

DMLL/SBLL FALL BALL

RULES OF PLAY

As a general rule, the Fall Ball plays according to the '*Official Regulations and Playing Rules for All Divisions of Little League Baseball*' also referred to as the 'Green Book' unless specified within this DMLL Rules handout. There are a select number of exceptions to the official rules as adopted by the DMLL Board of Directors, which are noted below. Please be aware of these exceptions before stepping on the field. Please keep these rules with you during each game so as to avoid any confusion.

RULES of PLAY

Batting:

- **Each batter starts with a baseball count (0-0).** To encourage swinging the bat, the umpires will have a liberal strike zone. We want to minimize walks.
- Each player that shows up for a game is in the line up each inning for hitting purposes.
- An "at bat" for a team is three outs.
- **There is no "on-deck batter" position.** Players should come from the bench to the plate after an out and may practice swing once they get to the plate. No player shall have a bat in his or her hands while on the bench or in the dugout. A coach shall be in charge of handing the players their bats.
- An umpire from behind home plate will call balls and strikes. Therefore, there are both strikeouts and walks. The call by the umpire is to be considered final and cannot be contested. Keep in mind that we are instructing the umpires to have a liberal strike zone in an effort to get the kids to swing the bat.
- There is a five run mercy rule per team per inning, except for the last inning. Visitor and Home teams have no mercy rule the last inning of play.
- Bunting is allowed.
- A helmet must be worn at all times a player is at bat, on the bases, or assisting as a base coach.
- The infield fly rule will not be enforced.
- A dropped third strike results in an out.
- Unintentional bat throwing is unacceptable (one warning, then it will be treated as intentional).
- Intentional throwing of Bat or Helmet or Glove will result in immediate ejection from game (no warnings - encourage good sportsmanship)

Base Running:

- Base runners must stay in contact with the base until the ball crosses the Plate or is put in play.
- Stealing is allowed. Stealing Home is also allowed.
- A runner should slide or attempt to avoid contact if there is a play at the base to which he is running. An out will be assessed if the runner fails to attempt to avoid contact. Head first sliding is NOT allowed. A player may dive back head first to a base from a standing position (eg: base is overrun)
- A player may not advance when the pitcher has control of the ball. The pitcher has control when he has the ball and his foot is on the rubber.

Games:

- Games will be the shorter of 6 innings in length or two-hours. Extra time or innings

is permitted to break ties, time and light permitting, if agreed on by both Managers and the plate umpire.

- The sixth inning may not start after 1:45 game time.
- All games must start on time!
- Only the umpire will decide if the game will be called prior to 6 innings due to weather or light.

Home Team:

- The home team will finish prepping the field and put all equipment out including bases, etc.
- The home team will occupy the first base dugout.
- The home team supplies at least three game balls.
- The home team will keep a score book for itself.

Visiting Team:

- The visiting team will be responsible for the field breakdown, putting all equipment away, repairing the batters' box, cleaning up trash, etc.
- The visiting team will occupy the third base dugout.
- The visiting team should supply at least two game balls as backup.
- The visiting team will keep a score book for itself.

Team Rosters:

- A team shall consist of 11 to 14 players.

Defensive Field Makeup:

- Majors teams will field 9 (regular baseball positions. All lower division teams will field 10 (regular baseball positions plus extra outfielder). The outfielders shall be positioned on the outfield grass to prevent them from interfering with the infield positions and plays in the infield.
- An outfielder may not be positioned to create a rover immediately behind second base.
- The catcher must wear full protective gear including chest protector, with neck collar, throat guard, shin guards and helmet. Any player playing the catcher's position absolutely **MUST** be wearing a protective cup (**NO EXCEPTIONS**). A neck guard must also be attached to the helmet.
- **ADULTS MAY NOT WARM UP PITCHERS PERIOD!!** Please designate a warm up catcher, who must be wearing a cup, facemask and helmet.

Substitutions & Rotation of Players:

- Every player shall play the infield two innings during a six-inning game.
- No player sits on the bench more than one inning in a row. All players shall sit out one inning before a player sits out a second.
- A manager may substitute freely. A defensive fielder must complete an inning to qualify as having played that position during a game.

Pitching:

- **No pitcher will pitch more than 2 innings per game and or 60 pitches** per game, whichever ever comes first. The only way a pitcher would throw more than 60 pitches would be if a pitcher hits 60 pitches while pitching to a batter, the pitcher is allowed to finish pitching to that batter even though pitcher now exceeds 60 pitches.

- One pitch thrown by a new pitcher constitutes an inning pitched by that pitcher.
- A pitcher once removed from the pitcher's position may NOT pitch again in the same game.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day
- Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day
- There are no balks called.
- No curveballs

Equipment:

- Each respective league will provide batting helmets, bats and balls for their managers each game. Report damaged or missing equipment to the Fall Ball Coordinator as soon as possible. Each player should be in team jersey, cap and long pants (no shorts) for games.

Safety:

- Prior to start of a game, the home team manager must confirm a First Aid Kit is present and accessible.
- All offensive players out of the dugout and on the field of play must wear a helmet. The helmet must be worn until the player is behind the fence and back in the dugout.
- The umpire will strictly enforce safety rules. Only the team Manager may interact with the Umpire.
- All equipment (bats, helmets, bags, etc.) must be confined within the dugout and may not be stored along the fences within the field of play.

Rules Enforcement:

- The Umpire will be responsible for all on field rule enforcement. Managers will be responsible for all dugout rule enforcement.

Games:

- There will be one manager and 2 coaches in the dugout, maximum. Coaches are allowed at first and third bases. The coaches must remain in the dugout unless coaching a base.
- Base Coaches: Manager and 2 coaches can be two coaches and a scorekeeper or team Mom or youth coach.
- ONLY the manager may interact with the umpire.
- The manager or a coach may visit with the pitcher and include the catcher in the visit. The manager may confer with any other players. A third visit to a pitcher in the same inning will result in a change in pitchers.

Umpires:

- All calls by an umpire will stand as called. There will be no protests.
- One umpire per game will be used, although you may have two.
- If the umpire has not arrived by game time the Managers will confer and select a mutually agreed volunteer and start the game. If the umpire arrives he will take over the game at the end of a complete inning.
- If the umpire must leave prior to the completion of 6 innings the Managers will confer and select a mutually agreed upon volunteer and continue the game. If the game is tied after 6 innings the Managers have the option of selecting a

volunteer as above, if within time limit.

Behavior:

- Discipline and good sportsmanship shall be maintained at all times. This applies to dugouts as well as stands. Managers are responsible for the conduct of players, coaches, and parents/fans. If a manager, coach, spectator, or player is ejected from a game, he/she must immediately leave the playing and spectator areas. Disciplinary actions will be taken at the discretion of the Board of Directors.
- Remember that the players are Kids and your actions have a lasting impact on them, either positive or negative.
- Do not routinely bring your outfield in to throw out kids by force out. Certain game situations require such positioning but routine placement to take advantage of the batter does not teach the kids the game and only shames the batter.