adhere to the following:
  - **66** or more pitches in a day, four **(4) calendar days** of rest (*e.g. pitch Mon, rest Tue-Fri, pitch Sat*)
  - **51-65** pitches in a day, three **(3) calendar days** of rest (*e.g. pitch Thur, rest Fri-Sun, pitch Mon*)
  - **36-50** pitches in a day, two **(2) calendar days** of rest (*e.g. pitch Wed, rest Thur-Fri, pitch Sat*)
  - **21-35** pitches in a day, one **(1) calendar day** of rest (*e.g. pitch Mon, rest Tue, pitch Wed*)
  - **1-20** pitches in a day, no day of rest required
- ◆ Warmup pitches do not count toward a player's pitch count. A maximum of 5 warm up pitches for all pitchers. The umpire may use their discretion to reduce the amount of warm up pitches if teams do not hustle in and out of the dugout.
- ◆ A coach or a player off the bench may warm up the pitcher. Any player warming up a pitcher must wear a mask.
- ◆ Managers are responsible for planning pitching appearances, tracking pitch counts, and adhering to all Little League rules for pitch counts and rest days. Please be diligent in tracking your team's pitch count. The league office may request pitch count reports at any time throughout the year.

### Pitching Regulations (9u Division)

- ◆ Players will pitch to opposing hitters from a distance of 46'. Managers must track and plan a player's use as a pitcher and shall adhere to LL rules regarding prescribed days off for rest & eligible pitchers. Batters can be walked and will take first base if hit by a pitch. PITCH COUNT MUST BE TRACKED and LL PITCH COUNT RULES must be followed. This is for the safety, growth and development of the players. Please be diligent in tracking your team's pitch count. The FYB office may ask for your pitch counts at any time throughout the year.
- ◆ **ALL 9 YEAR OLD DIVISIONS:** There will be **NO WALKS**. After 4 balls, a coach of the offensive team will come out and throw a **MAXIMUM** of 4 pitches to the hitter. If, after 4 pitches are thrown, the ball is not put in play, the batter is declared out and play resumes as normal.
- ◆ If a batter is hit by a pitch by a player, he is awarded first base. There are no hit by pitches from the coach. If this occurs, the at-bat will continue as normal.
- ◆ The "dropped 3<sup>rd</sup> strike rule" is not in effect. Batters will be out after 3 strikes, even if the catcher drops the pitched ball.
- ◆ A pitcher, once removed from the mound, cannot return as a pitcher.

- ◆ Catchers who catch for 4 innings in one day CANNOT go on the mound to pitch
- ◆ A pitcher who pitches more than 41 pitches in a game cannot play the position of catcher for the remainder of that day.
- ◆ The manager must remove the pitcher when a pitcher reaches the pitch count limit.
- ◆ No pitcher shall pitch more than 75 pitches per day.
- ◆ No pitcher shall pitch more than 3 innings a week for league play AND must adhere to the following rest requirements:
  - If a player pitches **66** or more pitches in a day, four **(4) calendar** days of rest must be observed.
  - If a player pitches **51-65** pitches in a day, three **(3) calendar days** of rest must be observed.
  - If a player pitches **36-50** pitches in a day, two **(2) calendar days** of rest must be observed
  - If a player pitches **21-35** pitches in a day, one **(1) calendar days** of rest must be observed
  - If a player pitches **1-20** pitches in a day, no **(0) calendar day** of rest is required.

### Equipment

- ◆ Non-wood and laminated bats shall bear the USA Baseball logo signifying that the bat meets USABat – USA Baseball’s Youth Bat Performance Standard.
- ◆ The bat’s diameter shall not exceed 2 5/8 inches.
- ◆ All BPF 1.15 bats and BBCOR .50 bats are prohibited.
- ◆ Catchers must wear a protective cup.
- ◆ Shoes with metal cleats or spikes shall not be worn by players, managers, coaches or umpires.

### Team Expectations

- ◆ Teams are encouraged to arrive 30-45 minutes before the game to warm up. This early arrival teaches kids how to start preparing for games and helps ensure enough players are fielded to have a game.
- ◆ Home and away designations are on the league schedule. For doubleheaders, teams shall switch home and away for the second game.
- ◆ Each team provides at least one new baseball each game. Umpires return the baseballs after the game.
- ◆ After the game, teams will shake hands with their opponent in a line extending from the dugouts across home plate. For doubleheaders, this will be after the second game.
- ◆ Both teams are responsible for cleaning their dugout, under the bleachers and around the field. Please dispose of all garbage in proper receptacles.
- ◆ It is required that the home team listed on the schedule enters the game scores on the website. This MUST be done by the following Monday of when your game was played. If the score is not entered the home team will be penalized a 6-0 forfeit.

### Umpires

- ◆ Understand that umpires will make mistakes just as the players and coaches will. Many umpires are young and/or new to umpiring, and this is where they get their start.
- ◆ Umpires are instructed to call a large strike zone to encourage players to swing the bat. The strike zone will be from the armpits to the knees approximately 4” off the outside corner and 2” off the inside corner.
- ◆ Remind parents that the game is for the kids and the atmosphere should be one of recreation, education and fun. Encourage parents to support their team and not yell or demean the umpires.
- ◆ Coaches and players shall not yell at umpires across the field or from the dugout. Doing so may result in removal from the game and/or future games. Even if a coach or player is not ejected, but a report or complaint is filed

with the league office, that coach or player may be suspended from future games if the league office and board of directors deem inappropriate or non-sporting behavior.

- ◆ Only the head coach of the team should raise questions with the umpire. The conversation should be held in a respectful manner. If there is an issue a team would like addressed, the coach should contact the league office 24 hours after the game to discuss the issue.