

FCBC FALL LEAGUE RULES

7th & 8th Grade, Level III & TRAVEL TEAMS

The rules listed on this page shall supersede any high school or league modified rules provided you with this rules packet.

- **Free substitution is allowed so long as the batting order remains the same throughout the game. All teams** have the option of **batting the entire roster or batting under high school rules, with an EH.** If the team elects to bat under high school rules, high school substitution rules shall also be in effect. **The choice must be made prior to game time, and, expressed to the umpire at pre-game. Once made, this shall continue throughout the game without change.**
- All teams **must provide the umpire in chief a copy of their line-up.** The line-up must include: name, jersey number, batting order, and, if playing by high school rules, positions. Other than designating a pitcher, positions do not have to be listed if you are batting your entire roster. There will be no standings kept for Fall League.
- If there are not enough teams to make a playable age division then ages will be combined.
- **Game length:** Games are six (6) innings for all ages.
- The time limit for age groups **7th & 8th Grade** and **All TRAVEL TEAMS is 1 hour and 45 minutes.** A new inning may not begin after time has expired. The game shall end promptly at 1 hour and 45 minutes **if** the home team is ahead and at bat when time expires.
- **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. All BASES at Edora Park are provided by the City of Fort Collins, so please leave them there after your game. **There are NO hitting balls of ANY kind against fencing at these 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.
- **Pitchers are limited to 6 innings per day.** Pitchers may appear in both games of a Double Header, but may not exceed 6 total innings in that day.
- 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.**
Run Rules: The following Run Rules will be utilized for all ages:
20 runs after 2 innings: 15 runs after 3 innings: 10 runs after 5 full innings (or after 4.5 innings if the home team is ahead)
- Pre-game Warm-ups: Both teams should get an equal amount of on-field warm-up time. **Umpires WILL NOT take into consideration unequal warm-up time, and the game WILL start on time.**
- **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 in effect.
- Visits to the mound - NO CHARGE
- There is NO INFIELD WARM UP
- Balk Rule: 2 warnings per game per pitcher.

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.