

Pennridge/Souderton Fall Ball 2019 Rules

Pennridge Little League Minors/Majors Fall Division Rules

- 1 **Age: 10 – 12:** Majors
- 2 **Age: 7-9:** Minors

2. **Minimum Game Play Requirement:** All players must play in the field defensively for three innings and have at least one at bat per game. Exceptions will occur due to lighting or games shortened due to inclement weather.

3. Game Time Limits—no new inning starts after one hour and forty-five minutes since the start of the game.

4. Weekday games start and end-times. No earlier than 6:00PM and no later than 6:15PM

5. **Home Run:** A batted ball, on a fly and in fair play, hitting the bar at the top of the outfield fence and bouncing over, shall be ruled a home run. The bar is defined as the top of the fence or the yellow safety tubing. A ball can be caught by a defensive player by reaching over the fence and staying in playing territory. The fence shall not be used for gaining a height advantage to catch the ball.

6. **Ground Rule Double:** Balls that bounce over, under, thru, or lodged in the fence on batted balls is an automatic ground rule double. The ball becomes dead: runners advance two bases.

7. **Out of Bounds:** A ball can be caught by a defensive player by reaching into the dugout when an imaginary line is drawn from the end of the fence to the dugout from the batter circle end of the fence to the outer fence.

8. **Dead Ball (Backstop):** Any thrown ball lodging in or under the backstop shall be declared a dead ball. Base runner(s) will be awarded the base they were advancing to at the time the ball became stuck.

9. **Ground Rule Double - Electric Wire: AAA Field:** A batted ball hitting the electric wire over right field shall be ruled as a ground rule double, caught or not. Runners advance two bases.

10. **Infield Fly Rule:** There is no infield fly rule in the Minors division. Infield fly rule is in effect for Majors

11. **Dropped Third (3rd) Strike Rule:** Majors Division Only - Any player that steps out of the batter's box and heads towards their respective dugout will be considered out. The batter does not have to be inside the dugout to be considered out. His intention of heading back to the dugout after he leaves the batter's box is the determining factor of whether he is to be considered out. Majors will follow the rules as per Little League rule book.

12. **Six (6) Run Rule:** When the offensive team scores six runs in one inning their inning at bat ends. If the last batter hits a home run "over the fence", all runs score.

13. **Ten (10) Run Rule:** If after four innings (three and one half innings if the home team is ahead) one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

(Addendum - 3/17): When there is a 10 run rule situation, or the lead is greater than 6 runs in the last inning, the coaches can agree to continue play for the benefit of the kids; where the

remainder has no impact to the final result. Meaning the winner is declared for standings purposes, and the subsequent innings will be for fun.

14. Last Inning no Maximum run rule-for Majors only, the 6th inning or declared last inning(if the 1:45 time limit is coming into play) is a no max run rule.

15. **Duties:**
Home Team (before the game)

- Check the condition of the field (make any necessary repairs)
- Line field and install bases.
- Provide two new baseballs

Visiting Team (after the game)

- Place bases in equipment room at the clubhouse
- Drag the infield and rake the pitcher's mound (make sure to rake up towards the pitching rubber), Cover the mound and home plate with the tarps.
- Lock and secure equipment room. Check that nobody is in the bathrooms prior to locking them up. The key is in the equipment room.

Both teams (after the game)

- Police your side of the field pick up and dispose of all trash properly

Coaches of the last team to leave the field must stay with the folks in the refreshment stand until they have cleaned up the stand and are ready to leave

16. **Spectators:** Any spectator who argues with an umpire will be ejected from the game.

17. **Pre-game Practice:** Practice shall be limited to the outfield only.

18. All players at the game are in the batting order.

A. We need to **promote having everyone play**, not winning

19. **Pitching:**

- Maximum Pitches per Day
 - Age 7-8: 50 Pitches
 - Age 9-10: 75 pitches
 - Age 11-12: 85 pitches

- Pitcher to Catcher: A pitcher that delivers 41 or more pitches cannot catch that day
- Catcher to Pitcher: A catcher that catches 4 innings or more that day cannot pitch that day.
- Pitch Count (Days Rest)
 - If a player pitches 66-85 pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitches

	Age	1-20	21-35	36-50	51-65	66-85	Max.
Days Rest	11-12	0	1	2	3	4	85
	9-10	0	1	2	3	4	75
	7-8	0	1	2			

- **Pitching (Finishing Out a Batter):** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

As an example, a Little League pitcher requires no rest if he/she throws 20 or fewer pitches, but one day of rest if he/she throws 21-35 pitches. In 2012, if the pitcher had 18 pitches when a batter comes to the plate, the manager would have been required to change the pitcher after two pitches to avoid the rest requirement. Beginning in 2013, this pitcher will not have a rest requirement provided that he/she is removed after the at bat is complete, even if he/she crosses the 20 pitch threshold during the at bat.

20. Base Running

Minors-cannot steal home. Runners may not take a lead off any base. A runner stealing 2nd or 3rd base may not leave their base until the ball has passed home plate on the pitch. Runners may not advance when the pitcher has the ball (or the ball is in the pitcher's mound dirt due to dropped ball).

Majors- can steal home. Runners may not take a lead off any base. A runner stealing 2nd or 3rd base may not leave their base until the ball has passed home plate on the pitch.

20. Sliding: a player must slide into a base whenever there is a play at that base or the player maybe called out at the umpire's discretion. Head first sliding is not allowed with exception of diving back to the same base.

21. **Fake bunts shall be prohibited.** A batter that “shows” bunt is committed to an attempt to bunt or take the pitch. Penalty: A batter who swings after “showing” bunt shall be called out and no runners may advance.

22. A batter who throws rather than dropping the bat after hitting the ball will be issued a warning for doing so (Umpire discretion). The second occurrence within the game can be just cause for disqualification from the remainder of the game (umpire discretion).