

Fall Baseball League

Rules and General Game Management 07/1/2018

**Please go over game ground rules with the opposing coach before each game. The Fall League is "instructional". Please go over these rules and any game variations/decisions before the game. Since there is a mix of teams and age groups, decide ahead of time on base distances, stealing, leading off (mostly for the younger kid pitch teams 8/9-year-olds) and anything else you want to discuss. Let's keep the atmosphere relaxed and in a learning mode. More than likely you will need to change/check pitching and base distances before the game so have a tape measure to do that. The Parks & Rec's Departments may prep the fields once before all games are played, that will be it. We try to schedule games for teams of the same age on the same fields to avoid having to make changes, but sometimes you may need to change the base/pitching rubber distance.

General Rules for Fall Games:

Play normal summer rules (RMJBL), with the exception of:

- 1) Each team supplies a new game ball to the umpire at the start of the game (Have a second new ball or good ball in reserve)
- 2) Pitchers (9 -14) can only pitch 2 innings in a game, HS Pitchers can pitch 4 Innings
- 3) Catchers can only catch 3 innings per game; HS catchers have no inning restrictions
- 4) No more than 5 runs allowed by a team in any inning. Once you reach 5 runs, switch sides
- 5) NO RUN RULES, so play the full 1:45 or 6 innings, 1:30 or 6 innings for 8U Machine Pitch/8U Kid Pitch Games. There are no mercy rules in Fall, use your discretion and if your team is clearly overmatching the other team, work on other plays, don't pitch your best pitcher, etc...
- 6) Be responsible adults, you can keep score but we don't keep standings.
- 7) Go over ground rules before the games and come to an understanding about how you want the game to be played (stealing, leading off for younger teams, etc). Talk it out with the opposing coach and the umpires. Come to an agreement on rules. Some teams are moving into new rules and trying to teach the game plus new rules such as stealing, leading off, etc.
- 8) Teams MUST bat their entire lineups, free defensive substitutions: No Exceptions –No penalty if a player is hurt or cannot finish the game, simply skip that batter in the line-up
- 9) **Rule: Keep it Lite—Have Fun—Help the Players become better players**
- 10) **Here are the distances we will use in the fall:**

Age	Pitching	Bases
MP/8U Kid Pitch	40' for Kid Pitch	60'
9/10U	46'	65'
11/12U	50'	70'
13/14U	54'	80' (14's can play 60/90 please determine at game time)

Game Time Limits:

- Machine Pitch 7/8U Kid Pitch: 1h 30 min game times **Final batter can finish the At Bat, but the game ends after that)**
- Kid Pitch 9-14's: 1h 45 min game times (game ends at 1:45 no exceptions) **Final batter can finish the At Bat, but the game ends after that)** - We have limited daylight, so we need to keep the games moving.
- **Special Rules for Rookie 9-Year Old/8U Kid Pitch Teams (Most rookie teams at 9 are just experiencing Kid Pitch for the first time):**
- Leading Off permitted if **agreed** to by coaches
- Dropped 3rd Strikes result in an out