

2017
GE/LBL/WB Fall Baseball League
Rules and Regulations
SECTION 4 -FALL DIVISION

1.00 GENERAL RULES

1.40.1 Section 2 of The Rules shall govern play along with these special Division rules.

1.40.2 All rules governing conduct of players, managers and coaches will apply as set up in The Rules of GE/LBL/WB Fall Baseball League.

1.40.3 The GE/LBL/WB Fall Baseball League Fall League shall be divided into four playing levels: 7U, 9U, 11U, and 13U. Players shall be separated into teams based on their age. Official Rosters are due prior to playing the first game of the season.

1.40.4 Any manager or coach ejected from a game by an umpire will be suspended and may not participate until after the next two (2) games for that team have been played.

1.40.5 Any player ejected from a game by an umpire will be suspended for one (1) additional game.

4.50 GAME LENGTH

4.50.1 The length of the game shall be in accordance with the following:

(a) The length of a regulation game shall be six (6) innings (7 innings at 13U level, 5 innings at 7U level) unless extended because of a tie score or shortened because the home team needs none of its half of the last inning or only a fraction of it, or the game is called by the umpire(s).

(b) If the score is tied after six (6) innings (7 innings at 13U level), play shall continue until the visiting team scores more total runs than the home team at the end of a completed inning or the home team scores the winning run in an uncompleted inning. **A "California Tie-Breaker" will be used in case of extra innings. The last batted out from the previous inning will be placed on second base and the offensive team will begin the inning with one out. The count for each batter in such innings shall begin with 1 ball and 1 strike.**

(c) A complete or official game shall be any game that has completed 3 ½ innings with the home team ahead or 4 innings with the visiting team ahead. At 13U, a complete or official game shall be any that has completed 4-½ innings with the home team ahead or 5 innings with the visiting team ahead.

(d) If a game is called for any reason, the following rules apply:

(1) the game is a complete or official game if 4 innings have been completed, or if the home team has scored more runs in 3 ½ innings than the visiting team has scored in 4 complete innings. **The score reverts to the last completed inning.**

(2) the game is a suspended game if the game has reached complete or official status and is called during an uncompleted inning, if, in the incomplete inning, the visiting team has scored one or more runs to take the lead, and the home team has not tied the score or retaken the lead.

(3) the game is no game if the game is called for any reason and has not reached complete or official status. The game shall be rescheduled to be played from the beginning at another time to be determined as specified in 3.10

(e) A suspended game shall resume from the exact point where play was terminated at a time mutually agreed by the Managers and the Level Commissioner.

4.60 Speed Up Rules - All Fields

4.60.1 Speed up rules allowing for a substitute runner for the next inning's pitcher and or catcher may be used after two outs. The substitute runner must be the player that made the last out.

4.60.2 All games that are tied after regulation shall use a special tie-breaker for all subsequent at-bats. Each half inning shall begin with one out and a runner at second base, and each batter shall start with a one strike / one ball count. The runner at second base shall be the last batted out from the previous inning. Play shall continue until a winner is determined according to the rules set forth under Game Length 4.50.

4.60.3 No inning shall start more than two (2) hours from the 1st pitch of the game, unless the game is tied. Tie games will be played until a winner is determined using the special tie-breaker formula as described in Rule 4.60.2. If the following game begins late due to a tie game, it will be played to completion. All rules set forth under Game Length 4.50 shall apply.

4.60.4 Umpires will permit only (3) three warm-up pitches for pitchers between innings. Any violation of more than three pitches will result in a "ball" being called, and/or possible removal from the game.

4.60.5 Lights will be turned off at 10:15 PM.

5.50 Fall League - All Levels

5.50.1 If an Infield Fly (11u and 13u) is not called while the ball is in the air, the ball is dead, batter is out, and the runner's return to their original base without liability to be put out. Managers should make an effort to alert the umpire's that conditions exist for a possible Infield Fly.

5.50.2 Bunting shall be allowed at all levels of the GE/LBL/WB Fall League. ***A batter may not fake a bunt and then swing. Violation results in the batter being called out and runners returning to previously occupied base if any advanced resulted from the fake swing/bunt.***

5.50.3 No spectators, players, or coaches shall be allowed in the area directly behind the catcher and the umpire.

5.50.4 If a ball passes underneath a backstop, the runner may only advance one base if he is already attempting a steal. Under no circumstances would the runner be allowed an extra base.

Advantage Rule

There is an Advantage Rule that must be followed. This rule is commonly referred to as a "Mercy" or "Slaughter" Rule. The Advantage Rule does not apply to 7u since there is no official score being kept.

- At 9U, the advantage rule is 15 runs after four or five complete innings (3-½ or 4 ½ if the home team)
- At 11U and 13U the advantage rule is 15 runs after 4 innings (3-½ if the home team) or 10 runs after five complete innings (4-½ if the home team).

Also, once a team has reached the advantage rule, it is common courtesy and proper sportsmanship to stop stealing or advancing additional bases at the 9u, 11u and 13u levels.

"Must-Slide" Rule

- (a) The "Must-Slide" rule is used in all divisions. Players are not deliberately to run into another player. If, in the opinion of the umpire, an offensive player deliberately runs into a defensive player, they shall be called out. If the contact is excessive, an offending player may, at the sole discretion of the umpire, be ejected from the game.
- (b) The "Must Slide" rule shall be interpreted to mean, "Must attempt to avoid contact." It is not to be interpreted as the "base runner is required to slide."
- (c) In all cases, the umpire(s) will be the sole judge(s) of intent.
- (d) A second ejection in the season by a player shall result in a three game suspension. A third ejection in the season by a player shall result in ejection from the league.

5.55 Fall League - 7U

- **The Fall 7U division shall follow the Glen Ellyn Shetland Division rules. Mound distance shall be 40', with 60' base paths.**
- **General structure:**
 - Games shall have duration of 5 innings.
 - Machine pitcher shall be used for the first two innings, and players shall pitch for the final three innings.
 - Games shall be officiated by managers/coaches of each team - no umpires will be provided.
 - Teams are encouraged to keep score to serve the purpose of instruction about scoring runs; however, no scores shall be recorded, nor will there be a postseason.
 - **Managers are urged to maintain an instructional, pressure-free atmosphere in all games.**
 - **No new innings shall begin after 1 ½ hours from the game start time.**

- For more specifics on 7U division play, please refer to the GE Shetland Division rulebook.

The following rules will also apply at the 7U level for the combined GE/LB/WB 7U fall division, and shall supercede the GE Shetland Division rulebook:

5.45.4 Each team shall supply a coach or parent who will call balls and strikes while their team is batting. In order for the players to better learn the fundamentals of hitting and to decrease the number of walks, coaches/parents calling balls & strikes at the 7U level are encouraged to call a significantly expanded strike zone to encourage the younger hitters to swing the bat.

5.45.5 During player pitch innings, a base shall be awarded to a batter any time the batter is hit by a pitch (HBP). However, a base shall be awarded to the batter only for the first TWO “base-on-ball” walks (BBs) during a single player-pitch inning. (HBPs shall not count towards the count of BBs.) *Afterwards, we shall revert to Wheaton Briarcliffe’s hybrid coach pitch rule:* On the third (3rd) walk, the batter should stay, as the coach comes in to pitch four (4) pitches to that batter. The coach will continue to come back into the game after any additional walk that occurs in that inning. The walk count does NOT reset if a new pitcher comes into pitch in that same inning. No warm-ups are allowed for the coach or player after the inning starts unless a new player comes in to pitch. A Hit by pitch does not count as a “walk”.

5.45.6 During coach pitch... a batter may strike out on three (3) swings. On the fourth (4th) coach pitch (regardless of the quality of the pitch), the batter should be called out unless the pitch is fouled, in which case the batter will continue to bat until the batter misses the ball, does not swing or hits the ball in play.

5.45.7 The Coach-Pitcher should be the Manager or a Coach from the team at bat.

5.45.8 Non-wood bats are allowed with barrels no greater than 2 1/4 inches.

All other divisions - 9U, 11U, and 13U shall use the 2017 Lombard Rules and Regulations as the base ruleset. The divisions are as follows, and have their equivalents to specific divisions in the Lombard rulebook (page 70).

- 9U is equivalent to Lombard Regular Division - “Single” A Level
- 11U is equivalent to Lombard Regular Division - AAA Level
- 13U is equivalent to Lombard Regular Division - Major Level

Guideline: *It is suggested to read through this Fall League rulebook first for 9U/11U/13U division-specific rules. Then, for more specifics, or when questions arise which are not answered here, refer back to the Lombard Rulebook as the base - most of the rules can be found in “Section 2” therein. If there is a contradiction between this Fall League rules document and the Lombard Rulebook, this Fall League document supersedes/overrides the Lombard Rulebook for Fall League play.*

5.55 Fall League - 9U

5.50.8 Non-wood bats are allowed with barrels no greater than 2 1/4 inches. (which means, no “big barrels” for 9U level.)

5.55.1 There shall be no balks at the 9U level.

5.55.2 There shall be no Infield Fly Rule at the 9U level.

5.55.3 There shall be no Dropped Third Strike Rule at the 9U level.

5.55.4 There shall be stealing at the 9U level, but no lead-offs, with the following provisions.

Only one single runner may steal only one single base on any single pitch (no “double-steals” or “two-base-steals”). Runners may not take an extra base on an overthrow during an attempted stolen base play. Only 2nd and 3rd bases may be stolen - an effective “wall” at 3rd base. **There shall be no stealing of home under any circumstance at the 9U level.** The runner may not advance from the base to begin stealing until the ball has crossed home plate or come into contact. Each team will be given one warning for base runners leaving early and the runners will be repositioned as set forth in Section 2 Rule 7.13 - On the second and subsequent offenses the team's offending runner will be called out.

NOTE: There shall be no “delayed steal” of any base at the 9U level. The runner must return directly to base once the ball has been returned to the pitcher.

Advancing on Overthrows

On any batted ball, runners will be allowed to advance **one base on any overthrow** from a fielder.

The player advances at his own risk, unless the ball leaves the field of play. Once the ball leaves the field of play runners advance one base.

Only one overthrow per play - if a second overthrow occurs during the play, the runner must remain at the base he originally advanced to.

5.50.6 In the event a batter is called out for throwing his bat, the ball is dead and runners must return to their original bases with no liability to be put out.

5.55.3 In order for the players to better learn the fundamentals of hitting and to decrease the number of walks, **managers at the 9U level should encourage the umpire to call a larger strike zone.** If available, a larger plate or plate overlay may be used.

5.55.4 **No player at the 9U level should sit out a second time until all players have sat at least once.**

5.65 Fall League - 11U Level

5.50. Non-wood bats are allowed with barrels no greater than 2 5/8 inches. Non-wood bats shall be labeled with a USSSA BPF (bat performance factor) of 1.15 or less. The barrel maximum shall not exceed 2-5/8”.

Composite-barreled bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent

certification mark. The certification mark shall be rectangular, a minimum of half inch on each side and located on the barrel of the bat in any contrasting color.

5.55.4 No player at the 11U level should sit out a second time until all players have sat at least once.

5.65.1 There shall be balks at the 11U level as set forth in Section 2 Rule 8.05. Each pitcher shall be given one warning and the umpire should inform the pitcher of the infraction. After the warning is given, all balks shall be enforced for that given pitcher per the rules.

5.70.2 Both lead-offs and stealing are allowed at the 11U level. Any base and any number of bases may be stolen at the 11U level in any situation where the ball is considered "live".

Stealing of home and delayed stealing of any base is therefore considered to be allowed as long as ball is "live".

5.70.3 Dropped third strike - when first base is not occupied with less than two outs, the batter is not out when the catcher drops or otherwise does not legally catch a pitched ball that is the third strike and that batter reaches first base either before batter is tagged out or before a fielder with possession of ball touches first base.

5.70 Fall League - 13U Level

5.50. Non-wood bats are allowed with barrels 2 5/8 inches. Non-wood bats shall be labeled with a USSSA BPF (bat performance factor) of 1.15 or less.

Composite-barreled bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of half inch on each side and located on the barrel of the bat in any contrasting color.

5.70.1 There shall be balks at the 13U level as set forth in Section 2 Rule 8.05. No warning.

5.70.2 Both lead-offs and stealing are allowed at the 13U level. Any base and any number of bases may be stolen at the 13U level in any situation where the ball is considered "live".

Stealing of home and delayed stealing of any base is therefore considered to be allowed as long as ball is "live".

5.70.3 Dropped third strike - when first base is not occupied with less than two outs, the batter is not out when the catcher drops or otherwise does not legally catch a pitched ball that is the third strike and that batter reaches first base either before batter is tagged out or before a fielder with possession of ball touches first base.

8.00 THE PITCHER

8.40.1 Pitchers must abide by the following rules :

(a) The pitching week for the eligibility purposes shall begin on Monday and end the following Sunday.

(b) No pitcher at the 9U or 11U levels may pitch more than two (2) innings per game and no more than Six (6) innings per week.

(c) Pitchers at 13U may pitch no more three (3) innings per game and no more than nine (9) innings per week.

(c) Innings pitched in called, suspended, or any other game shall be charged against a pitcher's eligibility for that week. If resumed in following week or weeks, the pitcher of record (i.e. the pitcher in the lineup at the time game was called or suspended) may continue up to two (2) innings or to the extent of the remaining eligibility for the new calendar week, whichever is less. A game that is resumed in a later week shall adhere to the pitching innings in the new week when the game is resumed. Pitchers that may have been ineligible for the original game may become eligible to pitch in the resumed game if they have remaining eligibility in the new week, except for pitchers that were removed from the original game as stated in Rule 8.40.2. In the same way, players that may have been eligible to pitch in the original week, may be ineligible in the new week.

(d) Delivery of a single pitch constitutes having pitched an inning.

8.40.2 A player once removed as a pitcher may not pitch again in the same game.

8.40.4 The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.

8.40.5 In the 9U the third trip to the same pitcher or any other defensive player in the same inning will cause the pitcher's automatic removal. In the 11u and 13U levels the second trip to the same pitcher or any other defensive player in the same inning will cause the pitcher's automatic removal.

10.00 Tournament

10.00.1 The pitching rules for the year-end Playoffs are:

(a) At 9U and 11U levels, the maximum number of innings per game is two (2) and the maximum per week is six (6).

(b) At 13U the maximum number of innings per game is three (3) and the maximum per week is nine (9).

10.00.2 All year-end playoffs will use the season standings to determine opponents. The tournament brackets, with playing dates, times, fields will be set up prior to the start of the season.

10.00.3 All year-end tournament games will be played to completion (no rain outs). Due to pitching rule requirements, suspended games will return at point of stoppage. All innings pitched

will count against the allotted innings. A suspended game's pitching shall be looked upon as one (1) game even if it takes place over two (2) days

Division	Base-to-Base	Home to Pitcher's Plate	Innings	Balks	Slaughter Rule
7u	60'	40'	5	No	NONE
9u	60'	44'	6	No	15 after 4 or 5
11u	70'	48'	6	Yes	15 after 4, 10 after 5
13u	80'	54'	7	Yes	15 after 4, 10 after 5