

2021 Fall League Rules Majors Division

Equipment:

- Uniform as supplied by the each representative league (shirt and hat), baseball pants, socks, rubber cleats (recommended, not metal spikes) and cup (required for boys wishing to catch)

BATS

1. Bats cannot be more than 33" in length and no more than 2 5/8" in diameter. In addition, if the bat is made of wood, it cannot be less than 15/16" in diameter at its smallest point.
2. Composite bats are prohibited unless approved by Cal Ripken (please check Cal Ripken/Babe Ruth's website for approved listing of composite bats). Coaches have the discretion of inspecting bats prior to the start of each game.
3. The use of illegal bats will result in a forfeit. The Fall League Directors must approve bats in question.
4. Bats must have a USA Bat approved sticker

Pitching:

- Pitchers may throw max of 85 pitches per game.
- Rest is dependent on the number of pitches thrown.
1-40 pitches – 0 Days rest
41-65 pitches – 1 Day Rest
66+ Pitches – 2 Days Rest
- A week is a continuous 7-day period. A fresh week does not start on Sunday or Monday. (Ex. If a pitcher pitches three innings on Friday and three innings on Tuesday, his/her next week starts on Saturday.)
- Balks are enforced. The first infraction requires an umpire warning and instructions. The second infraction will be considered a balk.
- There is dropped third strike rule.
- Once a pitcher is removed from the mound, he/she cannot return to pitch in that game.
- A pitcher must be removed from the game on his/her fourth hit batsman of the game. Three in one inning will also constitute a pitcher's removal.
- Play-off week constitutes a new pitching week; days of rest rules still apply.
- Each Manager is allowed 3 visits per pitcher.

Fielding:

- Every player must play in the field a minimum of two innings per game, please substitute early there could only be 3 or 4 innings in a high scoring game.
- There is free substitution in the field except for the pitcher.
- The play is considered dead when the pitcher has control of the ball on any part of the dirt on the mound. The dirt in front of the mound is not part of the mound and the ball is still live.

Batting/Scoring:

- Every player dressed (and available) to play must be in the batting order.

- Continuous batting order will be used.
- **10 run Mercy Rule after 4 innings unless, the home team is up 10 runs after 3 ½ innings.**
- Six (6) runs maximum, per team in one half innings (no differential rule). After a team scores six runs the inning is over, period. Applies to innings 1-5 only.
- Batters throwing bats after a hit ball will be issued a warning (to the whole team) by the umpire. The second infraction will result in an automatic out.
- If a player must leave the game due to injury, the batting order will remain intact, with the entire order shifting up to fill the hole. If a batter is not injured and doesn't want to bat, then that batter is out.
- There is no "slash" bunting. Batter must bunt ball, no showing of bunt and then hitting away is allowed.

Base Running

- Runner can steal any base, at anytime, while the ball is live.
- Runners must avoid contact when coming into bases on all force and tag plays (no head first sliding allowed, unless diving back to a bag)
- Runners cannot slide into first base.
- Infield fly rule will be enforced.
- Every runner must have access to bases; there is no blocking of bases allowed.
- There is no limitation on advancing from third base to home on a passed ball or wild pitch.
- A baserunner can advance to the next base on an error from the catcher's throw to the pitcher.
- Pinch running is allowed as required (due to injury); the batter to make the last out of the previous inning will be designated as the Pinch Runner.
- Each team has the option of allowing a courtesy runner for their catcher when there are two outs upon the plate appearance of the catcher. The courtesy runner shall be designated as the player who made the second out in the inning.

Game Start Times/Cancellations/Misc.

- All games will have a 2 1/2 hour time limit; no full inning shall be played two hours after the start of the game. So, for games that start at 5:00 PM, no inning will start after 7:00 PM and the game will automatically end at 7:30 PM. Scores will revert back to end of the previous full inning played and the team that was leading will be the awarded the win.
- Home team is responsible for game balls (2 to 3 balls per game, minimum)
- Official games are 4 and one half innings. Any game not official can be made up. All normal baseball rules apply here.
- Each team shall be required to field 8 players at a minimum. If a team has less than 8 players, that team shall forfeit the game.
- Any sign of lightning, all players to be removed from the field of play. After 10-15 minutes or coaches discretion, game can be called.

- Prior to start of game it is up to home team (make sure you are aware of opposing coaches phone numbers) to make call if field is in playable shape (due to rain). After game has started it is up to the umpire to call the game.
- Prior to the start of each game, the coach of any team who is utilizing non-rostered players, shall disclose the non-rostered player to the opposing coach. Any non-rostered player who plays shall not be allowed to play pitcher or catcher and must bat in the last position of the batting order. ***The lone exception shall be in the event that the non-rostered player is a player being called up from the 9-10 year old division who shall bat last, but be eligible to play any position.***
- Home team head coach is responsible for notifying umpire(s) when game is called early because of weather.
- Note: regulation hardballs (Diamond DLL-1/Diamond CR-1 or equivalent) will be used for all games.

Behavior/Conduct

- Sportsmanship among players and coaches must be prevalent at all times. No arguments between adults will be tolerated! It is understood that all coaches will understand these rules. If interpretations arise during the game discuss the matter calmly with umpire and opposing team's head coach.
- Only the head coach is allowed to discuss rule interpretations during the game.
- Head coach and assistants are responsible for behavior of players and their parents (fans) during game situations. Umpires can ask players/coaches/fans to leave the ballpark. If such a situation arises the coaches are expected to maintain calm and work with the Umpire.
- Coaches are expected to eliminate jeering of opposing teams and make sure that players are not cheering too loud as the opposing pitcher delivers the ball to the plate (in the hope of disrupting performances).
- Make sure each head coach goes over the ground rules for each field prior to the start of the game. (Intent here is only to modify based upon field conditions/abnormalities for specific field, i.e., tall grass, holes in fence, etc.)
- Any rule disagreements must be brought to the attention of the league coordinators for clarification.
- Reminder that coaches shall not argue umpire judgment. Request for clarification is allowed, but all calls will stand.
- ***Except as outlined above in this document all other playing rules will be consistent with Cal Ripken approved rules.***