



FALL BALL 2015 RULES

LEAGUE OVERVIEW

The Cherry Hill American Fall Ball League will feature teams from Cherry Hill American, Haddonfield, Merchantville and Collingswood.

The league runs from the beginning of September through the end of October and features the following levels:

- **Juniors (Ages 14-13)**
- **Majors (Ages 12-11)**
- **Upper Minors (Ages 10-9)**
- **Lower Minors (Ages 8-7)**
- **Coach Pitch (Ages 6-5)**

This league is geared towards developmental baseball. Leagues and coaches should place their focus on the development of players above wins and losses.

RULES OF PLAY

The league will follow the standard rules as written in the Little League Official Handbook with the following exceptions:

COACHES:

- Each team will be allowed a maximum of (1) Manager, (2) Assistant Coaches and (1) Scorekeeper in the dugout or on the field. No other parents/helpers are permitted.
- Home team will be the official scorekeeper and shall be required to submit the results of the game.
- Each team (both home and away) is responsible for providing 2 game balls
- Rainouts: Coaches should communicate using the coaches contact list when determining if conditions are suitable for playing. Managers and coaches are responsible for making the fields ready for play and determining rainouts (regardless of your time slot). All makeup's should be played the very next open date. Please also be sure to be in communication with the umpire in the event of rainouts.

Game Time:

Games will last a maximum of 2 hours or six innings.

- The last inning will be declared at the one hour, forty-five minute mark and the inning must be completed (home team bats if applicable). The last inning shall require three outs. For the purpose of time limits, the umpire may declare "Last Inning" at the beginning of an inning.

Pinch Runners:

In an effort to keep the pace of play moving. A team may assign a pinch runner to the next innings catcher when there are two outs. This pinch runner **MUST** be the last batter to have made an out.

Intention Walks:

This is a developmental league and intention walks are **NOT** allowed at any level.

Infield Fly:

Infield fly rule is in effect for Juniors, Majors and Upper Minors

Stealing:

Stealing is permitted in Juniors, Majors and Upper Minors. There is a maximum of 3 successful steals of home per inning for Majors and 2 successful steals of home per inning for Upper Minors. Juniors is unlimited.

Catching:

In upper and lower minors, the catcher does not need to catch the ball on strike 3 for the batter to be out. Regardless of whether first base is occupied. For Majors and Juniors standard rules apply.

Players:

Juniors, Majors and Upper Minors are to play with 9 players in the field

Lower Minors and Coach Pitch are permitted to play 10 players in the field (4th outfielder)

All players are to be placed in the batting order.

Unless injured, a player may not spend 2 consecutive innings on the bench defensively. There are unlimited defensive substitutions.

Run limits/continuation:

Juniors & Majors have a maximum of 5 runs per inning

Upper Minors have a maximum of 4 runs per inning

- **Continuation Rule is in effect for Juniors and Majors**-- runs in excess of the limit shall count until the ball is in possession of the catcher or a player at home plate. Once this occurs the play will be considered dead. This rule applies to a batted ball only - no extra bases due to a throwing error once the fifth run has crossed the plate.
- In the last inning: the maximum once around the batting order rule will apply. If the teams do not have the same amount of players, the number of batters who bat per team during the bat around inning shall be determined by the team with the most amount of players.
Example: Team A has 14 players and Team B has 12 players. Then, both teams would be allowed to bat 14 batters.

Lower Minors and Coach Pitch have a maximum of 3 runs per inning

There is NO continuation at the Upper minors, Lower minors or coach pitch level unless the ball travels over the fence on the fly. Then all runs shall count.

Sliding:

Sliding into first base from home plate shall be allowed as it is at any other base provided the slide is feet first. Players must slide into all bases feet first if a play is being made on them. The umpire must call the runner out if he determines that a play was being made and the runner failed to slide or attempt to avoid being put out by the fielder. Head-first sliding is not permitted, and will be deemed an out, except when returning to a base.

Run Rule / Limits

A ten-run rule will be in effect after 4 innings. If the visiting team is ahead by ten or more runs after 4 innings or the Home team after 3 1/2 innings, that team shall be declared the winner and the game over.

Tie Games

If after 6 innings the game is tied, there shall be no extra innings and the game shall be recorded as a tie.

Pitching

No pitcher will be permitted to pitch more than 2 innings in any one game.

Little League pitch count rules apply: 1-20 = no days rest, 21-35 = 1 day rest, 36-50 = 2 days rest, 51-65 = 3 days rest, 66+ = 4 days rest.

No pitcher is permitted to throw more than 60 pitches in a game. A pitcher may finish the batter and exceed the pitch count regulations **at 20, 35, 50 and 60 pitches (softcount).**

- *If a pitcher throws 41 pitches in a game they are not allowed to play catcher*

Defensive Conferences

Defensive conferences are limited to one per game

Code of Conduct

Non-sportsmanlike conduct (i.e. swearing, damaging equipment, fighting, berating and/or belittling of players/umpires or taunting) is grounds for a warning and/or ejection from the umpire as well as removal from the League.

Any coach or player ejected for any reason will also be suspended for the following game and may not be eligible for continued fall ball play. The manager listed on the roster will be responsible for the behavior of his/her staff, the players and their fans. League officials may eject any person outside of the playing field whose actions become an embarrassment to themselves or their team. Please remember this is YOUTH athletics.

LOWER MINORS SPECIFIC RULES

Overview:

The lower minors is geared towards the introduction of kid pitch. There are no walks and no steals at this level.

- In an effort to keep the pace of play moving quickly, a coach should be stationed behind the home plate ump to return passed balls to the pitcher. The catcher should remain down in their stance and not chase the balls.
- This is still considered a developmental level. Therefore players should rotate positions, unless there are safety concerns at certain positions.

Umpiring

- There are no official umpires at the lower minors level. The listed HOME team must provide a coach/assistant coach to umpire the game. If available a second person should umpire the bases. Umpiring equipment should be made available by the complex where the game is to take place. Please make sure umpire is familiar with the rules herein.

Since none of us are professional umpires let's be gentle with one another. If you have a question or concern the two head coaches and the umpire should get together and come to a resolution. Remember wins and losses are not tracked. Our top priority is to set good examples of sportsmanship to the players, not to make sure every call is correct.

GENERAL LOWER MINORS RULES OF PLAY

- A defensive team shall consist of 10 (4OF) players. All team players present at a game must participate as follows:
 - Defensively - at least every other inning, regardless of length of game.
 - Offensively - all players must take their turn in the batting order.
- Pitchers are limited to a maximum of 2 innings or 50 pitches, whichever occurs first. Once pitcher hits 50 pitches, then can finish pitching to that batter.
- Once a pitcher reaches 4 balls to a batter, a coach will come in and pitch. Any strikes accrued by the pitcher will remain on the batter. The umpire will continue to call balls and strikes when the coach is pitching. Batter can be called out on a non-swinging 3rd strike on a pitch by the coach.
- In an effort to keep pace of play moving, once a coach enters the game to pitch, they can throw a maximum of 7 pitches to the batter. If player does not hit the 7th coach pitch they will be deemed to have struck out, regardless of the count. If they foul off the 7th pitch (or subsequent pitches) they get one additional pitch. The umpire should track coach pitches and inform batter/coach the 7th pitch is a must swing situation. AKA coaches need to throw strikes!!!
- A player once removed as a pitcher may not pitch again in the same game. He may, however, continue to play in the field at any other position.
- When a coach comes in the pitch, they should pitch from the mound. The pitcher should then stand on the side of the mound parallel to or behind the rubber. They must have at least one foot on the side of the mound.
- Kids are encouraged to pitch from the mound, however if they are struggling to reach the plate they may throw from 43ft, front of the mound (as agreed upon by both managers)
- Stealing is not permitted in lower minors, including passed balls/wild pitches.
- Runner must wait until the batter makes contact with the ball. Once the ball is in play, runners can advance until play is stopped.
- Baserunners are not permitted to bait throws.
- The batter is out on a called 3rd strike whether or not the ball is caught by the catcher.
- Bunting is not permitted in lower minors. All bunts shall be deemed a foul ball.

- An OF is not permitted to touch 2nd or 3rd base for a force out. They must throw it to an IF or P.
- Runners may advance a maximum of one (1) base on an overthrow.
- If a player is hit by a pitch, the player automatically takes base
- If a player is hit while swinging regardless of where they are hit, it is a strike.
- Taking extra bases (Eliminating the track meet)
 - The ball is dead as soon as an infielder has control of and "holds" the ball on the infield fair territory. The umpire should call time or dead ball. The runner then will go to the base he is closer (half way line). If the player does not hesitate and tries to make a play then the result of the play stands.

Once a ball is dead, the play is dead, the runner that is not halfway is not at risk of being out, but must return to previous base. If the runner is beyond the halfway point and the play should not be called dead until the player reaches the base. Half way lines should be added to the infield each game. The umpires are responsible for determining where the runner was when the play is called dead.

COACH PITCH SPECIFIC RULES

Overview:

Coach pitch is geared towards teaching the basic fundamentals of baseball. Winning should in no way be emphasized at this level

- Teams should use soft baseballs at this level.
- This is still considered a developmental level. Therefore players should rotate positions, unless there are safety concerns at certain positions.

Umpiring

- There are no umpires at the coach pitch level. The listed HOME team must provide a coach/assistant coach to umpire the game. Please make sure umpire is familiar with the rules herein. Since none of us are professional umpires lets be gentle with one another. If you have a question or concern the two head coaches and the umpire should get together and come to a resolution. Remember wins and losses are not tracked. Our top priority is to set good examples of sportsmanship to the players, not to make sure every call is correct.

GENERAL RULES OF PLAY

- A defensive team shall consist of 9 players (4 OF and no C). All team players present at a game must participate as follows:
 - Defensively - at least every other inning, regardless of length of game.
 - Offensively - all players must take their turn in the batting order.
 - Teams should not position a player at the catcher position. The coach/asst coach of the hitting team should act as a catcher and can be utilized to make force outs when the bases are loaded.
 - Teams may play with 4 outfielders, who are not to field a ball unless it leaves the infield.
 - The “pitcher” must be even with or behind the pitching rubber. Starting position is one foot on the mound, one on the grass. Players are not to start the play on the mound behind the coach that is pitching. This is for safety purposes.
 - Players must rotate positions each inning and should not play any position more than one inning per game.
- Offensive:
 - The coach should pitch from one knee approx. half way between home plate and the pitching rubber. As the season progresses, you should move further back as the players talent allows.
 - Players are to only advance one base per hit, unless the ball travels into the outfield, then 2 bases are allowed.
 - Players are not to advance a base on past balls or errors. AKA go base to base.
 - The hitting team should have a coach/assistant coach playing catcher.
 - Players should be given a maximum of 10 pitches per at bat. More than that will constitute a strikeout.

