

**2014 District 22 FALL
BASEBALL RULES
For
Baseball**

**Tee Ball, Minor 2 (Coach Pitch),
Minor 1 (Kid Pitch), Major, 50/70
and Junior / Senior Divisions**

The 2014 District 22 Fall Ball season is planned to begin the first / second week in September for an 8- 10 game season. Games will typically be held on at the following fields:

Cocoa Little League

Stradley Park - 1881 Rosetine St, Cocoa, Brevard, FL 32926

Merritt Island Senior Little League

Mitchell- Ellington Park – 600 Hall Rd Merritt Island,, FL 32953

Port St John Little League

662 Canaveral Groves Blvd Cocoa, FL 32926

Rockledge Little League

1100 Cogswell St Rockledge, FL 32955

Space Coast Little League

1500 Minuteman Cswy Cocoa Beach, FL 32931

○ **T-BALL DIVISION**

The game will conclude after *one (1) hour, or three (3) innings* played. A half inning consists when all players in the lineup have hit, regardless of outs recorded. All players present are inserted in the continuous batting order. Player(s) put "out" at any base shall NOT be removed from the bases. All players in the batting order will play defense. The infield defense will remain traditional, with the remaining players evenly spaced in the outfield. Coaches will rotate players each defensive inning throughout the game. The pitcher (player) will remain on the pitching mound, clay area, until the ball is put into play. The ball should travel at least ten feet to be considered in "play." No runners may advance on overthrows. On balls hit to the outfield, runners may advance two bases. There is no "Infield Fly Rule." Players will receive five pitches per at bat, prior to using the hitting tee. Coaches will pitch on one knee, overhand, roughly five yards from the batter. Coaches will be on the field with players providing instruction, positive feedback, and encouragement. Teams will not keep score at this instructional level. The scoreboard will not be tracking runs. Coaches will rotate players defensively each inning.

- **COACH PITCH / MINOR 2**

The game will conclude after one (1) hour and thirty (30) minutes (90 minutes) or five innings. A half inning consists of three outs recorded by the defense, or five runs scored by the offense for the duration of the game. All players present make up the batting lineup, continuous order. Each batter will receive 7 pitches, **ONLY EXCEPTION** is if the player fouls off the seventh (7th) pitch. If the player does not put the ball in play, he/she will return to the dugout, **NO** out recorded. Coaches will soft toss or pitch at least five yards from the batter within the 7 pitches. No bunting or stealing bases permitted at this level. The player fielding the pitchers position must have both feet on the pitcher's mound/clay area prior to the ball being in play. Ten or eleven players are permitted on defense, fifth outfielder optional. Outfielders **MUST** be positioned at least 8-10 yards from the nearest base or infielder. Runners may advance one base on overthrows to bases. On balls hit to the outfield, runners may advance until the ball is controlled by an infielder, clay area. If the runner is between bases and controlled by an infielder, the runner shall return to the prior base if less than half way between bases. There is no "Infield Fly Rule" for this division. Players will **NOT** sit the bench for consecutive innings. Coaches will be stationed on the field providing instruction and encouragement. Teams will not keep score at this instructional level. The scoreboard will not be tracking runs. Coaches will rotate players defensively each inning. The coaches involved will help umpire Minor 1 games (if needed). Base coaches will render the calls on the bases (Out/Safe).

- **MINOR 1 / KID PITCH**

The game will conclude after two (2) hours or six (6) innings completed. A half inning consists of three outs being recorded, or five runs scored. This applies for the duration of the game. All players present make up a continuous batting order. A player may **NOT** pitch more than two innings per game. Once a pitcher is removed from the position, he/she cannot return to pitch. A player will **NOT** sit the bench for consecutive innings. Nine players are permitted on defense. All other "GREEN BOOK" rules apply. There is no ten run rule for Fall Baseball. The scoreboard will **NOT** be tracking runs. Teams may opt to keep a scorebook. Fall baseball is instructional based. The runners are not permitted to steal home on any occasion. Home plate should be earned not stolen. The coaches involved will umpire Major division games (if needed).

- **MAJORS**

The game will conclude after two (2) hours and thirty (30) minutes, or six (6) innings played. The five run rule applies for the entire game. Players may pitch two innings per game, **NO EXCEPTIONS!** Once a pitcher is removed from a game, he/she **CANNOT** return to the position. All players present make up a continuous batting order. The ten run rule will not be enforced. Players will not sit the bench for consecutive innings. All other "Green Book" rules apply. The coaches involved will umpire in the Major or Junior / Senior division games (If needed and your league hosts those divisions)

- **50/70 & Junior/ Senior**

Game time limit is 2 ½ hours from the first pitch. Any inning started within the 2 ½ hours shall be completed (unless the home team is ahead, then they do not bat in the bottom of the inning).

The 10 run "mercy" rule is in effect after completion of 5 innings.

There is a 5 run limit per offensive at-bat. The team at-bat is concluded when the 5th runs scores.

- Exception: There is no 5 run limit during the last inning of the game for the team which is behind in the score.

The last inning may not be 7th inning due to game time limits. The "last inning" shall be agreed upon by the two Managers and head umpire prior to the start of the inning.

Consecutive batting order will be used up to the lower number of players present for both teams.

- Example: Team A has 10 players present; Team B has 12 players present:
Then a 10 player consecutive line-up is used for both teams.

Any player(s) not in the original consecutive batting order must be inserted into the batting order by the start of the 4th inning and remain in the line-up for a minimum of 3 consecutive innings. All players play a minimum of 3 consecutive innings in the batting order.

Players removed from the line-up for substitutes may re-enter the line-up (in any position) for another player after 2 innings.

Teams may opt to use a full consecutive batting order regardless of the other team line-up.

Team B, in the above example, may consecutively bat all 12 of its players.

Players shall not sit on the bench for consecutive defensive innings. There is free defensive substitution. (Players not in the offensive line-up still play the field defensively.)

Pinch runners are not allowed except due to injury or to allow the catcher to suit-up for the following inning (to help speed up the game).

Pitch count rules will be per LL Green Book except there is also 2 innings or 6 out pitch limit per pitcher.

District 22 Fall Ball League age is the player's LL age for the upcoming 2015season.

16 year olds can only pitch within the first 3 innings of a game, and the 2 inning/6 out limit applies. 17 year olds cannot pitch.

- Catcher substitutions shall be per the LL Green Book. A player cannot subsequently pitch if they have played the position of catcher for any part of 4 or more innings in a game. A player having thrown 41 or more pitches cannot subsequently play the position of catcher.

To avoid forfeits/reschedules, teams unable to field 9 players during any part of a game will borrow a player(s) from the opponent to play defensively in the field. The borrowed player(s) shall be rotated each inning. A player not already registered on a Fall Ball team roster may NOT be used as a substitute player. Due to League insurance/liability considerations, this rule is to be strictly enforced.

Make-up games will be rescheduled through the Fall Ball scheduler. Use of the team's home field for practices pre-season and during the season must be coordinated and scheduled through your home league. The number of practices will be determined by your home league. District 22 Fall Ball League age is the player's LL age for the upcoming 2015 season.

Home team supplies parents to work the scoreboard and concession stand.

Pre-game batting cage use will be limited to 15 minutes per team.

Players registering late (after Fall Ball team practices begin) will be assigned to a team based on competitive team make-up to balance talent between teams. Teams cannot 'recruit' new players specifically to register on their teams.

Home team will be responsible to prepare the field for play. Managers will be asked to umpire games throughout the fall season. Umpire equipment will be available upon request.

PLEASE NOTE:

Only registered players may participate in league games and practices for insurance purposes. If you do not have nine players present for a game, you may borrow a player(s) from your opponent. Also, you may obtain a player from another team within your division. Please remember fall baseball is an instructional league. This is a great opportunity for coaches to rotate players through positions on the field.

In addition, please ensure your players are wearing their baseball uniforms appropriately. We would like to see our players with their shirts neatly tucked, and hats worn traditionally.

If you have any questions or concerns, please contact the President or Player Agent of your Home League.

Reviewed and Approved by:

X _____
Robert Weigel
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X _____
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