

2018 FALL BALL RULES

Cedar Lake, Dyer, Griffith, Lansing, Schererville

Knowledge of Rules

- NSA rules govern play, with the exception of the division rules listed below. Managers and coaches are responsible for knowing these rules.
- All infielders for all divisions are required to wear facemasks.

Behavior

- Managers and coaches are responsible for the behavior of their team, coaches, spectators and their own conduct.
- Umpire decisions are final. No protests will be permitted.

Game Location/Dates

- All divisions will play on Saturdays for regular season, unless both managers agree to reschedule due to conflicting school related functions.
- End of Season tournament is scheduled for Thursday, September 27th - Sunday September 30th.
- Games may be played in all towns.
- All divisions will play in Dyer for Opening Day (August 25).
 - For Opening Day only: all games will be 75 minute, finish the inning. Games can end in a tie.
- There will be no games scheduled during the Labor Day weekend.
- After Opening Day, games end at 90 minutes or completion six (6) innings is 8U & 10U and seven (7) innings in 12U & 16U whichever comes first. No new innings start after 85 minutes. In 8 & 10U it is a drop dead stop. In 12 & 16U it is finish the inning. Games can end in a tie.

Batting Order and Lineups

- There will be a continuous batting order for the game.
- Any team must field a minimum of seven (7) players to begin a game, and can complete any game with six (6) players.
- All players present at the start of the game must be placed in the batting order. All players arriving after the official start of the game will be placed last in the batting order. No other changes to the batting order will be made once the game starts, except for injuries.
- If a batter is injured and cannot continue, she is out. If she is unable to bat in the next rotation, no out is assessed.
- If the batter is able to make it to first base, a substitute runner may be granted. The runner must be the last recorded out.

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- Call-ups from lower divisions and laterals are permitted for fielding team up to **10** players. In all divisions, call-ups and laterals must bat last but can play anywhere in the field; this includes pitching and catching.
- Call ups and laterals can be from other towns: ie Dyer can call up/lateral from Schererville
- No player may sit two consecutive innings; but may sit more than one per game.
- Number of players in the field
 - 8U, 10U can field 10 (no short center, 4 outfielders in arc formation)
 - 12U, 16U can field 9

Grace Period

- The umpire may designate a five (5) minute grace period from the originally scheduled starting time in the event a team cannot field the minimum number of players.
- If a team cannot field the required minimum number of players after the grace period expires, the umpire will rule a forfeit.

Rainouts - Delays

- It is the responsibility of the umpire to call any game. Play will proceed until the umpire has determined play to be unsafe or unfair. If the determination for delay has been granted, all players and coaches should find a dry place to meet close to the field. Although it may be raining, the umpire may determine the playing conditions suitable at any time. If there is a delay and the umpire cannot find your team to resume, the game will proceed as a forfeit.
- All games being delayed or cancelled because of rain will pick up with the inning situation as it was prior to cancellation.
- An official game will be after the completion of three innings (if the game has been cancelled because of rain). Final score will be the last completed inning.
- Games may start early, so please have your team ready 15-minutes prior to your game time.
- Games may be rescheduled due to weather. The makeup game will be played Sunday. The first game on Sunday will start at noon; times will be adjusted accordingly.

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- No makeup game will be scheduled in the event of rain on Sunday, unless the 2 managers agree to make it up. Managers must: prep/clean up fields for game & find/pay umpires at their own expense.

Game Play - Regular Season (All Divisions unless specified)

- Five (5) run maximum per inning all divisions.
- Slaughter Rule – (12) after 3, (10) after 4, (8) after 5
- Pitchers can warm up with 5 pitches in the first inning pitched; 3 thereafter.
- Infield warm ups are permitted before first inning only.
- Scores do not need to be reported.
- Pitching & catching
 - 8 & 10U - 3 total, nonconsecutive
 - 12 & 16U - unlimited
- Travel Players are permitted to pitch and catch, with exception for 8U (not permitted).
- Up to 3 hit batters in an inning are permitted before the pitcher must be removed for the remainder of that inning. The pitcher may return in a later inning. If a pitcher hits 5 total batters in the game, then she may not pitch the remainder of that game. (excludes 8U)
 - A hit batter is considered hit, even if the ball has rolled/bounced before hitting the batter.
- In 8U only if a pitcher hits a batter, the coach must come in and finish the at bat. No exceptions; even if the ball bounces/rolls before hitting the batter.
- Pitching distances 08U and 10U (35ft), 12U (40ft), and 16U (43ft).
- Stealing is permitted.
- 8U- Stealing Home is not permitted. No bases may be stolen during “coach pitch”. Only one base may be stolen per batter; baserunners must wait for the next batter to attempt an additional steal.
- Leads off and steals are permitted on the release of the ball.
- Stealing home is permitted (10U, 12U, and 16U only).
- Multiple bases may be stolen until the play is dead (10U, 12U, and 16U only).
- Coach Pitch – (8U ONLY) – Max of (5) pitches or called out on strikes. If the ball is not put into play, the batter is OUT unless the batter hits a foul ball which case the batter will get another pitch. Player Pitcher must be positioned with one foot in the circle. The coach must start with one foot on the mound.

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- Play is dead with possession of the ball inside of the circle unless a play is being made at a base runner. 8U only - dead ball on overthrows to 1st, 3rd, and home plate when the ball goes in foul territory.
- Dropped 3rd Strike is permitted, except for 8U.
- Infield Fly is in effect except in 8U.
- 8U only - 3 coaches allowed on field, 2 in outfield and 1 behind the plate. Plate coach must remain silent, and cannot 'coach' any player.
- Courtesy runners may be used for pitchers and catchers at any time. Must be the last recorded out.
- No steel or metal spikes.

Game Play – Tournament (All Divisions)

- All Regular Season rules apply unless specified below.
- This is a Double Elimination tournament meaning each team will have to lose twice to be eliminated.
- Brackets will be determined by blind draw.
- Home team is decided by double coin toss for all games in all divisions.
- Championship games
 - 8U & 10U - 90 minute game or 6 complete innings; whichever comes first; finish the inning
 - 12 & 14U - 90 minute games or 7 complete innings; whichever comes first; finish the inning
- If time has expired or the max innings for a complete game have been reached and a tie score results, the international tiebreaker will be used for all games. No Game shall end in a tie.

Awards for Tournament

- Awards will be provided for 1st and 2nd place in each age group.
- MVP medals/pins will be awarded to opposing team for each bracket game.