

Fall Ball League 7-9 Rules

Rules

1. No score will be kept.
2. Players will bat using a soft compression baseball and bat provided by the league.
3. A coach can pitch for both the home and away team if preferred. The coach is preferred to pitch from a knee, either overhand or underhand, from approximately 25-30 feet away.
3. The play is dead if a batted ball hits the coach pitcher.
4. Three outs or one time through the batting order will consist a half inning. The half inning will be over regardless of number of outs if every player in the lineup bats.
5. Every player on the team will be in the batting lineup.
6. Additional players will serve as rovers placed in the outfield or infield when that team is playing defense.
7. Rules of baseball will apply with a few exceptions listed below.

Batting

1. Players will get 5 pitches to hit the ball fair. It will not count towards the 5-pitch total if a pitch is deemed unhittable by the umpire or coach.
 - a. When a batter fouls their 5th pitch while they are playing coach pitch. The batting will continue until the ball is put in play or they swing and miss.
 - b. A batter is out if they do not swing or swings and misses on the 5th pitch.
 - c. Players are able to use the tee at any point or for all 5 pitches during the at bat but it is not mandatory.
2. Foul lines will be observed.
3. There will be no pinch hitting.
4. There is no bunting allowed.
5. A player will be called out for throwing a bat – there are no warnings.

Fielding

1. Free substitutions at any position. No switching of positions during an inning unless an injury occurs. All players must play in the field during the scrimmage.

Baserunning

1. No leading off and no stealing. The runner must maintain contact with the white section of the base until the ball has reached the batter.
2. No pinch running with the exception of an injury. The last out can then run for the injured player.
3. A courtesy runner is allowed for the catcher with one or two outs. The last out will run for that player.
4. No running into fielders or running out of the baselines. Those runners will be called out.
5. Runners will advance only one base on an overthrow out of play.

Length of Scrimmages

1. Scrimmages will last until 7:15 PM.