

2021 Fall Ball Rules (Updated 7/9/21)

Expectations:

The Fall Ball program is a non-competitive league with no standings or playoffs. The primary objective is to prepare players for advancement to the next levels of play.

Managers, coaches, players and parents will demonstrate good sportsmanship and comply with the Code of Conduct at all times, including respect of the umpires. Inappropriate conduct or bad sportsmanship is not tolerated and can result in expulsion from the field or the league. It is the manager's responsibility to control his or her team, including players, parents and coaches.

Game Rules:

Little League Official Regulations and Playing Rules are applicable during the regular season except where the following local rules differ. District 25 Fall Ball group includes the following Little Leagues: Beverly Hills, Culver City, Culver Marina, Ladera, Malibu, North Venice, and Santa Monica.

The following local rules are in place for the upcoming Fall Ball season. However, please have a coaches' meeting before each game to discuss and confirm them.

MUST PLAY:

All players must play at least one inning in the infield and no more than two consecutive innings in the outfield; players cannot sit a 2nd inning (where applicable) until all players have sat an inning.

MAX PLAYERS/SUBSTITUTIONS:

Rookies: No more than 12 players on the field at a time. You are encouraged to utilize a catcher (not mandatory, although at some point in the season catchers may be mandatory for all games. Opposing teams may choose to play with fewer than 12 players, even if they have available substitutes. Teams need not play an equal number of players.

Minors: No more than 10 players on the field at a time (4 outfielders.) Opposing teams may choose to play with fewer than 10 players on the field but can't require the other team to also play with less than 10 players.

Majors: No more than 9 players on the field at a time (3 outfielders.)

Defensive substitutions may be made at any time. **A short fielder behind 2nd base is not allowed.**

Should a player arrive late, that player should be added to the end of the batting order. No penalty for players arriving late.

GAME LENGTHS/INNINGS:

Majors: One hour, forty-five minutes "drop-dead." 6 inning max.

Minors: One hour, forty-five minutes "drop-dead." 6 inning max.

Rookies: One hour, thirty minutes “drop-dead.” 6 inning max.

If, for example, only 15 minutes remain before start of next inning, coaches can decide to split the inning by, for example, agreeing to only bat 4 players each. Applies to all division.

*In all divisions, games lengths and “drop dead” times should be discussed with the umpire and opposing coaches prior to the start of every game.

SCORE:

No official score is kept, but a 4-run cap per inning is effect for all innings. No uncapped innings.

Please do not “run up” the score. If game is out of balance, please make changes to player positions; give kids more experience. This is all about FUN!

BATTING ORDER:

All Divisions: Continuous.

BASE RUNNING:

Rookies: No steals; one base on an overthrow. Ball is dead when returned to Pitcher's mound, or at discretion of umpire (this rule should be discussed with the umpire prior to each game.) Catcher may sub when on base with two outs.

Minors: No delayed steals. One base on a walk. Home is open. No leadoffs; runner may leave when ball crosses the plate. Catcher may sub when on base with two outs.

For Minors, since we are playing instructional baseball, in the case of a delayed steal, the player should simply return to the base. No out should be called for a violation.

Majors: Delayed steals are permitted. Batters may take more than one base on a walk. Home is open. No leadoffs; runner may leave when ball crosses the plate. Catcher may sub when on base with two outs.

DROPPED/UNTOUCHED THIRD STRIKE:

Rookies: n/a

Minors: No.

Majors: Yes.

INFIELD FLY:

Minors and Majors: Yes.

Rookies: No.

PITCH COUNTS/INNINGS PITCHED:

Pitchers may not pitch more than 2 consecutive innings, with the following limitations on pitch counts:

Majors: No more than 50.

Minors: No more than 50.

One warm-up pitch constitutes an inning pitched. A player may not re-enter as pitcher after they have been removed from the mound. If a player pitches more than 40 pitches (Majors) or 40 pitches (Minors), they may not catch in the same game. Additionally, if a player catches more than 3 innings, they may not pitch in the same game.

Rookies: Batters get five hittable pitches. An at-bat continues if the batter hits the 5th pitch, and any consecutive pitches, foul. If the batter swings and misses, or does not swing, at a 5th hittable pitch, the batter is out. A tee will be used during Fall Ball only during the first time through the batting order (this may be stopped at some point during the season by the District or if both coaches agree to no Tee). Any coach may elect not to use the Tee but can't require the other coach to also forego the Tee.

BATS:

Little League approved bats only.

BALLS:

Majors and Minors: Each team provides one new ball prior to the game.

MISCELLANEOUS:

Home team occupies the third base dugout.

In most circumstances, there will be no time for infield warm-ups prior to games. However, if one team gets infield, both teams should get it. Regardless, games **MUST** start on time.

Please take the time to review the rules with the opposing coaches prior to each game.