

FCBC FALL LEAGUE RULES

3rd – 6th Grade

- If there are not enough teams to make a playable age division then ages will be combined.
- There will be no standings kept for Fall League.
- **Free substitution is allowed.** You will bat the entire roster.
- All teams **must provide the umpire in chief a copy of their line-up.** The line-up must include: name, jersey number and batting order. Other than a pitcher, positions do not have to be designated since you are batting your entire roster.
- On defense, each player **MUST PLAY ONE FULL DEFENSE INNING** in the infield in the **FIRST THREE INNINGS.**
- The time limit is **1 hour 30 minutes.** A new inning may not begin after time has expired. A new inning starts when the 3rd out of the prior inning is recorded. The game shall end promptly at **1 hour 30 minutes** if the home team is ahead and at bat when time expires.
- **Game length:** Games are six (6) innings for all ages.
- Run Rules: The 6-run rule will be in effect: On offense, players of the trailing team shall bat until 3 outs are recorded or until the trailing team has gone ahead by 6 runs. Players of the leading team shall bat until 3 outs are recorded or until they have scored six runs in addition to the lead they had at the beginning of the inning.
- **Dugouts are selected on a first-come basis.** There is no assignment of dugouts. All dugouts must be cleaned out after your team has completed their game. **There is NO hitting of ANY kind of balls against fencing at the ball fields.**
- **The home team shall provide the umpire with two new game balls** (provided by FCBC). The visiting team and the home team shall provide baseballs when requested by the umpire if baseballs become lost or damaged.
- If a team is unable to **field 9 players, but can field 8 players then the game may be played** but the spot for the ninth players shall **NOT BE** counted as an out each time the ninth player would have batted, or the other team **may LOAN a player** to their opponent and the game will be played and counted as a regular game. If there are **less than 8 players present** for the game it is recorded as a forfeit, **BUT** teams may still share players and play the game with the umpires present. **GAMES are only CANCELLED by FCBC or an UMPIRE. Pitchers are limited to 3 innings per game.** Pitchers may appear in both games of a DH, but may not exceed 3 total innings in that day. Pitchers may not reenter a game after being pulled out.
- **Ejections:** Coaches who are ejected will be required to sit out the game from which they have been ejected as well as the next game. Ejection from the first game for a coach will require them to leave the entire complex/field. For the second game coaches may watch the game as a spectator but may not **do ANY COACHING** of any kind. Players are ejected only from the game from which they were ejected.
- Drop third strike rule is **NOT** in effect.
- Visits to the mound - **NO CHARGE**
- Balk Rule: Balks will not be called, however the umpire will instruct a player who consistently pitches 'illegally'.
- Stealing: Stealing is not allowed in 3rd & 4th grade. The base runner must remain in contact with the base until the ball is hit. Stealing IS allowed in 5th & 6th grade. The base runner must remain in contact with the base until the pitch is made.
- There is **NO INFIELD WARM-UPS.**

The Fall League is designed as an instructional league. As such, the rules above are intended to maximize this philosophy while keeping the core of the game intact. Fall League Baseball provides a tremendous opportunity for coaches to have one-on-one skill instruction with the players, and to teach the fundamentals of good sportsmanship and citizenship in a less competitive environment. To these ends, Fall League umpires have been instructed to assume a more active role in instruction on the field. Let's be certain that coaches and umpires work together to maximize the learning of our young people in this unique program and setting.