



## 9U – Fall Ball Tournament Rules

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

### Starting and Ending the Game

- ◆ The higher seed will be declared the home team.
- ◆ Fields have 60' bases and a 46' pitching rubber. Each team provides at least one new ball each game.
- ◆ All games will be five innings or no new inning may start after 60 minutes. Timing starts when the home team takes the field to start the game.
- ◆ Consolation Bracket: In case of a tie game after five innings, one extra inning may be played if the 60-minute time limit has not been reached. Games may end in a tie.
- ◆ Championship Bracket: If a game is tied after regulation innings have been completed during straight bracket play, the "California" tiebreaker rule will go into effect. The last out in the previous inning will begin on 2nd base and there will be one (1) out. This will continue until a winner is declared. 3<sup>rd</sup> Place games may end in a tie.
- ◆ Maximum of seven runs per inning. If a play results in multiple runners scoring beyond the limit of seven runs, only seven runs may be counted.
- ◆ 15 run rule after 3 innings and 10 run rule after 4 innings.
- ◆ 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 a 6-0 forfeit. If both teams have seven or fewer, 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.

### Playing Time

- ◆ Every player MUST play an infield position (other than pitcher) once per game. We strongly urge coaches to rotate players to allow everyone a chance to develop and learn different positions. Coaches from the defensive team may be on the field for instructional purposes.
- ◆ A player may not play the same position for more than two innings in a game. Exception for the pitcher and catcher.
- ◆ The three outfielders MUST be positioned in the grass.
- ◆ Mandatory use of continuous batting order, meaning all players will always be in the batting lineup. Players with a defensive position are not required to be in the first nine batting spots. The batting order may not change during the game. We strongly encourage that you rotate your batting order after each game.

## Batting/Base Running

- ◆ Batters shall not run on a dropped third strike. The batter is out even if the pitch is not caught.
- ◆ No leading off. Runners must have one foot or both feet on base until the pitch crosses home plate.
- ◆ No stealing and no bunting.
- ◆ Runners shall not advance on a wild pitch or passed ball.
- ◆ Runners shall not advance on an overthrow from the catcher to the pitcher.
- ◆ On a batted ball in play, runners may advance one base on an overthrow. In the same play, a second overthrow, a runner cannot advance.
- ◆ 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.
  - 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.

## Pitching Regulations

- ◆ No walks. After four balls, a coach from the offensive team will deliver a **maximum** of four pitches or two swings by the batter. If the batter does not put the ball in play within four pitches or two swings, the batter is out, and play resumes as normal. On the second swing, on a foul ball, the batter is out.
- ◆ If a player’s pitch hits the batter, the batter is awarded first base. If a coach’s pitch hits the batter, the at-bat will continue. A batter shall not be out if a coach’s fourth pitch hits the batter; another pitch may be thrown.
- ◆ A pitcher once removed from the mound cannot return as a pitcher.
- ◆ Any pitcher who delivers 41 or more pitches shall not play catcher for 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 75 pitches, but the pitcher may remain in the game at another position besides the catcher.
  - If a pitcher reaches the 75th 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 number 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.

## 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.

## Umpires

- ◆ In the event an umpire is assigned to your game, please see the below information.
  - 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.