

# 2025 Neobaseball **Fall Ball** Supplemental Rules

NeoBaseball.org

Revised 8/8/25

## 1. Official Game(s):

- a. **The current Neobaseball regular season (spring) rules (and supplemental rules for coach-pitch, if applicable) shall apply except for the additions and/or modifications listed below that are specific adjustments for the summer/fall season.**
- b. Timed Games:
  - i. Time Limit:
    1. 12U and younger divisions: No new inning shall start after 1 hour 15 minutes of game time.
    2. 13/14U: No new inning shall start after 1 hour 30 minutes of game time.
  - ii. Any inning started shall finish (both home/away should bat unless otherwise noted below).
  - iii. If the last (3<sup>rd</sup>) out in the bottom of the inning is recorded at 1 hour 14 minutes, then a new inning shall start, and it will be the final inning (1 hour 29 min for 13/14u). Games should NOT be preemptively declared as final based on the approaching time limit – either the time is exceeded and no new inning is started, or the time limit is not hit, and another inning should be played (umpires can still declare an inning as final if it's due to impending darkness or inclement weather, just shouldn't be due to an approaching time limit).
  - iv. If your game is the final game on that field for the day, an additional inning can be played for extra practice if both team managers and the umpire agree (final score shall remain as when time expired, if applicable).
  - v. The official time should start when umpire states “play ball” (just prior to first pitch). The time limit should be reevaluated as ending (being met or exceeded) once the 3<sup>rd</sup> out is recorded at the bottom of an inning.

## 2. Pitching:

- a. 8U-12U pitchers shall not pitch more than 2 innings per one game, 3 innings total per day, and 6 innings per week. (Note: a week shall run Monday through Sunday). 13/14U pitchers shall not pitch more than 3 innings per one game, 4 innings total per day, and 7 innings per week. (Adjustment to rule 3b)
- b. 8U/Farm games will be all kid-pitch, so there will not be any coach-pitch innings. (Adjustment to Farm/8U rule 4c). Pitching distance remains 40'.
- c. Due to time limits, no more than 5-7 warmup pitches between innings (please have catchers ready to go or a coach should warm up the pitcher).

## 3. 9U fall teams will play by 10U spring rules:

- a. Rule 5.b.i.4 is not in effect for 9U fall (So 9U fall baserunners CAN advance home on a “passed ball”)
- b. Rule 9.d.ii is not in effect for 9U fall (So 9U fall will allow for “drop 3<sup>rd</sup> strike”)
- c. Rule 9.e.ii is no in effect for 9U fall (So 9U fall will allow for infield fly to be called by umpires)

## 4. Umpires will be provided (Adjustment to rule 8a).

## 5. If applicable, reschedules shall be scheduled through the league (Adjustment to rule 10).

## 6. Residency/school requirement is not in effect for fall (Adjustment to rule 11e).

## 7. Travel and/or Select Players are permitted to participate (Adjustment to rule 11i).

## 8. At least (1) new game ball will be provided by the league to the umpire per game (Adjustment to 6b) – all balls should be returned to the umpire at the end of the game.

## 9. Neobaseball league representatives will notify Team Managers of any other rule clarifications or modifications as required during season.

## 10. Rainout notification will be sent via Managers' group chat (SportsEngine)

## 11. Failure to play games as scheduled could result in game forfeits and/or removal of the team from the remainder of fall season.