



Official Fall Playing Rules

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ALL LEAGUE RULES

1. All games must start within ten (10) minutes of scheduled time except in the case of umpiring or field difficulties.
2. All managers, coaches and players, not at bat or on deck will remain in the dugout at all times, except as allowed by specific league rules. However, a manager or coach, with an umpire's permission, may leave the dugout to confer with an umpire or a player.
3. Umpires and coaches will be responsible for keeping bats and all unused equipment off the playing field during games.
4. No smoking or vaping on or in the vicinity of the playing field, in the dugouts or stands.
5. No alcoholic beverages on or in the vicinity of the playing field.
 - a) Scheduled weeknight games shall start at 5:45 pm (subject to change based on scheduling) and no inning shall start after 1 ½ hours from the start of the game, for Rookie and Mustang, or 2 hours, for Minors, Majors, Pony and Colt. **It is also strongly encouraged that infield practice be eliminated between innings and pitchers only given 5 warm up throws.**
 - b) On Saturdays and Sundays no inning shall start after the following times (from the actual start time of the game) regardless if a subsequent game is immediately scheduled on the same field:

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| Rookie and Mustang | 1 ½ hours |
| Minors, Majors, Pony and Colt | 2 hours |
 - c) A new inning begins the exact moment that the third out, in the previous inning, is made.
 - d) Before the game begins, the umpire shall identify an official game clock in collaboration with the opposing coaches.
 - e) In the event a game goes into extra innings and there are no above restrictions, the teams will play one extra inning with normal rules. If teams are still tied after that then they will proceed with California Rules (last out on second base, one out and a one and one starting count for each batter) in place for the remainder of the game.
 - f) Games may be considered "Official" or "Complete" if played for 4 full innings (3.5 innings if home team is winning). This may be necessary when games are stopped for weather or darkness.
6. Batting Order Rules:
 - a) All team members present at the game will bat in continuous rotation.
7. Pitching Rules:

Pitching Eligibility Rules for all leagues:

 - 1) Pitching limitations based on a player's age shall be based on the age designated by Player Age specified on the current year's registration form (a.k.a. Player's draft age) and not the players' chronological age at the time of the game.
 - 2) A player once removed as a pitcher may not pitch again in the same game.
 - 3) Pitching rule violations in any league can be subject to forfeiture of that game.

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Notes:

- A. The withdrawal of an eligible pitcher after that pitcher is announced, but before a ball is pitched shall not be considered a violation. Batavia/Geneva/STC League Officials are urged to take precautions to prevent such violations. When a violation is imminent, the potential offender shall be notified immediately.
 - B. Innings pitched in games declared “no contest” or “Regulation Drawn Games” shall be charged against pitcher’s eligibility for that week. If resumed in the following week or weeks, pitcher of record may continue up to the extent of their remaining eligibility for said game and the calendar week.
8. Defensive Rules:
- a) All team members present at a game will not sit out two (2) consecutive innings. With the exception of an injury, no member will sit out more than two (2) times during a six (6) inning game and three (3) times in a 7 inning game. (The intent is that all players present play a similar number of defensive innings per game.)
 - b) Players can’t play the same position more than twice for the Minor League and thrice for Major and Pony Leagues during a given game. Exceptions include extra innings, and the Colt league. Also exempt from this rule are Pony pitchers (4 innings max/game.) and Pony catchers (4 innings max/game).
 - c) Players are to play at least 1 inning in the infield and one inning in the outfield all within the first 4 innings of the game (see special exception in Pony Rules). Note: Pitcher and Catcher can count as infield for this requirement.
 - d) Coaches are encouraged to utilize players in many different positions for instructional purposes. Care must be taken in assigning players, keeping in mind safety, skill and ability.
 - e) Injuries, illness, early leaving and late comers are exceptions to the above rules.
 - f) Please try to control feigning injury / illnesses to circumvent this rule.
9. Any player who intentionally removes his safety helmet will be called out and play is treated as a hit basemen.
10. No head first sliding (except when returning to a base): If a runner slides head first they will be called out. (This is done for the safety of the players).
11. Umpires judgment will be used to protect all fielders. If a play is made at a base, a player must attempt to avoid contact preferably by sliding on plays at any base (except first base). A player may not jump (leave the ground) over the catcher to avoid contact with the catcher. If it is determined by the umpire that the player jumped over a catcher to avoid contact that player will be called out and the ball is dead. If unintentional contact is made, the runner may be called out and the ball is dead (umpire’s discretion). If the act is determined to be flagrant, the offender shall be ejected. The umpire’s decision on the sliding rules is final.
12. Home team responsibilities shall include, but are not limited to, the following:

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- a) Raking the field.
- b) Lining the base paths and batters boxes prior to the game.
- c) Placing bases prior to the game.
- d) Providing a maximum of two (2) new game balls. If both new balls are lost during the game, then a practice ball should be used.
- e) Securing all league equipment and locking all facilities after the game.
- f) Promptly informing the respective league president of any concerns with fields, grounds, facilities, equipment or supplies.

Visiting team is expected to assist with all of these responsibilities. In addition, the visiting team must designate an adult to operate the concession stand at fields so equipped. (Batavia Only)

13. Home Team will utilize the third base dugout. Visiting team will use the first base dugout.
14. Adults can coach base paths during at-bats, and for the purpose of instruction, include an eligible helmeted player in the coach's box.
15. A game must start with a minimum of eight (8) players and may go to seven (7) as a result of an injury.
16. In order to provide a source of replacement players, Managers may either call-up players from lower league teams or as a **last resort** borrow players from another team at that same league level. In the event that a manager uses a replacement player(s), both the league official and the opposing manager (at game time) should be notified which method was used and the name(s) of the player(s) used.
 - a) Call-ups: When a manager has knowledge that he will have less than ten (10) players for a given game, he may arrange for replacement. Replacement players must bat last in the lineup and will not play more defensive innings than a regular rostered player. Replacement players may not pitch or catch. In all cases, the replacement player cannot go over travel player limitations that are in place. The emphasis and priority is towards your rostered players not the call-ups.
 - b) Borrow Player: We recognize that it may sometime be difficult to call-up players especially at the last moment. Therefore, if a team is below 9 players, they may elect to borrow player(s) from another team with the following restrictions: 1) Can only play RF or LF. 2) Must bat last in lineup. 3) Cannot go over travel player limitations. 4) Must be taken out of the game when a regularly rostered player arrives at the game and is warmed up and ready to play. 5) The same player can't be borrowed more than once during the season. 6) Players cannot be borrowed during playoffs - EXCEPT for the Minor League.
17. Only the designated Manger, or active players, can ask the umpire for a time out.
18. On-deck hitters need to be outside the filed on the same side of the baseline as the batter.
19. Any player or coach ejected form a game is not eligible to participate in the next game played. Appeals of rejections should be submitted in writing to the league president.
20. If a pitcher hits 2 batters in one inning or 3 batters in a game, that pitcher must be removed from the mound.

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21. Catchers must have a courtesy runner if they reach base or are on base with two outs in an inning. The courtesy runner must be the player who recorded the most recent out.
22. **Bat Restrictions:** Bats must be stamped BPF 1.15, BBCOR, USA Bat, or be made of wood for all leagues. Maximum diameter allowed is 2 3/4" (big barrel bats are now allowed). If a player is found to be using any bat that is not as previously described, that player will be called out and the bat removed from the dugout. If after a player reaches base and prior to the next batter facing a pitch, it is found that an illegal bat was used, then the player on base will be called out. If there are any other base runners, or if any player scored on the play in which an illegal bat was used, they must return to their original bases prior to the infraction and any run(s) scored are disallowed.

ROOKIE LEAGUE

AGES 5, 6 (Fall Season)

PURPOSE: Non-competitive, instructional league to learn the basic skills of baseball; i.e. positions, hitting, running, defense and sportsmanship. A safety ball (flexball) and safety base at first base will be used throughout the season.

*Batavia/Geneva/St. Charles Rules will apply with the following amendments:

1. An inning consists of 9 batters, or three defensive outs, whichever comes first. No score will be kept.
2. No inning will start 1 ½ hours after the start of the game. All attempts shall be made to play as many innings per game as possible within the time guideline.
3. The pitching rubber shall be approx 40 feet from the furthest point of home plate to the front of the pitching rubber. Bases are to be 45 or 50 feet apart (as dictated by field being used).
4. Pitching will be done by an adult. Pitches may be underhand, overhand or lob pitches, with the pitcher serving as the umpire. Flat pitches are highly recommended. A batting tee or soft tosses will be utilized after seven pitches(7), independent of balls, strikes or foul balls.
5. No strike outs or walks.
6. Every player shall be given both an infield and an outfield position every game. Every effort shall be made to play all players in every position with the season. Care must be taken in assigning the players, also keeping in mind safety, skill and ability.
7. No base advancement on an overthrow.
8. The pitcher must wear a batting helmet **with protective face mask. (only GBA)**
9. All team members present at the game will bat in continuous rotation, and not sit out two (2) consecutive innings.
10. Two (2) defensive coaches are permitted in the outfield, for instruction purposes only.
11. The defense may field ten (10) players, utilizing four (4) deep outfielders.
12. No leadoffs or base stealing are permitted. (No sliding restriction removed)
- 13.

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MUSTANG LEAGUE

AGE 7 (Fall Season)

PURPOSE: Non-competitive, instructional league to learn the basic skills of baseball; i.e., positions, hitting, running, defense and sportsmanship. A safety ball (flex-ball) will be used throughout the season.

*Batavia/Geneva/ St. Charles Rules will apply with the following amendments:

1. An inning consists of all team members batting one time or three (3) outs, or if 5 runs are scored, whichever occurs first. Players will bat in continuous rotation. An inning stops when the last batter is called-out or reaches base, or the 5th run is scored, whichever occurs first. If the last batter reaches second base, it will be considered a ground rule double. Any other base runners will advance that number of bases allowed for a ground rule double, which is two bases.
2. No inning will start 1½ hours after the start of the game. All attempts shall be made to play as many innings per game as possible within the time guideline.
3. The pitching rubber shall be 40 feet from the furthest point of home plate to the front of the pitching rubber. Bases are to be 50 feet apart.
4. A player will pitch to each batter until there are four (4) called balls. Once four (4) balls have been called, an adult will throw four (4) additional pitches. If when the coach comes in to pitch and there were 2 strikes on the batter, thee count will be redacted to 1 strike (0-1 count). A batting tee or soft toss will be utilized if a batter does not get a hit or is not call out after four (4) coach pitches.
5. Balls and strikes are called by a coach of the hitting team positioned behind the pitcher. This coach is to be the coach pitcher as well.
6. Three (3) strikes for a strike out (combined from player and coach pitches). This includes called third-strikes.
7. Walks are not awarded and batters will not be given first if hit by a pitch (unless the player is noticeably distressed by the pitch).
8. No bunting is permitted in games; however, bunting will be included in practices for instructional purposes.
9. No base advancement on an overthrow that goes out of bounds.
10. All team members present at the game will bat in continuous rotation.
11. The defense may field ten (10) players, utilizing four (4) deep outfielders. No player will sit out two (2) consecutive defensive innings until all players have sat out one defensive inning.
12. Every effort shall be made to play all players in every position during the season by regularly rotating player positions during games. However, care must be taken in assigning players; keeping in mind safety, skill and ability.
13. Two (2) defensive coaches are permitted in the outfield, for instruction purposes only.
14. No playoffs, no championships and no scores.

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MINOR LEAGUE

AGES 8, 9 (Fall Season)

PURPOSE: This is an early learning competitive league with the emphasis on teaching skills and sportsmanship.

*Batavia/Geneva/St. Charles Rules will apply with the following amendments:

1. An innings consists of five (5) runs or three (3) outs. An innings stops when the third out is made or after the fifth run is scored, whichever happens first. This rule is waived for the 5th, 6th and extra innings. NOTE: All runs will be counted if apart of an on-the-fly homerun.
2. Any player will be allowed to pitch in no more than two (2) innings per game, and in no more than six (6) innings per calendar week. A single pitch thrown during an inning constitutes 1 inning pitch in regards to this limitation. For the purpose of counting games in a week, each week begins at 12:01 am Monday and ends the following Sunday at Midnight
3. Pitching limitations for 2nd yr players (option B must be declared prior to starting the game otherwise Option A is in effect. You cannot switch during the game):
 - a. Teams are limited to two (2) innings of 2nd year players during the first four (4) innings of any game. Any appearance by a 2nd yr. pitcher counts as an inning towards this limitation. For example: If you remove a 1st yr. pitcher during an inning, you must replace the pitcher with a 1st yr. pitcher to not count towards this limitation. If you replace a 1st yr with a 2nd yr. pitcher this will count against your 2 innings for your 2nd yr's. Pitchers in subsequent innings may be 1st or 2nd yr. players. Pitchers may not re-enter if removed earlier, or if they have used up their (2) innings of eligibility for this game.
 - b. Teams may elect that if they are short on 1st yr pitchers to declare the option of throwing a 1st yr player 1 inning during the first 3 innings. They will then be limited to 1 inning each of 2nd yr players for the duration of the regulation game. If the game goes into extra innings, the limitation is lifted. Note: During the course of the game, a team may throw a 1st yr player more that one inning but the 2nd yr restriction will still be in place.
4. Pitchers will be allowed to pitch in back to back days, but not 3 days in a row.
5. The pitching rubber shall be 44 feet (Geneva fields) or 46 feet (Batavia) from the furthest point of home plate to the front of the pitching rubber. Teams must abide by the distance set by the home team. Bases are to be 60 feet apart.
6. No intentional walks.
7. No lead-offs are allowed.
8. Base stealing (2nd and 3rd base only) will be allowed. No stealing of home plate is permitted. The player must maintain contact with the base until the pitched ball has reached the batter. A player may steal no more than one (1) base after any pitched ball. No additional bases are allowed on an overthrow.
9. There will be no Infield-Fly-Rule.,
10. One defensive coach is permitted in the outfield, for instructional purposes only.
11. Slashing is not allowed (show bunt then swing away on same pitch). The batter will be immediately called out and the ball is dead.
12. The game shall end when the visiting team is behind 15 or more runs after 4 ½ innings, or after the 5th inning, if either team is behind by 15 or more runs and both teams have had an equal number of times at bat.
13. **Play will be considered "dead" when the ball has reached the infield AND is in control by an infielder. Emphasis should be placed that coaches teach fundamental rules of base**

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running. The spirit of the rule is to prohibit additional bases being taken, when common sense would dictate that, if the players were older, no such attempt would be made.

MAJOR LEAGUE

AGES 10, 11 (Fall Season)

PURPOSE: This is a more competitive league with emphasis on refining skills of playing baseball, improving sportsmanship while remaining instructional.

*Batavia/Geneva/ St. Charles Rules will apply with the following amendments:

1. Any player will be allowed to pitch up to three (3) innings in a game and a maximum of six (6) innings in a calendar week. A single pitch thrown during an inning constitutes 1 inning pitch in regards to this limitation. For the purpose of counting games in a week, each week begins at 12:01 am Monday and ends the following Sunday at Midnight
2. Pitching limitations for 2nd yr players (option B must be declared prior to starting the game otherwise Option A is in effect. You cannot switch during the game):
 - a. Teams will be limited to three (3) innings of an 2nd yr. pitching during the first five (5) innings. Any appearance by a 2nd yr. pitcher counts as an inning towards this limitation. For example: If you remove a 1st yr. pitcher during an inning, you must replace the pitcher with a 1st yr. pitcher to not count towards this limitation. If you replace a 1st yr with a 2nd yr. pitcher this will count against your 2 innings for your 2nd yr's. Pitchers in subsequent innings may be 1st or 2nd yr. players. Pitchers may not re-enter if removed earlier, or if they have used up their (3) innings of eligibility for this game.
 - b. Teams may elect that if they are short on 1st yr pitchers to declare the option of throwing a 1st yr player 1 inning during the first 4 innings. They will then be limited to 1 inning each of 2nd yr players for the duration of the regulation game. If the game goes into extra innings, the limitation is lifted. Note: During the course of the game, a team may throw a 1st yr player more that one inning but the 2nd yr restriction will still be in place.
3. A Pitcher will be allowed to pitch back to back days, but not 3 days in a row.
4. Runner must return to a previously occupied base when a delivered pitch is not hit and is caught and the runner makes a committed movement in the direction of that base (no delayed stealing). Managers are to keep antics to a minimum and encourage players to keep the game moving.
5. The pitching rubber shall be 50 feet (Geneva) or 48 feet (Batavia) from the furthest point of home plate to the front of the pitching rubber. . Teams must abide by the distance set by the home team. Bases are to be 70 feet apart.
6. Base stealing is permitted.
7. "Lead-offs" are allowed for the fall season for both Major and Pony leagues.
8. No intentional walks.
9. No hidden ball tricks
10. The "Infield-Fly" rule is in effect.
11. The "Dropped Third Strike" rule is in effect.
12. A Pitcher will receive one warning when a balk is committed. After subsequent infractions, all base runners will be awarded a base.
13. No breaking balls will be allowed.
14. A 12 run mercy rule is in affect after 5 innings (4.5 if home team is winning) or 10 runs after 6 innings (5.5 if home team is winning).
15. The first 4 innings will have a 5 run max rule. Innings 5,6,7 will be unlimited and will revert to the Mercy Rule.

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16. Games will be 7 innings.
17. Slashing is not allowed (show bunt then swing away on same pitch). The batter will be immediately called out and the ball is dead

PONY LEAGUE

AGES 12 &13 (Fall Season)

PURPOSE: This is a competitive league with the emphasis on more detailed and advanced skills, continuing with instruction and sportsmanship as our highest values.

*Batavia/Geneva/St. Charles Rules apply with the following exceptions and notations:

1. A Player may pitch no more than four (4) innings in a one game week; eight (8) innings in a two (2) game week; and eleven (11) innings in a three game week. For the purpose of counting games in a week, each week begins at 12:01 am Monday and ends the following Sunday at Midnight. For the purpose of this rule a single pitch thrown during an inning constitutes 1 inning pitch in regards to this limitation.
2. Pitching limitations for 2nd yr players (option B must be declared prior to starting the game otherwise Option A is in effect. You cannot switch during the game):
 - a. Teams will be limited to three (3) innings of 2nd yr. pitching during the first five (5) innings of a game. . Any appearance by a 2nd yr. pitcher counts as an inning towards this limitation. For example: If you remove a 1st yr. pitcher during an inning, you must replace the pitcher with a 1st yr. pitcher to not count towards this limitation. If you replace a 1st yr with a 2nd yr. pitcher this will count against your 2 innings for your 2nd yr's. Pitchers in subsequent innings may be 1st or 2nd yr. players. Pitchers may not re-enter if removed earlier, or if they have used up their (4) innings of eligibility for this game.
 - b. Teams may elect that if they are short on 1st yr pitchers to declare the option of throwing a 1st yr player 1 inning during the first 4 innings. They will then be limited to 1 inning each of 2nd yr players for the duration of the regulation game. If the game goes into extra innings, the limitation is lifted. Note: During the course of the game, a team may throw a 1st yr player more that one inning but the 2nd yr restriction will still be in place.
3. Pitchers will be allowed to pitch on back to back days, but not 3 days in a row.
4. The pitching rubber shall be 54 feet from the furthest point of home plate to the front of the pitching rubber. Bases are to be 80 feet apart.
5. Intentional walks are allowed, however, the pitcher must deliver at least four legal pitches.
6. Umpires will have complete control and authority of all games. Prior to the game, the home team or host organization shall rule on field conditions. Once the game starts, the Umpire governs delays or whether the playing field is safe. Exception: At facilities equipped with lightning detection systems, the guidelines for the detection system must be followed.
7. Metal spikes will be allowed in all league play.
8. Batting helmets and catchers helmets must be worn during play.

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9. Continuous batting lineups shall be used and submitted prior to the game. No designated hitters are allowed.
10. Unlimited defensive substitutions shall be allowed.

11. Catchers may have an optional courtesy runner if they reach base or are on base with two outs in an inning. The courtesy runner must be the player who recorded the most recent out.
12. Game times are to be respected, but traffic may cause game delays or reasonable time. Forfeits for game delays are discouraged, and are only approved by the league committee.
13. A 12 run mercy rule is in affect after 5 innings (4.5 if home team is winning) or 10 runs after 6 innings (5.5 if home team is winning).
14. Jewelry shall not be worn, except for religious or medical medals. A religious medal must be taped down and worn under the uniform. A medical alert must be taped down, but may be visible.
15. Games stopped prior to becoming official will be resumed at the exact point they left off.
16. Unsportsmanlike conduct is behavior that is unethical or dishonorable. It includes, but is not limited to, disrespectfully addressing an official, any flagrant behavior, intentional contact, taunting, criticizing, or using profanity directed toward any other individual.
17. Slashing is not allowed (show bunt then swing away on same pitch). The batter will be immediately called out and the ball is dead.
18. A Pitcher will receive one warning when a balk is committed. After subsequent infractions, all base runners will be awarded a base.
19. For games played at fields #'s 5,6 & 8 at Eastside Sports Complex, note that these are turf fields and specific rules apply. No metal spikes, only gym shoes or turf shoes. Bat bags need to be hung out on the fence outside of dugout. Water or Gatorade is allowed, but no gum, seeds, or candy. If a player does **not** have gym shoes, turf shoes, or rubber spike they will not be able to play on these specific fields.
20. Special Exception to All League Rule # 8(c) – The only exception to rule #8(c) is when a 1st year player pitches the 1st four innings of a game. That player is exempt from playing the outfield during the 1st four innings. But that player must play outfield in the next inning played after pitching.

COLT LEAGUE
Grades 9 thru 12 (Fall Season)

PURPOSE: This is a competitive league with the emphasis on more detailed and advanced skills, continuing with instruction and sportsmanship as our highest values.

Colt rules follow High School rules with the following exceptions and notations:

1. A Player may pitch no more than four (4) innings in a one game week; eight (8) innings in a two (2) game week; and eleven (11) innings in a three game week. For the purpose of counting games in a week, each week begins at 12:01 am Monday and ends the following Sunday at Midnight. For the purpose of this rule a single pitch thrown during an inning constitutes 1 inning pitch in regards to this limitation.
2. Pitchers will be allowed to pitch on back to back days, but not 3 days in a row.
3. The pitching rubber shall be 60 feet 6 inches from the furthest point of home plate to the front of the pitching rubber. Bases are to be 90 feet apart.
4. Intentional walks are allowed, however, the pitcher must deliver at least four legal pitches.
5. Continuous batting lineups shall be used and submitted prior to the game. No designated hitters are allowed.
6. Unlimited defensive substitutions shall be allowed.
7. Game times are to be respected, but traffic may cause game delays or reasonable time. Forfeits for game delays are discouraged, and are only approved by the league committee.
8. A 12 run mercy rule is in affect after 5 innings (4.5 if home team is winning) or 10 runs after 6 innings (5.5 if home team is winning).
9. Jewelry shall not be worn, except for religious or medical medals. A religious medal must be taped down and worn under the uniform. A medical alert must be taped down, but may be visible.
10. Games stopped prior to becoming official will be resumed at the exact point they left off.
11. Unsportsmanlike conduct is behavior that is unethical or dishonorable. It includes, but is not limited to, disrespectfully addressing an official, any flagrant behavior, intentional contact, taunting, criticizing, or using profanity directed toward any other individual.
12. Slashing is not allowed (show bunt then swing away on same pitch). The batter will be immediately called out and the ball is dead.
13. As a reminder, High School rules state that there are no balk warnings.