



OFFICIAL RULES FOR THE:
MINOR DIVISION – **Fall Ball**
9-10 YEAR OLDS

INDEX

I.	THE GAME
II.	GENERAL RULES
III.	MANAGER CONDUCT AND EJECTION POLICY
IV.	EQUIPMENT
V.	GAME PROCEDURE
VI.	PITCHING
VII.	BATTING
VIII.	BASERUNNING
IX.	FIELD DIMENSIONS
X.	SUBSTITUTES

Minor Rules Summary – **Fall Ball**

Rule	Description
Game Length	Six (6) innings; 2 hours and 30 minutes maximum which includes 30 minutes of practice before the game starts.
Number of Players	Game must start with minimum of seven (7); borrow up to two players from the other team for defense if necessary.
Inning run limit	No more than five runs per inning including the last inning.
Batting Helmets	Over-the-ear style. Batting Helmets with cages required
Protective Cups	Yes (boys only)
Metal Spikes	No
Bats	No larger than 2 5/8" diameter. The bat must either be wood or a non-wood bat stamped with "1.15 BPF", "BBCOR", or "USA".
Bases	60ft
Pitching Distance	42ft
Pitching	Max two innings per game; Travel ball players may only pitch one inning per game
Pitches	Fastballs and Change-ups only; no curve or other breaking balls
HBP and # of walks	Pitcher hitting 2 batters or throwing 4 walks in an inning will be removed
Balks	No
Intentional Walks	No
Dropped Third Strike	No
Bunting	No
Infield Fly	No
Leadoffs	No
Steals	No
Courtesy Runners	Yes: With two outs, catchers and pitchers may be replaced. Last batter out will be courtesy runner

I. THE GAME

- A. The "Official Baseball Rule Book" will apply and covers the official playing rules. The following rules cover additions, clarifications and/or exceptions to the issued books. These rules are intended to benefit and protect all players enrolled in the EYB Minor Division.
- B. All games are scheduled for 2 ½ hours on either Friday night or Saturday. There will be 30 minutes for practice and then a two-hour game. All games are to be six (6) innings or whenever time runs out. Three (3) complete innings or one (1) hour is a completed game in the event of bad weather.
- C. A team must place seven (7) players on the field at game time. A team may borrow up to two players from the opposing team for defense if necessary. No automatic outs for missing players.
- D. Every attempt will be made to complete all games each weekend. The league will attempt to reschedule Friday and Saturday rainouts on that Sunday. No games will be rescheduled beyond that Sunday.
- E. In order to speed up the game, managers are expected to have a line-up and defensive positions determined prior to the game.
- F. An umpire will call balls & strikes and all plays on the bases
- G. No official score is kept and there are no standings or playoffs.

II. GENERAL RULES

- A. The use of drugs, tobacco or liquor is prohibited on the field at all times, both at practices and at league games.
- B. All games will be played on the date scheduled, except on request of the Minor Commissioner.
- C. Re-scheduling of any games, because of weather or special school events, is to be done by the Minor Commissioner.
- D. The home team, listed second on the schedule, shall have the third base dugout (bench) and is responsible for setting up the field and the clearing of that field after the game. Both teams, however, will patrol their field and spectator areas for any litter, immediately after each game or practice, and each supplies a game ball.
- E. Only players and team staff are allowed to occupy each respective team's bench. All others may be requested to leave the bench area. All players not on the playing field must be on their bench or in their dugout. **Violation:** the umpire will call a "team out" after one (1) warning. (One warning, per team, per game) It is the responsibility of the managers to enforce this rule. The managers are also responsible for making sure that spectators are not behind any portion of the backstop, at any time. **Exception:** Players "warming up" or "on-deck".
- F. Other than the batter at the plate, only one other player is allowed to swing a bat and that is the "on-deck" batter in the "designated area". The "designated area" is defined as the end of the dugout (bench) at the point furthest from home plate. The "on-deck" batter must be wearing a league approved (NOCSAE) or issued batting helmet and must be in the on-deck area on the side of the field behind the batter (e.g., for a right handed batter, the on-deck hitter must be on the third base side of the field).

III. MANAGER CONDUCT AND EJECTION POLICY

- A. A Manager, Coach or Parent can be ejected from the game or stands for inappropriate conduct as judged by the umpire. This would include excessive arguing/yelling, inappropriate language or behavior that would interrupt the game.
- B. Upon an ejection that Manager, Coach or Parent must leave the park with their child/children who is playing in the game. Players leaving the game will not count as an out when he/she comes to bat in the following innings.
- C. It is the Managers responsibility to control the fans of his team to the best of his abilities.
- D. A Manager or Coach who is ejected from a game is automatically suspended for the next game played. The suspended Manager/Coach's child can participate in the game that his parent is suspended for.
- E. A Manager or Coach can be suspended additional games as judged by the EYB Board for behavior that would be considered Physical, Violent or detrimental to the league and it's players.
- F. Upon a Manager or Coaches 2nd ejection within a season, that person will automatically be suspended for the remainder of the season.
- G. Managers and Coaches may also report an umpire's conduct using the "Umpire Disciplinary Form" distributed by the league, to report umpires who are late to games or show inappropriate behavior or language. These reports should be turned into the Minor Commissioner within 24 hours of the end of your game.
- H. EYB does encourage discussion with the umpire concerning rules and calls on the field in a quiet and orderly manner. A meeting with both Managers and the Umpire after time has been called is welcomed and encouraged to resolve disputes.

IV. EQUIPMENT

- A. Batters and all base runners must wear only league approved (NOCSAE) or issued "over the ear style" batting helmets with cages. No exceptions.
- B. Catchers must wear mask, chest protector, shin guards, helmet, athletic cup and supporter/sliding pants at all practices and league games.
- C. It is required that all boys wear a protective cup at all practices and games, as part of their uniform.
- D. Players can wear rubber or plastic cleats, gym shoes or special orthopedic shoes. No metal spikes are allowed.
- E. Players may use bats with barrels that are no larger than 2 5/8" diameter in the thickest part. The bat must either be wood or a non-wood bat stamped with "1.15 BPF", "BBCOR", or "USA". No softball bats.
- F. A player's uniform is his responsibility and must be as clean as possible at the start of every league game.
- G. A player must wear his complete "issued" uniform. The jersey must be "tucked in" at all times. Any sweatshirts or jackets must also be worn under the jersey.

V. GAME PROCEDURE

- A. Only one person can be the manager for game, even if the team has two (or more) co-managers. That person must introduce himself to the umpire prior to the game and only they will be involved in any discussions with the umpire. All others will work in the capacity of coach. No exceptions.
- B. The manager must supply the opposing manager with his batting line-up prior to the start of the game.
- C. All players present for the game are to be placed in the official batting order and will bat in their respective turn during the full course of the game (continuous batting). A player arriving late must be reported to the umpire, opposing manager and added to the bottom of the line-up. A player leaving before the game is over must be reported to the umpire and opposing manager. That spot in the batting order will be skipped and no penalty will occur. A team must have at least seven (7) players at all times during the game.
- D. All players present for a game shall play. Field positions shall be pitcher, catcher, third base, short stop, second base, first base in the infield and 3 outfielders. Extra players must sit out.
- E. Players must not sit for more than 2 defensive innings. Free substitution, except for pitchers, is allowed and suggested. Coaches should make a reasonable effort to have the players learn all the positions, except to the extent it may increase the risk of injury to the player (e.g., playing first base).
- F. It is the managers' responsibility to have their batters ready to take their turn at bat. Any player refusing to bat will be deemed "out", but must remain in the batting order. An umpire can call a batter "out" if he is not ready to bat within a reasonable amount of time.
- G. An inning shall be considered complete when 3 outs have been recorded or 5 runs have scored for all innings including the last inning. Runs that scored during a play that total more than 5 within that inning will not count. (i.e. If 4 runs have already scored in an inning and the next batter hits a home run with 2 runners on base only one of those runs counts towards the score for a maximum of 5 runs an inning).
- H. A player may re-enter a game to replace an injured or sick player. Note: An injured or sick player can return to the game.
- I. For reasons of discipline, a player can be "benched", but only when the personal conduct of the player is involved. The manager must report a "benched" player to the umpire and the opposing manager. "Benched" players cannot play in that game. The league commissioner must be contacted.
- J. Adults will coach 1st and 3rd base. If an adult is not available, a team member may be selected by the manager to fill the 1st or 3rd base coach's box. If a player is used as coach, he must wear a batting helmet. Only one (1) coach is allowed at first base and one (1) coach at third base.
- K. Managers (or coaches) shall not enter onto the playing field until the umpire has granted time.

VI. PITCHING

- A. A pitcher may pitch two (2) innings per game. If a pitcher only delivers one (1) pitch, that pitch constitutes an inning.
- B. A pitcher who also plays Travel Ball may only pitch one (1) inning per game
- C. Once a player has been removed from pitching, he may remain in the game, but may not return to pitching.
- D. No balks are to be called.
- E. The pitcher is allowed up-to eight (8) warm-up pitches between innings. Per the umpire's discretion, that number can increase or decrease based on weather or how long it's taking the pitcher/catcher.
- F. Pitchers are not allowed to wear sweatbands, white long-sleeved shirts, white baseball gloves, batting gloves or jewelry.
- G. A pitcher shall be removed from the pitching position upon hitting his 2nd batter or throwing four walks in the same inning.
- H. Each manager will be allowed two (2) trips to the mound per inning, per pitcher. On the second trip, the pitcher must be removed from pitching, but may remain in the game at another position.
- I. Intentional walks will not be allowed.
- J. Opposing players may not harass/distract the pitcher in any manner.
- K. Pitchers may only throw Fastballs and Change-ups. No curveballs or other breaking pitches. First violation will be a warning. Second violation will be removal from pitcher position for the duration of the game.

VII. BATTING

- A. The umpire shall warn batters who throw their bat. If after having been warned once, the same player throws his bat a second time shall be declared out by the umpire and ball ruled "dead".
- B. Opposing players may not harass or call the batter by name.
- C. No pinch-hitting will be allowed. If the original batter has been forced to leave the game for physical reasons that occurred during the course of the game, that spot in the batting order will be skipped for the remainder of the game. If the player returns to the game, he will be placed back in his original spot in the batting order.
- D. Bunting shall not be allowed.
- E. The in-field fly rule will **not** be in effect.

VIII. BASE RUNNING

- A. No lead-offs and no stealing allowed.
- B. No “dropped third strike.”
- B. No BULLDOZING opposing players. (Umpire decision: automatic out.)
- C. An injured base runner will be replaced with the last player to make an out. (Courtesy runner)
- D. With two (2) outs in the inning and the catcher and/or pitcher is a base runner; a courtesy runner may be utilized. The last batter to make an out will be the courtesy runner.
- E. Over or under the fence or past an imaginary extended fence on each side of the field will be declared “out of bounds” or “out of play”.
- F. If a ball is thrown out of play by a fielder, the umpire will allow the proper advancement of bases for all base runners.

IX. FIELD DIMENSIONS

- A. Distance between bases will be 60ft from the back tip of home plate to the outfield side of bases at 1st and 3rd and from the foul line side of bases at 1st and 3rd to center of 2nd base. All bases are inside the 60ft square except 2nd base.
- B. Pitching distance will be 42 feet from the back of home plate to the front of the rubber.
- C. Distance between home plate and second base will be 84ft, 10in from the back of home plate to the center of second base.

X. SUBSTITUTES

- A. Minor Division teams may use players from EYB’s Competitive Divisions as substitutes
- B. A manager may only bring up enough substitutes to fill the team roster to 10 players -3 maximum.
- C. A substitute may not become permanently assigned to a higher division or team in that division.
- D. A substitute must play at least three (3) complete innings in the field, but may not play more innings in the field than a rostered player. A substitute must bat last.
- E. A substitute may only play the outfield.
- F. A substitute must be registered to play in the league and must be wearing their complete uniform.