

FCBC FALL LEAGUE RULES

Intermediate & Travel Teams (12u)

The rules on this page supersede any high school or league modified rules provided by FCBC.

- **No metal cleats allowed.**
- **Bat Rules** – all bats must be one of the following: BPF 1.15, BBCOR, or wood bat.
- **Field Dimensions:** 50' pitching / 70' bases.

- **Batting Order / Subs: Free defensive substitution is allowed as 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 (including the option to use an EH). If the team elects to bat under HS rules, HS substitution rules shall also be in effect. The choice must be made prior to game time and expressed to the umpire at the pre-game plate meeting. Once elected, this lineup approach shall continue throughout the game without change.
- **Each team must provide the plate umpire with 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 batting the entire roster. There will be no standings kept for Fall League.
- **Minimum Number of Players:** If a team is unable to field 9 players, but can field 8 players then the game will be played and the spot for the ninth player 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 one team, the teams will share players and play the game with the umpires present. Games are only cancelled by FCBC or an Umpire.
- **Pitching Limits:** 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. *1 pitch equals an inning (no "thirds" of an inning).*
- **Dropped 3rd Strike** rule is in effect. A batter may run on a dropped third strike as per NFHS rules.
- **Visits to the mound** – NFHS rules apply. A coach may make three "free" visits to the mound throughout the course of a game (and use those three visits any way he/she chooses). A visit that results in the removal of a pitcher is not charged as one of the three free visits. After using the three free visits, each subsequent visit results in removal of the pitcher.
- **Balk Rule:** 1 warning per game per pitcher.

- **Game Length:** Games are six (6) innings for all ages.
- **Game Balls:** The home team shall provide the umpire with two new game balls (provided by FCBC). The visiting team and the home team shall provide additional baseballs when requested by the umpire.
- **Time Limit:** no new inning after 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.
- **Run Rules:** 20 runs after 2 innings. 15 after 3. 10 after 5 (or after 4.5 innings if the home team is ahead).
- There will be no standings kept for Fall League.
- If there are not enough teams to make a playable age division, ages will be combined.

- **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.
- No hitting balls of any kind against fencing at any ball field.
- **No pre-game infield warm-up.** Warming up in foul territory is allowed.
- **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, the coach may watch the game as a spectator but may not do any coaching of any kind. An ejected player is ejected only from the current game – additional sanctions / game suspensions will be considered by the umpires and FCBC depending on the nature of the ejection.

Fall League is an *instructional league*. The rules above are intended to maximize this philosophy while keeping the core of the game intact. Fall League provides a tremendous opportunity for coaches to have one-on-one skill instruction with 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 on-field instruction. Coaches and Umpires: work together to maximize the learning of our young people in this unique program and setting.