

FALL BALL RULES 2016

For Inter-League Play -- Pinto / 7/8y.o.

1. **Remember: this is 7-8 year olds playing baseball and NOT the Major Leagues.**
2. Games will be six (6) innings or 1:30 minutes maximum, 1:45 DROP DEAD - IF REQUIRED FOR SCHEDULING PURPOSES, DROP DEAD MAY BE CHANGED TO 1:30.
3. No scoreboards will be used and No league standing will be kept.
4. Players in the field: 10 players total, with 4 four outfielders. Teams may play with less than 10 players in the field, if missing players.
5. Each team will supply one (1) game ball and have one (1) additional on hand. League field will supply umpire, subject to agreement on reimbursement of umpire fees.
6. All players will bat in a continuous order.
7. There is free substitution at any position with the exception that once a pitcher is removed that pitcher cannot return as a pitcher in the same game.
8. There is a run limit of 4 per inning in Pinto, except last inning. If a team is ahead by more than 10 runs after four innings the mercy rule goes into effect.
9. ***IF THE GAME IS GETTING LOPSIDED PLEASE ADJUST POSITIONS TO TRY KEEP THE GAME FROM BEING A "WIPE OUT". THAT IS NOT FUN FOR ANYONE.***
10. Stealing: there is stealing of **2B** to **3B** only. Home is closed. No stealing of 1B to 2B.
 - a. Runners may only advance to the base they are stealing since we are still training catchers at this level. So, on an overthrow runner(s) may not advance.
 - b. Runners may tag up on a fly out.
11. There are no lead offs. Runner may leave the base when the ball leaves the pitcher's hand.
12. No dropped third strike; no infield fly rule.
13. Pitching Rules:
 - a. Maximum of 2 innings or 6 outs or 50 pitches per pitcher.
 - b. Mound is 40 feet for Pinto.
14. Bases are 60 feet for Pinto.
15. Let's keep the games, managers, coaches, parents in check. Positive cheering only.

FALL BALL RULES 2016

For Inter-League Play -- Mustang 9/10y.o.

1. **Remember: this is 9-10 year olds playing baseball and not the Major Leagues.**
2. Games will be 6 innings, with no new inning after 1:30; DROP DEAD at 1:45 hrs.
3. No scoreboards will be used and No league standings will be kept.
4. Each team will supply one (1) game ball and have one (1) additional on hand. League field will supply umpire, subject to agreement on reimbursement of umpire fees.
5. All players will bat in a continuous order.
6. There is free substitution at any position with the exception that once a pitcher is removed that pitcher cannot return as a pitcher in the same game.
7. With 2 outs the catcher, if on base, must get a pinch runner (the last out).
8. There is a 5 run limit per team per inning, except last inning. If a team is ahead by more than 10 runs after four innings the mercy rule goes into effect.
9. **IF THE GAME IS GETTING LOPSIDED PLEASE ADJUST POSITIONS TO TRY KEEP THE GAME FROM BEING A "WIPE OUT". THAT IS NOT FUN FOR ANYONE.**
10. There are lead offs.
11. There is stealing of any base.
12. Balk rules apply, but given this is an instructional league, umpires are permitted to give warnings.
13. Maximum bat barrel is 2-5/8"; wood bats are okay; BBCOR 1.15 rule on drop 3 bats
14. PITCHING SPECIFIC:
 - a. Maximum of 2 innings or 6 (total) outs per pitcher
 - b. One warm up pitch counts as an inning.
 - c. Maximum of 60 pitches per pitcher per game.
 - d. Pitcher's mound will be at 46 feet.
15. Bases are 60 feet.
16. Dropped third strike and infield fly rules are in effect.
17. Let's keep the games, managers, coaches, parents in check. Positive cheering only.

FALL BALL RULES 2016

For Inter-League Play -- Bronco 11/12 y.o.

1. **Remember: this is 11-12 year olds playing baseball and not the Major Leagues.**
2. Games will be 6 innings, with no new inning after 1:30; DROP DEAD at 1:45 hrs.
3. No scoreboards will be used and No league standings will be kept.
4. Each team will supply one (1) game ball and have one (1) additional on hand. League field will supply umpire, subject to agreement on reimbursement of umpire fees.
5. All players will bat in a continuous order.
6. There is free substitution at any position with the exception that once a pitcher is removed that pitcher cannot return as a pitcher in the same game.
7. With 2 outs the catcher, if on base, must get a pinch runner (the last out).
8. There is a 5 run limit per team per inning, except last inning. If a team is ahead by more than 10 runs after four innings the mercy rule goes into effect.
9. **IF THE GAME IS GETTING LOPSIDED PLEASE ADJUST POSITIONS TO TRY KEEP THE GAME FROM BEING A "WIPE OUT". THAT IS NOT FUN FOR ANYONE.**
10. There are lead offs.
11. There is stealing of any base.
12. Balk rules apply.
13. Maximum bat barrel is 2-5/8"; wood bats are okay; BBCOR 1.15 rule on drop 3 bats
14. PITCHING SPECIFIC:
 - a. Maximum of 2 innings or 6 (total) outs per pitcher
 - b. One warm up pitch counts as an inning.
 - c. Maximum of 70 pitches per pitcher per game.
 - d. Pitcher's mound will be at 50 feet.
15. Bases are 70 feet.
16. Dropped third strike and infield fly rules are in effect.
17. Let's keep the games, managers, coaches, parents in check. Positive cheering only.