

# Fall Baseball Supplemental Rules

- Home team is responsible for setting the pitcher's rubber, bases, and home plate prior to game time.
- Home team shall occupy the third base dugout side of the field during the game.
- The league shall provide one (2) umpire for each baseball game.
- Teams will provide one (1) game ball each for each game.
- Each team must provide one (1) volunteer scorekeeper. The home team's scorekeeper shall be the official scorekeeper. Scorekeepers shall compare scores at the end of each inning to verify the correct score.
- Scoring may be done on any device, app, or using a paper book.
- Scores must be entered into the TeamLinkt app immediately following the game.
- Managers may protest a game for rule or roster violations only - no protest shall ever be permitted on judgment calls by an umpire. If a manager wants to protest a game, time out must be requested from the umpire-in-chief by the protesting manager immediately after the rule violation and before the next pitched ball and the protesting manager must inform the umpire-in-chief that his team is playing the game under protest. The scorebooks of both teams shall be marked at the point of protest and signed by both managers and the umpire-in-chief.
- Only rostered managers and/or assistant coaches may act as base coaches. Players are permitted to act as base coaches if they are wearing a helmet and are rostered on a Minors team or above.
- Teams must bat their entire lineup.
- Every player present at the game must play a minimum of two (2) innings (i.e., six (6) outs defensively) and bat at least once, time permitting. This rule shall not apply if the game fails to reach four (4) innings or in the event a player is injured during the course of a game.
- If batting entire lineup, an offensive player may be substituted for an injury sustained after the player has taken his place in the batter's box and before the player has been put out or scores. The substitute player will be the last batted out and, in the event, no batted outs have been made in the game, it shall be the last player removed from the bases. The injured player will be removed from the game and will not be eligible to return offensively or defensively. No out will be taken in the lineup for the removed player.
- A game shall be called immediately at any point when the team ahead has a lead greater than the number of runs than the opposing team can legally score to either tie or win the game, regardless of innings played or time remaining. If the visiting team is ahead and a game is called after the visiting team has scored one or more runs in the top of the inning, and the home team has not been allowed their full bottom of the inning, the score shall be recorded as the score following the last completed inning.
- **(Rookie Only)** Batters shall receive up to four (4) pitches delivered from a pitching machine operated by their team's manager (or assistant coach) stationed at the pitcher's rubber. (Note: all pitches must be delivered to a player catcher, not a coach catcher. The player pitcher can be positioned on either side of the pitching machine, while still behind it until the ball is put in play. There are no called strikes or balls. If a batter fails to put the ball into play upon the fourth pitch or if a batter has three (3) swinging strikes, the batter is out. Exception: if the third strike or fourth pitch is hit foul, the batter may continue to bat until hitting the ball into fair territory, failing to make contact with the pitch, or failing to swing at the fourth or later pitch delivered, thereby striking out. (Note: if a batted ball makes contact with the pitching machine before being touched by a defensive player, it shall be considered a dead ball and the batter shall be awarded first base and base runner(s) shall advance one base, if forced.)

- **Advancement Rule (Rookie Only)** In the event the ball is overthrown out of the field of play, five (5) or more feet outside the foul lines, play is stopped, and the ball is dead. The runner(s) will get the next base (a runner occupying a base will **not** advance to the next base). Overthrown balls still in the field of play are considered live balls and players may advance at own risk.
- **(Hybrid Only)** Batters shall receive pitches from a player pitcher until they are put out or reach base safely, by any means other than a walk. If a player pitcher pitches ball 4 to the batter, the offensive team's coach shall deliver up to 3 pitches to the batter; there are no called balls, but swinging strikes are counted. The batter will retain the number of strikes in the count from the player pitcher when the coach comes into pitch. A third strike or failure to put the ball into play after the 3<sup>rd</sup> coach pitch will constitute a strikeout. There will be no stealing allowed when a coach is pitching. Runners may only advance from 3<sup>rd</sup> to home on a ball put in play by the batter.
- **60 Foot Base Running Rule (Hybrid and Minors only)**

**Rule:** When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base. The violation by one runner shall affect all other runners.

- When a base runner leaves the base before the pitched ball has reached home plate and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which he is advancing, all runners must be returned to the base occupied before the pitch was made, and no out results.
- When a base runner leaves the base before the pitched ball has reached home plate and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.
- When any base runner leaves the base before the pitched ball has reached home plate and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored. **NOTE:** See exception following this rule.

**NOTE:** When there is a base running violation, the umpire should signal such infraction by indicating a delayed dead ball. **EXCEPTION:** If at the conclusion of the play there is an open base, paragraphs (a) and (b) will apply.

- Pitchers may pitch up to two (2) innings per game, where an inning is counted as at least one (1) pitch, with no more than three (3) innings pitched in a week. Pitchers may not exceed the maximum Pitch Smart pitches in a day though.
- Fall Baseball Tournament: teams will be seeded at the beginning of a single-elimination tournament according to the position they finished in regular season play (i.e., WIN – LOSS RECORD). In the event two or more teams are tied, the tie-breaking rules outlined in the BABE RUTH LEAGUE, INC. BASEBALL RULES AND REGULATIONS AND OFFICIAL PLAYING RULES book will be followed.

Fall Baseball						
	SUBJECT	Rookie	Hybrid	Minor	Major	Babe Ruth
S1	Distance between bases:	60'	60'	60'	70'	90'
S2	Pitching distance:	N/A	42'	46'	50'	60'
S3	Maximum innings per game:	6	6	6	6	6
S4	A new inning will not start unless the 3 <sup>rd</sup> out of the inning is made before:	90 minutes has elapsed				
S5	Regulation game: A regulation game is at least 4 innings but will become a regulation game once the last inning after the time limit has elapsed, regardless of innings completed.	All games will be regulation games upon completion of the final inning after time has elapsed or run limits prevent further innings				
S6	A game called for any reason (e.g., weather, darkness, time limit etc.) shall be declared an official game and the score at the end of the last fully completed inning shall be the official score	Yes				
S7	Maximum number of runs a team may score in ANY inning	5				
S8	Mercy Rule - game shall end if either team is losing by:	15 after 3 innings 10 after 4 innings 6 after 5 innings				
S9	A regular season game can end in a tie:	Yes				
S10	Maximum number of defensive players on field:	10	9	9	9	9
S11	Minimum number of players to start and finish a game:	8				
S12	If a team cannot field the minimum number of players required to start a game within 5 minutes after the time set for the game to begin, they must forfeit the game:	Yes, but the game should be played as a scrimmage				
S13	A team shall bat their entire roster (i.e., the batting order shall include every player on the team roster who is present five minutes before the time set for the game to begin):	Yes				
S14	A player that arrives late to a game may be inserted at the end of the batting order provided his team's lead-off hitter has not had a second plate appearance:	Yes				
S15	If a player is removed from the batting order due to injury or illness, an automatic out shall <u>not</u> be charged (that player, however, may not return to the game):	Yes				
S16	If a player is removed from the batting order for a reason other than injury or illness (e.g., ejection), an automatic out shall be charged at that player's scheduled appearance in the batting order for the remainder of the game:	Yes				
S17	Free substitution on defense:	Yes				
S18	Balk penalty enforced: *A pitcher in Hybrid or Minors who continues to balk may be removed by the umpire as a pitcher only	N/A	No*	No*	Yes	Yes
S19	Leadoffs:	No	No	No	Yes	Yes
S20	Stealing, including home:	No	2 <sup>nd</sup> 3 <sup>rd</sup>	Yes	Yes	Yes
S21	An uncaught third strike is played and not recorded as an automatic out:	No	No	No	Yes	Yes
S22	Infield Fly Rule:	No	Yes	Yes	Yes	Yes
S23	Bunting:	Yes				
S24	Contact Rule enforced:	Yes				