FCBC FALL LEAGUE RULES

3rd – 6th Grade

- If there are not enough teams to make a playable age division, 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 home plate umpire with a copy of their line-up.** The line-up must include: names, jersey numbers, and batting order. Other than a pitcher, defensive positions do not have to be designated since you are batting your entire roster.
- On defense, each player should play one full defensive inning in the infield in the first three innings.
- **Pitchers are limited to 3 innings per day.** Pitchers may appear in both games of a DH, but may <u>not</u> exceed 3 total innings in a day. A Pitcher may <u>not</u> return to the mound after being removed from the Pitcher position.
- If a team is unable to field 9 players but can field 8 players, 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, if a team has fewer than 9 players, the other team may loan a player or players to their opponent and the game will be played as a regular game. **Games are only cancelled by FCBC or an umpire.**
- **Time Limit:** 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 by Inning:** the 6-run rule will be in effect as follows. 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:** dugouts are selected on a first-come basis. There is no assignment of dugouts. All dugouts must be cleaned after your team has completed their game.
- No Infield Warm-Up: no pre-game warm-up on the infield. Warm-up in foul territory is encouraged.
- No Fence Hitting: there is no hitting of any kind of balls against fencing at the ball fields.
- **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.
- **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.
- **Dropped 3rd Strike** rule is *not* in effect a batter may <u>not</u> run on a dropped 3rd strike. (Batter is out.)
- **Visits to the Mound**: no charge / no limit. This rule is implemented in Fall League for instructional purposes please do not abuse this privilege.
- Balk Rule: Balks will not be called, however the umpire will instruct a player who consistently balks.
- Stealing (3rd/4th): stealing is <u>not</u> allowed in 3rd & 4th grade. The base runner must remain in contact with the base until the ball is batted.
- Stealing (5th/6th): stealing <u>is</u> allowed in 5th & 6th grade. The base runner must remain in contact with the base until the pitch is released by the pitcher.

Fall League is designed as 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 the players and to teach the fundamentals of good sportsmanship in a less competitive environment. Fall League Umpires have been instructed to assume a more active role in instruction on the field.