

FALL BALL RULES

ALL DIVISIONS

Game time limits are TBD depending on final number of teams in fall ball.

NON-KID PITCH DIVISIONS

Same rules as spring ball

KID PITCH DIVISIONS

KP 1 will use the spring rules for the AA division with exceptions noted below.

KP 2 will use the spring rules for the AAA division with exceptions noted below.

KP 3 will use the spring rules for the Majors division with exceptions noted below.

All Kid Pitch Divisions

- No need for volunteers to keep the scorebook.
- The 5-run per inning rule applies to all innings of all games.
- There are no forfeits. Borrow players from the other team so a game can be played. Borrowed players should play outfield. There are also no call-ups in fall ball. **A team that is short on players may not use a player from another fall ball team to play for their team.**
- Like in the spring, no courtesy runners for pitchers or catchers.

KP 1

- In the event of a base on balls, the coach will come out to pitch to the batter (same coach pitch rules apply). This will be in effect for the whole season; no transition to kid pitch only.
- Pitch count – All players limited to one inning per game, however a player who is brought in to pitch in the middle of an inning, may pitch the next inning so long as the LL pitch count is adhered to (see Pitchers and Catchers from spring rules).

KP2 - This division will rely heavily on manager cooperation because half of the kids are rising AAA players and half are rising Minors players. Since the goal of fall ball is to give players a peek at what's ahead in the spring, that peek will look different for each of the two age groups that are combined in this division. The guiding principle should be on player development and confidence building, NOT strategic advantage. Managers should know which kids on their rosters are rising AAA and which are rising Minors. A few notes:

- Stealing & Bunting – Allowed all season
- Home plate closed? – Managers should consult with one another if they want to open home plate. For all rising Minors playing catcher, it is encouraged to keep home plate open all season. For rising AAA catchers, managers should aim to open up home plate for kids that are capable at some point in the season. Home can remain closed for rising AAA catchers that are less experienced. Managers can consult with one another on an inning by inning basis.

- Pitching distance – 42'. However, any capable rising Minors pitcher should throw from 46'. Again, emphasis on player development, not competitive advantage.
- Pitch count – All players limited to two innings max per game. If a player throws even one pitch in an inning, it shall count as having pitched an entire inning.
- Outfielders – 3
- Player rotation – 2 innings in the infield in the first 4 innings of a game.

KP3

- Game subject to time limit TBD; not automatically 6 innings.
- No intentional walks
- No dropped third strike. Batter is automatically out.
- Pitch count – All players limited to two innings max per game. If a player throws even one pitch in an inning, it shall count as having pitched an entire inning.