

2019 Fall Ball Inter-League Playing Rules

9/1/2019

ZERO TOLERANCE BEHAVIOR POLICY

To make Little League a more desirable, rewarding, and safe experience for all participants, District 55 has a zero tolerance policy regarding any inappropriate behavior that concerns any volunteer, parent, player, or spectator. All parents and volunteers are required to sign a Code of Conduct before participation in the season. Any breach of the Code of Conduct, inappropriate behavior, obscene or abusive language in any form, actual or threatened physical harm, or any inappropriate physical treatment, will be reviewed promptly by the local league Board of Directors, will result in sanctions, and could result in expulsion from the League.

PLAYING RULES

District 55 teams will play according to Little League Baseball, Inc., Official Regulations and Playing Rules unless otherwise noted in the following paragraphs. These additional rules are intended to supplement the Little League Rules and Regulations.

UMPIRING & FIELD PREP:

- 1 Home teams are responsible for providing a home plate umpire.
- 2 No umpires are necessary for single A and TBall games.
- 3 Visiting teams shall provide a base umpire when available.
- 4 Home teams are responsible for field prep and breakdown.
- 5 In the event that a home team is not the host field team, the visiting/host field team is responsible for all field prep & breakdown.

BAT RULES FOR INTERMEDIATE & JUNIORS

- 1 Refer to Green Book rule 1.10.

A. JUNIORS - Shall play according to District 55 Juniors rules.

- 1 Drop Dead game end time is at 2 hours and 30 minutes.

B. INTERMEDIATE (for instructional teams only):

- 1 Drop Dead game end time is at 2 hours and 30 minutes.
- 2 No player can pitch more than 3 innings per game, and at no time shall a pitcher exceed the pitch count limit as specified in Green Book Reg. VI(c).
- 3 The umpire is the only official timekeeper. A new inning begins the moment the last out is made in the previous inning.
- 4 Continuous batting order shall be utilized. See Green Book Rule 4.04.
- 5 Any player not in attendance at the beginning of the game shall be listed as absent. See Green Book regulation 4I, rule 4.04, Note 2.
- 6 No mercy games. Both teams play seven innings, or less if the drop dead time has been reached.
- 7 Intermediate teams will play with a pitching distance of 50 feet and a base path distance of 70 feet from one another.
- 8 Lead offs, steals (including home), and pickoffs are allowed in this division.
- 9 During the first six (6) innings of a game, the side will retire after five (5) runs have scored. A total of more than five (5) runs for a half-inning may be counted in the event of an over-the-fence home run or ground rule double. Any subsequent innings shall be unlimited runs. At the completion of an inning, if the game UIC decides that due to the approaching 2 ½ hour time limit or impending darkness, fewer than seven (7) innings will be played, the game UIC shall announce to both Managers at the START of the next inning that the game is in the unlimited runs inning.

C. AAA DIVISION – Shall play according to the Intermediate Division rules except:

- 1 Drop Dead game end time is at 2 hours.
- 2 No player can pitch more than 3 innings per game, and at no time shall a pitcher exceed the pitch count limit as specified in Green Book Reg. VI(c).
- 3 For teams with 12 or fewer players: Players shall not sit out more than three (3) consecutive defensive outs within the first four innings and no more than six (6) defensive outs in a game. For teams with 13 or more players: Players shall not sit out more than three (3) consecutive defensive outs within the first three innings and no more than six (6) defensive outs in a game.
- 4 Free substitution for defensive purposes from the bench is allowed only at the beginning of each half inning. This does not apply to pitchers or injured players.
- 5 During the first five (5) innings of a game, the side is retired when three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half-inning, or when the offensive team scores five (5) runs. (See Green Book Rule 5.07.) A total of more than five (5) runs for a half-inning may be counted in the event of an over-the-fence home run or ground rule double. Any subsequent innings shall be unlimited runs with the side retired when three offensive players are legally put out or called out by an umpire. At the completion of an inning, if the game UIC decides that due to the approaching 2 hour time limit or impending darkness, fewer than six (6) innings will be played, the game UIC shall announce to both Managers at the START of the next inning that the game is in the unlimited runs inning.
- 6 All players must be in their assigned uniform. All fielders must wear their hat and have their shirts properly tucked in.
- 7 AAA teams will play with a pitching distance of 46 feet and a base path distance of 60 feet from one another.
- 8 No lead-offs or dropped 3rd strikes are allowed in this division.
- 9 Stealing of any base is permitted, including home plate.
- 10 Continuous batting order shall be utilized. See Green Book Rule 4.04.
- 11 A game may not be started or continued with less than eight (8) players on each team. See Green Book Regulation III(a).

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D. AA DIVISION – Shall play according to the AAA Division rules except:

- 1 Drop dead game end time is at 2 hours.
- 2 No new inning shall be started after 1 hour 45 minutes from official start time.
- 3 No player can pitch more than 2 innings per game, and at no time shall a pitcher exceed the pitch count limit as specified in Green Book Reg. VI(c).
- 4 Base runners cannot steal home, no matter which base they were occupying at the start of the play. If a runner is put out attempting to steal home, the out stands. If the runner is safe, he must return to third base. A runner can only score as a result of a play initiated by a batted ball, or forced in by a base on balls or a batter hit by a pitch.
- 5 All players must be in their assigned uniform. All fielders must wear their hat and have their shirts properly tucked in.
- 6 During the first five (5) innings of a game, the side is retired when three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half-inning, or when the offensive team scores five (5) runs. (See Green Book Rule 5.07.) A total of more than five (5) runs for a half-inning may be counted in the event of an over-the-fence home run or ground rule double. Any subsequent innings shall be unlimited runs with the side retired when three offensive players are legally put out or called out by an umpire. At the completion of an inning, if the game UIC decides that due to the approaching 2 hour time limit or impending darkness, fewer than six (6) innings will be played, the game UIC shall announce to both Managers at the START of the next inning that the game is in the unlimited runs inning.
- 7 Continuous batting order shall be utilized. See Green Book Rule 4.04.
- 8 A game may not be started or continued with less than eight (8) players on each team. See Green Book Regulation III(a).

E. SINGLE A DIVISION (Machine Pitch weeks 1-5, Player & Coach Pitch Blend weeks 6-10) – Shall play according to the AA Division except:

- 1 Drop dead game end time is at 1 hour and 30 minutes.

Batting Rules:

- 2 General batting rules for the entire season:
 - The side is retired when three offensive players are legally put out or when all players on the roster have batted one time in the half-inning. See Green Book Rule 5.07.
 - There are no walks in single A fall ball.
 - Both swinging strikes and called strikes will be counted as strikes against the batter. On a third strike the batter will be called out.
 - Bunting the ball is not allowed. Batters attempting to bunt will be called out and the ball is dead.
 - When a batted ball reaches the outfield, runners can advance only to the base they were going to at the time the ball reaches the infield, and runners cannot advance on overthrows.
 - Continuous batting order shall be utilized. See Green Book Rule 4.04.
- 3 Additional batting rules for weeks 6-10:
 - 4 pitches will be thrown from a player, then 3 pitches from a coach if needed, and if a fair ball has still not been hit, the batter will be called out.

Pitching Rules:

- 4 For weeks 1-5, pitching shall be by machine pitch only.
- 5 For weeks 6-10, pitching shall be a blend of player and coach pitch. Players throw a maximum of 4 pitches during any at bat, then a coach throws a maximum of 3 pitches.
- 6 Do NOT exceed these pitch maximums during any at bat, for any reason.
- 7 No player can pitch more than 2 innings per game.

General Rules:

- 8 The base paths shall be set at sixty (60) feet.
- 9 Up to two (2) defensive coaches may be on the field at all times to instruct the players on the finer points of play. An offensive coach will be on the field behind the pitcher's mound while the kid pitch option is being used.
- 10 Only limited flight type baseballs shall be used.
- 11 9 Teams shall field ten (10) defensive players, four (4) of which shall be outfielders.
- 10 No outfielder shall play closer than fifteen (15) feet from any baseline. No outfielder is allowed to make an unassisted play at any base. Outfielders should be on the grass not on the infield dirt.
- 11 The player pitcher must be within five (5) feet of the pitching rubber. The coach pitcher must make best effort to avoid contact with a batted ball. If the coach pitcher is hit by a batted ball, then it is in play.
- 12 No base runner shall steal any base. Sliding is allowed in order to avoid contact or safely stop from overrunning a base. A player can not slide into another player. Players must be properly trained in sliding.
- 13 Only players up to and including league age eight (8) may pitch. No pitcher may pitch more than two (2) innings per game. The Little League pitch count rules must be followed.
- 14 No protest will be accepted for any reason. Any questions or rule interpretations shall be directed to the Fall Ball Commissioner for clarification or resolution. No score or league standings shall be kept. Managers shall not keep scorebooks or statistics.
- 15 The Manager, a coach, or an authorized adult volunteer must be in the dugout with the players at all times.
- 16 There is no mandatory infield play. Coaches are encouraged to (1) rotate players around the infield and outfield; (2) allow each player who wants to and can do so safely to play at least one infield and one outfield position per game. No player may play any position more than once in a single game, unless there is a safety issue. Any safety issues should be discussed with the Fall Ball Commissioner.
- 17 All players must be in their assigned uniform. All fielders must wear their hat and have their shirts properly tucked in.
- 18 A game may not be started with less than eight (8) players on each team. See Green Book Regulation III(a).

F. T-BALL DIVISION:

- 1 Drop dead game end time is at 1 hour and 30 minutes.

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- 2 A maximum of five (5) runs per inning may be scored during any inning. The offensive team shall take the field after the sooner of 3 outs being recorded against them or having scored 5 runs with the next scheduled batter leading off the next inning. [There is no batting the entire order each half inning. There is no "last batter home run" under any circumstances. They must begin to understand the connection to being safe or out while playing both offense and defense at this level.]
- 3 There are no walks. No bunting is allowed. Batters can only become a runner by reaching base safely after hitting a fair ball off the batting tee. Hitting most of the tee is considered a foul ball no matter where the ball lands. If the ball goes through the infield, then the batter/runner should be entitled to attempt to get one extra base. [The half inning goes faster when you get an occasional double.]
- 4 Catchers are required to wear a catcher's helmet, with facemask and throat protector and all other supplied equipment. The catcher shall play no closer than ten (10) feet to the batter and face opposite the batter while he/she is hitting. [The half inning can start without a catcher. The game should not be slowed by the catcher attempting to get fully dressed in the equipment.]
- 5 Runners can only advance on a batted ball. There is no leading or stealing. Sliding is allowed in order to avoid contact or safely stop from overrunning a base. A player can not slide into another player. Players must be properly trained in sliding.
- 6 The batter is allowed five (5) swings at the ball on the tee in which to hit the ball fairly. After five (5) foul or missed swings, the coach will assist the batter in hitting.
- 7 There is no mandatory infield play. Coaches are encouraged to (1) rotate players around the infield and outfield; (2) allow each player who wants to and can do so safely to play at least one infield and one outfield position per game. No player may play any position more than once in a single game, unless there is a safety issue. [Do not put a kid at first base that can not safely catch a thrown ball.]
- 8 The base paths shall be set at fifty (50) feet.
- 9 All players must be in their assigned uniform. All fielders must wear their hat and have their shirts properly tucked in.

G. SCOREKEEPING AND ANNOUNCERS

- 1 No scorekeeping or announcers needed for fall ball.

SECTION VII – GAMES

- A Little League Baseball, Inc. Official Regulations and Playing Rules shall be followed in determining the outcome of any regularly scheduled games.
- B The Umpire-In-Chief (Home Plate) shall be responsible for making every effort to keep the game moving along to completion as long as, in his judgment, it is safe for the players to do so. Teams may forfeit games where, in the umpire's judgment, they are determined to be attempting to delay the game's progress.
- C All tie games will continue until there is a winner as defined by Little League Baseball, Inc. Rules and Regulations and District 55 Standing Rules as applicable by division provided there is sufficient time, as defined in these Standing Rules for the applicable division, and it is safe to do so.
- D The Home Team is responsible for providing all playing equipment, preparing the playing field, and the Official Scorekeeper's table and public address system. The Visiting Team is responsible for putting all equipment away after the game.
- E The home team shall occupy the third base dugout.
- F Only eligible uniformed players, Manager, two (2) Coaches, and Umpire are permitted within the confines of the playing field, including the dugouts. All guests (video/camera and maintenance personnel) may be permitted with Board approval. At no time during play, shall there be more than two coaches outside of the dugout, including base coaches.