

ATLL Fall Ball 2020 Special Rules for Division 3

The following ATLL Fall Ball Special Rules for Division Three supplement those contained in The 2020 Little League Official Regulations and Playing Rules “The Blue Book” and the AYS Return to Play plan:

- Regulation Game. A regulation game shall consist of a minimum of three (3) complete innings. The standard game length is six (6) innings. No new inning shall start after 1 hour 45 minutes has elapsed. The umpires should note the start time of the game and have authority to determine the elapsed game time.
- Pledge. Before the start of the game, the teams will remain safely distanced while the Pledge of Allegiance & Little League Pledge are recited.
- ~~Hand Shake. At the conclusion of the game, each team will line-up and shake hands as a sign of sportsmanship.~~
- Position Rotation. Broad rotation is strongly encouraged. All players should play both infield and outfield positions. However, not everyone must be played in positions requiring specialized skills (e.g.: pitcher, catcher or 1st base).
- Continuous Batting. All players on each team shall bat in continuous rotation. No changes in batting order shall be made as a result of field substitution.
- Bats. All bats used in Little League must have a USA Baseball sticker on the bat. Bats can be as large as 2 5/8” diameter on the barrel. For detailed information on the new Little League bat standards go here:
<http://www.littleleague.org/learn/equipment/baseballbatinfo/USA-Baseball-Bat-Standard-FAQs.htm>
Penalties for use of a non-approved bat include the batter being out and the possible ejection of the manager. See Rule 6.06(d) in the Blue Book for details.
- Leading Off. No leading off base is allowed.
- Base Stealing. Runners will be allowed to advance one base, at their own discretion, in the event of a passed ball or wild pitch only while a player is pitching. In application of this rule, runners may only advance to second or third base -- no advancement to home is permitted. The fielding team is permitted to attempt to throw the runner out as he or she attempts to advance. The runner may not advance more than one base, even if, for example, a throw to a base is errant. Generally, a pitch blocked by a catcher and kept in front of him or her will not be considered as a “passed ball” or “wild pitch.” Generally, a pitch must get “behind the umpire” to allow a runner to attempt to advance. The umpire will have broad discretion in determining the proper application of this rule. Further, managers should use discretion in applying this rule when no backstop is present (especially due to a move of home plate due to a wet field, etc.).
- Courtesy Runner. A team may use a courtesy runner for its catcher when there are two outs. The player used as the runner must be the one who made the last batted out, or, if no batter has made a batted out, the last runner to be put out on base.

- Live Ball. Balls thrown back to the pitcher from the catcher are dead balls and not playable. The ball shall be considered dead and no runner may advance once the ball has been thrown to the pitcher and the pitcher is at the “pitching area” (an area 18 feet in diameter). **In general, on a hit into the outfield, coaches may only allow runners to advance until the ball is returned to the infield. A double, triple or homerun may be hit. Exception: On a ground ball fielded by an infielder, runners may not advance on an overthrow to any base.**
- Umpire. The home team will furnish one umpire for each game.
- Infield Fly Rule. Not in effect.
- Five-Run Half-Inning Rule. Upon the scoring by a team of five runs the half-inning is complete. This rule does not apply to the final inning—e.g. If the last inning of the game is inning five due to time constraints, both managers and home plate umpire must agree that this is the final inning prior to the first pitch of the top of the fifth. If all parties determine that inning five is the final inning, the five run rule does not apply to either half of the inning.
- Ten 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. By agreement of the managers, teams are encouraged to continue to play even though the game is “official” by operation of the Ten Run Rule.
- Managers and Coaches Entering Field of Play. The team on offense may have on-field first and/or third base coaches, in addition to the coach who is pitching during “coach pitch” innings. The team on defense may have up to two coaches positioned in the outfield for on-field instruction.
- Offensive Interference/"Throwing the Bat". Umpires shall have broad discretion to call offensive interference in instances of batters "throwing the bat" to promote the safety of all participants. In the umpire’s discretion this may include the issuance of warnings or the declaration of the batter or batter-runner out. In general, the issuance of a warning to a batter or batter-runner is appropriate on a first offense. In general, the declaration of the same batter or batter-runner out is appropriate on a second offense.
- Spectator Seating. Umpires shall have broad discretion to control the placement and seating of spectators. Spectators shall not position themselves directly behind the backstop, nor shall they interfere with, or attempt to influence, the calling of balls and strikes.
- Base Distance. The base distance will be 60 feet.
- Pitching Distance. - The pitching rubber will be 43 feet from the back of home plate.
- Uncaught third strike. Batter is out and cannot advance on an uncaught third strike.
- Base Coaches. An adult shall coach 1st and 3rd bases.
- Rescheduling of Games. A game that is not started due to weather or other cause shall be rescheduled. The home team manager is responsible to contact the Fields Coordinator to have the game rescheduled, and to coordinate the revised game time with the visiting team’s manager. Games may be rescheduled to take place during a team’s regular practice time.
- Forfeits. Forfeits should be avoided. If a team is shorthanded, it may pick up a player from another team. Replacement players may not pitch. A team with 8 players is encouraged to “borrow” a player from the opposing team to use on defense in the outfield.

PITCHING

In alternating innings, and beginning with the first inning, each team shall have a player serve as pitcher. A Player Pitcher may only pitch one inning per game. An inning is defined as 3 outs while the pitcher is on the mound, whether the pitcher started the beginning of the inning or entered mid-inning. When the 3rd out is recorded, the pitcher must be removed from the position of pitcher. A player once removed from the position of pitcher during a game may not return as a pitcher.

If the Player Pitcher throws 4 balls to any batter faced, the batter is not awarded first base. Instead, a manager, coach or adult assistant for the batting team shall serve as pitcher for the remainder of the at-bat, with the Player Pitcher remaining in the game to play defense. There shall be no bases on balls when a manager, coach or adult assistant is pitching; however, strikes and strikeouts are called. If a batter is hit by a pitch when a coach is pitching, he shall continue batting instead of being awarded first base. At the conclusion of the at-bat, the Player Pitcher shall resume pitching to the next batter.

In alternating innings, and beginning with the second inning, each team shall have a manager, coach or adult assistant serve as pitcher. Each pitcher pitches to his/her own team from the pitcher's area (roughly 40 feet from home plate). Pitching underhand and/or on one knee is permissible depending on the ability of the batter to hit the ball. A manager, coach or adult assistant shall take efforts to avoid fielding or participating in a defensive play. A player shall field the position of pitcher during coach-pitch innings. There shall be no bases on balls when a manager, coach or adult assistant is pitching; however, strikes and strikeouts are called. If a batter is hit by a pitch when a coach is pitching, he shall continue batting instead of being awarded first base.

Balks are NOT enforced.

When a pitcher takes his position at the beginning of each inning he shall be permitted to pitch no more than eight preparatory pitches which shall consume no more than one minute of time. Umpires are strongly encouraged to adhere to these limits to keep the speed of play up.

A manager/coach is allowed to visit with a pitcher "at the mound" three (3) times in an inning (a pitching change must occur on the third visit).

The Blue Book restrictions regarding playing the position of catcher after pitching are not applicable in Fall Ball.

The Blue Book rules regarding number of pitches and days of rest do still apply to Fall Ball, in conjunction with the one inning limit. So if a pitcher throws one inning, and throws 45 pitches, he must have two full days of rest before he can pitch again.

GAME PRELIMINARIES

Home Team Responsibilities:

- Provide one new game ball for use while the home team is in the field.
- Provide “official” scorekeeper.
- Provide a Home Plate Umpire.
- Prepare, rake (must be certified for APD fields) and line the fields.
- Measuring for placement of the pitching rubber and bases (supply bases).
- Occupy the 1st base dugout.
- After the game, rake and repair the field if needed and remove/collect all trash or items left at the field.

Visitor Team Responsibilities:

- Provide one new game ball for use while the visitor team is in the field.
- Supply a U.S. flag and lead all in the Pledge of Allegiance & Little League Pledge.
- Supply a parent volunteer to umpire the bases.
- Occupy the 3rd base dugout.
- To assist the home team manager, coaches and parents in preparing the field for play (especially when the field is wet).
- Remove/collect all trash or items left at the field.

The Home and Visitor team parents should assist in preparing the field so that the managers and coaches can concentrate on pre-game activities with their team.

WARM-UP AND INFIELD PRACTICE

- Visiting team infield practice commences at 25 minutes prior to the start time of the game for 10 minutes.
- Home team infield practice commences at 15 minutes prior to the start time of the game for 10 minutes.
- If normal infield practice time is not available, the teams shall equally split whatever time is available.

POST-GAME RESPONSIBILITIES

- Both teams are responsible for removing all trash and other items from their respective dugouts and the field.
- The Home team is responsible for raking the home plate area, including both batter's boxes, and any base areas in need of repair.
- The Visiting team is responsible for raking the pitcher's mound area.
- Rakes are available for use in the green boxes located at Anderson Park District fields. Please return the rakes to the boxes when finished raking.