

GHFBL 2025 Fall Ball Rules:

This division will focus on training and development of skills and fundamentals with most attention to players' achievements, sportsmanship, and fun with **minimal attention to game scores**. The guidelines below are set to help promote this philosophy. Ages per division follow the League Age Calendar year from the most recent Spring season played. For example 2025 fall will use the 2025 age calendar. 12U will consist of players aged 10/11 yr olds and/or 9 year olds that have either played at the Majors level or on a 10/11/12 All-Star Team. 10U Consists of players aged 9/10. 10s are encouraged to play up where skill level allows. (Any player who is 10 and played on a 10/11/12 All-Star team must play up in 12U) 8U Consists of players aged 7/8 year olds. (6 year olds are allowed if they have played at least 3 years of tball or played up a division. This age should be as limited as possible and really should be used more to fill a roster/s to allow a team.) Players that are aged 12 should be playing/transitioning to the bigger diamonds. Only select 12s may play in the 12u if the player needs more skill development. There should be very few, if any players age 12 rostered.

- Home team is listed on the schedule (please pay close attention, as “home” team could play in another town if they do not have a field available).
- Host field (i.e., the site/park at which the game is played) is responsible for field preparation and for getting and paying umpires.
- Home team supplies two new baseballs to start the game and the away team one new ball. After that, use whatever decent used baseballs both teams may have.
- A team may start a game with 8 players, but they will automatically be the visiting team. Other players who arrive late are to be added to the bottom of the batting order. Should a team only have 8 players, they may borrow a player from the team they are playing (except for playoffs).
- 10 defensive positions (4 outfielders, no 5 man IFs) are allowed for 8U division
- If a team does not have at least nine players for a game, it may use a substitute player or players from another fall team in that same age division. This will be for regular season games only, not playoffs. Substitute players may not pitch for the team on which they are filling a spot.
- A team must have at least eight players or else the game will be forfeited.
- If a game is forfeited because one or both teams have less than eight players, the game should be played as a practice game if possible.
- 8U divisions teams may not borrow or substitute to get 10 defensive positions. They will be capped at 9 defensive players if the opponent or other team substitutes are used. Only 10 defensive players are used if they are all on the original team roster.
- If an injured player comes out of the game, or a player leaves the game, the batting order slides up, and no out is to be recorded. If a player returns into the game, (s)he must go back to their original spot in the lineup.
- Six inning games with no inning to start after two hours, and “last inning” will be agreed upon by both coaches if the 6th inning has not started by “one hour & 45 minutes” from the start time of the game. A new inning starts immediately following the third out of the bottom of an inning. Coaches will agree on which inning will be the “last inning” prior to

the start of the inning. Example: The 4th inning ends at the “one hour & 50 minute” mark. Coaches should conference and agree that the 5th inning will be the “last inning,” and the maximum runs per half inning rule will be removed if applicable. EXCEPTION: There will be no time limit for playoff games in the 12U Division.

- Coaches may warm up pitchers at home plate or in the bullpen.
- Bullpens not fenced in must have a spotter wearing a helmet whenever a pitcher is warming up.
- Coaches must stay in the dugout behind the fenced area, unless they are coaching the bases in which case they must remain in the coaching box.
- Maximum six runs per at bat/half inning unless last inning, in which case bat until there are three outs in top or bottom (if necessary) of the last inning for the 10U division, 5 runs for 8U, and no max runs for 12U. However, should a home run be hit over the fence in any inning, including the last, all runs driven in by the home run will count. If a ground rule double is hit in any inning, including the last, all runs driven in by the ground rule double will count. In the nature of sportsmanship or if coaches deem necessary, 12U may implement an inning run cap at any point in the game.
- For 10U division, a maximum of 2 runs will be allowed to score per inning on passed balls/wild pitches. (This does not include over throws to the bases or pitcher.)
- Time may be called once the ball is in control on the infield grass or at a base (area in-between all bases if an all dirt IF) and the lead base runner has stopped his/her **forward** progress. If a trailing base runner was already running prior to time called, they may finish advancing to that base if they were more than halfway. (Judgement call by the umpire who has final say)
- 10-run mercy rule after 4 innings.
- Free defensive substitutions except for the pitcher - no pitcher may re-enter the same game as a pitcher once he/she is removed from the mound.
- Batter can advance to first base on a dropped third strike. Cannot advance in 10U or 8U divisions.
- Infield fly is in effect for 10/12U, it is NOT in effect for 8U. For 10U, it is implemented to start learning consistency for when it's in use during regular season and tournament play.
- No automatic outs for injuries or missing players. (Skip them in the batting order)
- No pinch runners unless the runner is injured. EXCEPTION: “Hurry up rule” for catcher (see details of rule below)
- Players cannot sit out on defense more than two consecutive innings (1 consecutive inning for 8U division) and must play a minimum of two defensive innings..
- For 8U division only Optional coaches (2 maximum at any one time) on field assisting defensive players (**first eight games only**).
- Continuous batting order. Everyone bats.
- All other lineup rules or further restrictions are up to individual towns rules. The above are the minimum.

● **Special 8U division rules:**

1. Pitcher must be removed if he walks and/or hits a combined five consecutive batters in any one inning, hits 3 batters in any single inning, or hits 5 batters in any one game.

Modified kid pitch rules for 8U:

2. During the regular season AND postseason, to promote speed of play along with player engagement, the 8U league will allow a modified kid pitch system. Opposing coaches should discuss prior to games to ensure that both teams understand the modified kid pitch system.
3. 8U pitchers are to start pitching from the 46' mound and can only move up to 42' if they cannot consistently reach home plate from 46'.
4. A pitcher is allowed one walk during an inning, before the modified kid pitch rule comes into effect. Any subsequent 4-ball count (or hit batter) by that same pitcher will result in a coach taking over the at-bat. If there were one or two strikes, the count will reset to one strike (balls no longer matter while the coach is pitching, as the player cannot reach first base as a result of a walk or hit-by-pitch during coach pitch). If there were no strikes, the count will reset to no strikes. Called strikes and swinging strikes will count during coach pitch.
5. The pitcher will stay on the field, in their defensive position, and will return to the mound to pitch following the coach pitch at-bat. The rule will stay in effect until the end of the 1/2 inning, or until a new pitcher enters the game.
6. One steal/passed ball/wild pitch per inning. Note: A simultaneous "double steal" of 2nd and 3rd base is permitted, and counts as the inning's one steal. (SEE APPENDIX FOR WHAT IS CONSIDERED A STEAL)
7. No stealing home or going home on a wild pitch or passed ball.
8. No delayed steal.
9. No advancement on an overthrow during a steal attempt - one base per play on a steal.
10. Maximum one base on a wild pitch or a passed ball (except from third where no advancement home).
11. After the first advancement on a wild pitch or passed ball, a coach should help retrieve further wild pitches/passed balls to speed up game play.
12. No advancement on an overthrow of any base.

Special 8U rules section ends. The following are for all divisions unless otherwise noted.

- If a batter inadvertently throws the bat while swinging at the plate, the batter shall get a warning for a first offense during that game. The second time it occurs in a game, the batter shall be called out. The third time it occurs in a game, the batter shall be ejected from the game (but will not need to sit out the next game).
- Any intentional throwing of the bat shall be an automatic ejection and the player must sit out the next game.

- Coaches/parents preferred as base coaches. If kids must coach a base, they must wear helmets - maximum one kid coaching at any one time.
- Kids catching during a game or while warming up a pitcher on the mound or in the bullpen must wear a mask with a dangling throat protector at all times.
- Bats must meet LL Baseball requirements for this age division. (USA stamped and not on current illegal bat list per LL rulesets)
- Current Little League Baseball's Regular Season Pitch Count Rules will apply for all regular season and playoff games. Pitching rules are available on www.littleleague.org website. Managers must track pitch count for both teams, reconciling every half inning and when a pitcher is removed from the game.
- Refer to current Little League rules regarding pitching and catching in the same game:
 - A) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
 - B) A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.
- Mound distance of 46 feet.
- Pitcher must be removed if he hits ~~four~~ five batters in a game or 3 batters in a single inning. (8u division see your rules above)
- Emphasis on slide OR avoid. It will be a judgment call by the umpire whether or not to call the runner out on plays the umpire deems warranted a slide or avoid.
- No head first sliding except back to the base from which they came.
- No intentional headfirst sliding - automatic out for head first slides. Exception: going back to a base.
- Bunting is allowed.
- No slashing (faking a bunt and then swinging away on same pitch) - slashing will result in the batter being automatically called out and any runner or runners being returned to the base or bases occupied prior to the slashing.
- Emphasis on hurry up on and off field. Coach option: "Hurry up" rule for catcher (if catcher is on base with two outs, a pinch runner may be used so the catcher can put on the catcher's gear; the pinch runner shall be the batter who made the last out).
- No protests; all disagreements must be worked out on the field by the coaches and umpire.
- Only the head coach may discuss an umpire's call (fair or foul, safe or out, etc.).
- There shall be no arguing balls and strikes or an umpire's judgment calls.
- In an effort to grow the sport, experienced youth umpires are encouraged.

- Unsportsmanlike behavior by players, coaches, parents, etc. will not be tolerated; head coaches are responsible for controlling the behavior of their assistant coaches, players, fans, players' parents, etc.
- While chanting is allowed, there shall be no chanting or other actions that disrupt any pitcher, batter, fielder or base runner. Any other chanting must stop once the pitcher has the baseball and is in contact with the pitching rubber.
- An umpire may stop and/or forfeit a game for behavior that in the umpire's belief constitutes unsportsmanlike behavior that either continues unabated after one warning or that warrants no warning.
- Anyone ejected from a game (except for a player inadvertently throwing a bat while swinging) must sit out the next game. (Both teams' head coaches must report an ejection to the Fall Ball administrators).
- Anyone ejected twice during the season (except for a player inadvertently throwing a bat while swinging at the plate) is out for the season and playoffs.
- Winning team promptly reports the score to fall administrator.
- Team records and standings will be kept.
- Every team plays in the playoffs/post-season tournament.
- Playoff seedings/pairings will be determined via a random drawing upon completion of the final regular season game. (Regular season records do not count toward playoff seedings - **This promotes the league's objective of giving all players many opportunities to develop during the regular season**).
- Playoffs may, at the discretion of fall administration, consist of upper and lower brackets based on records.
- Head coaches/managers are responsible for the actions of their players, coaches and fans.
- Fall administrator reserves the right to ban any player, coach, team, etc. from the league for rule infractions or other reasons deemed sufficiently inappropriate.
- Refer to this document for rule clarifications, Little League rulebook for rules not specifically outlined within this document, and common sense for any other undeclared rulings.

APPENDIX:

Stealing: Ball must cross plate before runner leaves. A successful steal is defined as follows:

1. Runner attempts to advance to the next base without the benefit of a misplay or error; the catcher receives the pitch cleanly and attempts to throw out the runner.
2. Runner advances from 1st base to any base because of a wild pitch or passed ball
3. Runner advances from 2nd base to any base because of a wild pitch or passed ball
4. Runner advances from 3rd base to home because of a wild pitch or passed ball
5. Runner advances due to defensive indifference (the defense does not attempt to throw out a runner; runner may only advance one base)
6. Missed throw back to the pitcher and the pitcher or catcher causes a bad throw but stays on the IF, it would be considered a steal home.

7. Overthrows from a catcher to any base that reaches the OF is an overthrow NOT a stolen base. Throws from IFs to bases that get past the fielder and his backup is also an overthrow NOT a steal.

Note 1: In the case of 1, 2, 3, or 4, the runner or runners may advance more bases if a play is made to a base attempting to get out the runner and a subsequent error is made. Once the play is dead, (ball is in the infield and lead runners forward progress has stopped) the successful attempt of a steal is complete. (Not Applicable for 8U as they do not advance on an overthrow. This encourages catchers at this level to learn to throw and attempt to get runners out. Learning the consequence of an overthrow occurs at the next level of play.)

Note 2: If multiple runners are on base and a stealing attempt is made by more than one runner, and one runner is thrown out and another safe, the one successful attempt of a steal is complete.