



## 2019 Fall Ball Rules



1. **Rules:** All games will be played under the Official 2019 Little League Regulations and Rules, EXCEPT as stated otherwise herein.
2. **Home Team:**
  - (a) Occupies the first base dugout (for doubleheaders may stay on side occupied during first game if not changing fields)
  - (b) Prepares field, chalks lines, etc.
  - (c) Provides an official scorekeeper and they shall sit in a location easily accessible by the umpire, preferably behind the backstop.
  - (d) Must provide 3 new baseballs for the game
  - (e) If there is no plate umpire provided by the league, the home team is responsible for providing a plate umpire.
3. **Visiting Team:**
  - (a) Occupies the third base dugout (for doubleheaders may stay on side occupied during first game if not changing fields)
  - (b) If there is no base umpire provide by the league, the visiting team is responsible for providing a base umpire. Games may be played with only a plate umpire.
4. **Line-Ups:** Line-ups, including first and last names of players must be submitted to the plate umpire during the plate meeting prior to the game starting. **Lineup cards have four copies, ensure the bottom two copies go to scorekeepers (home and away) prior to the plate meeting and bring the top two copies to the plate meeting.**
5. **Pitching**
  - a. Any player on a team may pitch. 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 for the remainder of that calendar day. Receiving one pitch constitutes an inning played.**
  - b. **A player may pitch a maximum of three innings in a weekend of play. One pitch constitutes an inning pitched.** A pitcher may pitch in two games in a day or weekend of play, provided they do not exceed three innings total over the two games.
  - c. Managers are responsible for ensuring the eligibility of their pitchers. Should a team run out of eligible pitchers, the game will result in a forfeit and end immediately.

**Notes:**

  - The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that pitcher has pitched a ball to a batter, shall not be considered a violation. All managers, coaches, umpires, scorekeepers and spectators are encouraged to prevent protest situations from arising. When a protest situation is imminent, time should be called and the potential offender should be notified immediately.
  - d. **Violation of pitching regulations, player substitution regulations will be considered grounds for forfeit by the team found to be in violation. Furthermore, repeated violations or violations found to be intentional, may result in the offending manager and/or coach(es) being suspended or removed.**



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6. **Uncaught Third Strike:** U12/U14 ONLY – The batter becomes a runner when the third strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out. To put the batter out, the defense must tag the batter or first base before the batter runner touches first base.
7. **Infield Fly Rule:** In effect for all divisions; this is an umpire's judgement call. A fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before two are out. The pitcher, catcher, and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly, if fair". The ball is alive and runners may advance at the risk of being caught or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul ball.  
  
NOTE: If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul and remains foul before passing first or third base, it is a foul ball. If a declared Infield Fly untouched to the ground outside the baseline and bounces fair before passing first or third base, it is an Infield Fly.
8. **Baserunning:** U10/U12 – Baserunners may leadoff a base once the pitch has crossed the plate. U14 ONLY – Baserunners may leadoff a base at any time. U10 ONLY - Baserunners may steal 2B or 3B on a passed ball, however they may NOT steal home, must advance home on a hit (or walk if forced only).
9. **Sliding and Close Plays:** Baserunners must avoid contact with defensive players, in particular on close plays on bases or home plate by sliding, going around or otherwise. There is no 'must slide' rule in Little League, however baserunners must avoid contact. Baserunners may be called out, if in the opinion of the umpire, no attempt was made to avoid contact. Defensive players must not stand on bases or occupy baselines unless they are in possession of the ball or in the process of making a play on a batted ball, they may be penalized for obstruction. U10/U12 – Head first sliding into a base is NOT permitted, players may slide head first BACK to a base only. U14 – Head first sliding is permitted.
10. **All Bat Rule:** All players present for the game shall be placed in the batting line-up and will bat throughout the game in that batting order, regardless whether they are playing defensively or not. Players arriving late must be added to the bottom of the batting order. The batting order cannot otherwise be changed during the game. If a player is unable to bat (injured, ejected or leaves early) his spot in the order will simply be skipped. If a player is injured while on the bases, the player who was the last recorded out for the team at bat shall take the place of the injured player on the bases.
11. **Starting Count:** U10 ONLY – All batters start with a 1-1 count
12. **Extra Outfielder (Rover):** U10 ONLY – Teams may utilize an extra outfielder (known as a rover). They must start in the outfield area before each pitch.
13. **Mercy Rule:** U10/U12 - A 10-run rule will be in effect after 4 complete innings, 3½ innings if the home team is ahead. U14 ONLY - A 10-run rule will be in effect after 5 complete innings, 4 ½ innings if the home team is ahead. NOTE: The new Little League 15 run mercy rule is NOT in effect for Fall Ball to maximize playing time.



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14. **Length of Games:** U10/U12 games are 6 innings with no new innings after 1 hour 45 minutes from the scheduled start time. U14 games are 7 innings with no new innings after 2 hours from the scheduled start time. **A 5-run per inning rule is in place for all innings, with no open inning.** Any partially completed innings at the time limit mark will be allowed to finish. Only the umpires will decide on time related matters or calling final inning, please respect their decision. If the score is tied at the end of (a) U10/U12 – 6 innings or (b) U14 – 7 innings, an extra inning may be played ONLY if time limit has not been reached. Games may end in a tie.
  15. **Fair Play:** Managers are to ensure that all players play an equal amount of time on defense, or as close as possible during games. Defensive substitutions are open.
  16. **Minimum Players:** A game cannot start with less than 8 players on each team. *A game can be played with 8 players without an automatic out being assessed to the ninth batter.* A team that cannot field the minimum number of 8 players to start or any time during a game shall forfeit the game, and it shall end immediately. **Teams that cannot field 9 players for a game may ask an opposing manager to 'borrow' registered players from other District 8 Fall Ball teams in their division, however they may not pitch.**
  17. **Catchers Equipment:** All catchers must wear approved Little League catchers helmets with throat protectors and body chest protectors.
  18. **On Deck Batters:** **Permitted in the U14 division ONLY.** Only one batter may be in the on deck area. All other players must remain in the bench area without a bat in their hands until it is their turn to bat. No swinging bats or practicing outside the field area during games.
  19. **Bats:** Must meet Little League specifications and standards. Certain bats do not meet testing standards, please visit [www.littleleague.org](http://www.littleleague.org) for a list of any decertified bats.
    1. Bats must be no more than 34" in length and barrel no more than 2 5/8" in diameter.
    2. Solid one-piece wood barrel bats are permitted and must be 15/16" in diameter at the smallest part, or 7/8" in diameter at the smallest part if 30" or smaller.
    3. **All bats that are NOT solid one-piece wood barrel bats must bear the USA Baseball logo signifying it meets the USAbat youth bat performance standard.**
    4. **Bats meeting the BBCOR standard as outlined below are also permitted provided they are 34" in length or smaller.**
    5. There are penalties for use of an illegal bat, please review rule 6.06(d) carefully.
-  OR 
20. **Rainout Games:** All Saturday games cancelled due to weather will be re-scheduled on Sunday. The Fall Ball Coordinator and the Team Managers involved will find an available timeslot to play the cancelled game.
  21. **Base Coaches:** Two (2) adult base coaches are permitted provided an adult coach is on the bench. Players may serve as a base coach but must wear a batting helmet on-field.
  22. **Sportsmanship:** **Good sportsmanship is expected by all participants, coaches, players and spectators. No abusive comments towards umpires or diamond officials will be tolerated.** No warning is required to eject a participant, coach, player or spectator. Once an individual is ejected, that person must promptly leave the game site, and the ball game shall not resume until the umpires are satisfied.