

2015 Fall Ball Rules

Rules Common to all Leagues

1. All rules not specifically modified will be played under USSSA Rules for Softball.
2. The base distance for all leagues is 60'.
3. All teams provide their own insurance and equipment.
4. The home team shall furnish a **NEW** game ball and good used ball for backup.
5. A team can begin a game with only eight (8) players. Upon the arrival of the 9th or 10th player the player may enter the game at the next stoppage of play. A team shall not be penalized, if due to injury or illness, the team falls below the eight player minimum after the start of the game.
6. Coaches are held responsible for the conduct of players and fans of their team. If an umpire is having a problem with unruly fans, the coach will be asked to take care of the situation. If the problem persists, the umpire has the right to cancel the remainder of the game and declare a forfeit victory for the opposing team.
7. **No infield warm-ups.** Teams should warm-up on the sidelines or open areas.
8. **No hitting balls against chain link fences.**
9. **No Hit sticks are to be used once the first game begins at any park.**
10. CONTINUOUS BATTING: A continuous batting rule will be used allowing managers to bat all of the players in attendance. In the event any player suffers an injury or must leave the game for any reason (except ejection) the team involved will not be forced to take an out when that player's turn comes up in the batting order. If a player is EJECTED, the team involved MUST TAKE AN OUT when that spot in the order comes up.
11. Unlimited substitution is allowed.
12. Courtesy Runner: A courtesy runner may be used for the pitcher or catcher at any time. The runner shall be the player that made the last out, or in the first inning, the last batter in the line-up.
13. No protests. Umpires decisions are final.
14. MUST PLAY RULE: Every player who is present for a game must play at least two (2) innings of defense prior to the end of the fourth inning.
15. Only positive cheering directed at your own team or players is permitted. (No screaming or taunting of the other team or players will be tolerated.)

16. **TIME LIMIT:** No new inning shall start after the time designated in the rules for each league. Drop dead times in the older leagues mean that the game ends on that batter. Ties are permitted. No standings are kept.
17. No tobacco in the park. No alcoholic beverages permitted.
18. **Intentionally** throwing of equipment will result in the player being ejected for the game. **Unintentionally** throwing of the equipment will be an out after one warning per team (at the discretion of the umpire)
19. Equipment: Batting helmets are required with facemasks. All catchers will wear required chest protectors, masks, shin guards and helmets.
20. Expedite the Game: Umpires are being instructed to strictly adhere to the rules between half-innings for getting teams quickly on and off the field. In addition, umpires are urged to follow the 60 second time limit for getting teams on the field. If a team is taking too much time, the umpire can call a ball on the first batter for each 10 seconds late. Pitchers will be allowed five pitches between half innings in the first inning only and only three pitches between half innings from the second inning on
21. The League strongly recommends that a coach remove a pitcher that has hit numerous batters and/or displays little or no pitch control during the game.

12U/15U Rule Exceptions

1. The pitching distance for these leagues will be 40'.
2. All teams will play 6 inning games.
3. **RUN LIMIT:** A maximum of six (6) runs will be counted in any single inning.
4. **MERCY RULE:** If the winning team leads by 12 runs after the losing team bats in the 5th inning, the game is over.
5. **TIME LIMIT:** Drop Dead at 1:45 from game start.

10U Rules Exceptions

1. The pitching distance for this league will be 35'.
2. All teams will play 6 inning games.
3. **RUN LIMIT:** A maximum of five (5) runs will be counted in any single inning.
4. **MERCY RULE:** If the winning team leads by 12 runs after the losing team bats in the 5th inning, the game is over.
5. **TIME LIMIT:** No New Inning after 1:30; Drop Dead at 1:45pm.

6. An eleven (11) inch ball will be used.
7. This age group will allow teams to play up to 10 players in the field (6 infielders including pitcher & catcher, and 4 outfielders). Outfield positions must be at least 20 feet behind the normal base path at the start of the pitch.
8. Batters will be declared out when the catcher drops a third strike. Base runners can still advance in this situation with less than two outs.
9. **STEALING:** A base runner can attempt a steal of the next base when the ball leaves the pitcher's hand. Base runners are limited to stealing one base per legal delivery. **NO STEALING OF HOME IS ALLOWED.** After the pitch, a runner on third may advance home if there is an attempt made to pick them off of the base. The runner must still adhere to the one base per legal delivery requirement, meaning that they must have already acquired third base at the time of the pick-off attempt. A runner that steals third base cannot advance to home on an errant throw from the catcher that is an attempt to put them out on the steal.
10. Stealing second base in conjunction with a base on balls is not allowed.
11. Infield fly rule is not in effect.
12. Umpires are instructed to be flexible with the pitchers due to the fact that this age group represents the beginning level of instruction. We encourage umpires to discuss technical flaws in pitching mechanics with coaches **after** the game, rather than holding up the game. Coaches are also advised not to hold up games by "nit picking" the technical flaws of the opposing pitchers.

8U Rules

1. The pitching distance will be 35 feet.
2. All teams will play 5 inning games.
3. **RUN LIMIT:** A maximum of five (5) runs will be counted in any single inning.
4. No mercy rule in effect, games shall be played until completion or the defined time limit whichever comes first.
5. **TIME LIMIT:** No New Inning after 1:20
6. An eleven (11) inch hard ball will be used. No softies are to be used.
7. This age group will allow teams to play up to 10 players in the field (6 infielders including pitcher & catcher, and 4 outfielders). Outfield positions must be at least 20 feet behind the normal base path at the start of the pitch.
 - a. The defense can employ a maximum of two defensive coaches in the outfield during play
8. No leading off or stealing allowed.

9. Infield fly rule is not in effect.
10. No advancement on overthrows.
11. This division will be exclusively a Coach Pitch League.
 - A. There will be no called strikes, no called balls, or hit batters. There will be swinging strikes and strikeouts. On the sixth (6th) pitch, the batter automatically has two (2) strikes. The batter must then hit the ball, if not the batter is out. If a ball is hit foul on the 6th pitch, or subsequent pitch, it will not count as a pitch. There are NO WALKS.
 - B. If the designated pitcher attempts to field a batted ball, the batter is out.
 - C. The defensive fielding pitcher will position herself within three (3) feet on either side of the designated pitcher. The designated pitcher shall not pitch until the fielding pitcher is adjacent to or behind the 35 foot pitching line.
 - D. A batted ball that hits the pitching coach (other than a ball that has been deflected into the coach by any of the defensive players) shall be considered a dead ball and the batter shall be awarded first base and all runners will advance one base. A batted ball that is deflected into the coach shall be considered a ball still in play and all runners may advance at their own peril.
 - E. Batters hit by a pitch will not be awarded first base.
 - F. Batters may not bunt.
12. When a batted ball is hit into the outfield, the play will be dead when the outfielder controls the ball. The runners may only advance to the next base that they were headed to when the outfielder controls the ball.
13. No outfielder shall make an unassisted play at any base.
14. A pitcher may not make an unassisted put out by running to and tagging a base or by tagging a base-runner, with the exception of the pitcher fielding a ground ball within 5 feet of the baseline prior to the batter/runner passing.
15. This age division will NOT use umpires. The coaches from each team will be responsible for all calls. If there is a disagreement the play will be done over.