

2024 MAJOR FALL BALL RULES

GENERAL RULES:

- 1- There will be no more than **one** minute between innings.
 - a. To speed up game, teams can have the last batted OUT run for the catcher with 2 OUTS. This should not delay the game.
 - b. The Pitcher and Catcher are expected to take the field once the third out has been recorded. Failure to do so will result in less warmup pitches as umpires will strictly enforce the 1 minute rule.
- 2- There is a 5 run limit per inning except in the 7th inning. More than 5 runs can **only** be scored before the 7th in the event of an out-of-the-park homerun. There is also a 10 run mercy rule after 5 innings of play. 4 ½ if the home team is in the lead.
- 3- There is a 2 hour time limit. All games have a drop dead 2 hour limit. Once the 2 hour limit is reached the umpire will declare last batter and the game will end on the conclusion of that at bat. For scoring purposes, **revert back to the last fully completed inning for the final score.**
- 4- As games get shorter due to darkness, please be sure to rotate players every inning to ensure minimum play requirements have been met
- 5- All games will be played following the 50/70 diamond rules.
- 6- Coaches are not permitted to be outside of the dugout during games with exception of base coaches. Please keep gates shut at **all times.**
- 7- All scores must be reported by winning team within 24 hours of games end to Adam Caccamise via text at 716-665-7802 or email at adam.caccamise@gmail.com.
- 8- It is recommended that all players wear a cup at all times. Catchers must wear a cup at all times.
- 9- Please read, understand, and follow the guidelines in the NTNLL Concussion Protocol found on the NTNLL website.
- 10- The home team gets the dugout on the first base side.
- 11- No rainouts will be made up.
- 12- All games will be 7 innings.
- 13- Any abuse of any umpires from coaches, players, or spectators will not be tolerated and will result in an ejection and one game suspension. **Any individual that is ejected will have to meet with the board before returning to the complex.**
- 14- An ejected player's spot in the batting order will be skipped over and will count as an "out" due to continuous batting order.
- 15- Any rules not specifically outlined below will be governed by the Little League Baseball Rule Book.
- 16- If a team will be short and not able to field a 9 player lineup, please contact Adam Caccamise for a call up player.
- 17- Drop third strike rules are in effect.

PITCHING RULES:

1. PITCHING RULES REVIEW:
 - a. Pitchers must wear a helmet during warm-ups.
 - b. Visits to the mound – 2 visits per pitcher per inning is allowed with a 30-second time limit. Only one infielder is allowed to participate in a mound visit. Otherwise it will be considered a defensive timeout
 - c. Each team is permitted **one** 30-second defensive timeout per game
 - d. BALK – one warning per pitcher. Umpires will explain to players what the infraction was after balk calls.
2. 3 INNINGS PER PITCHER. One pitch in an inning counts as a full inning pitched.
3. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. Catching one pitch = catching one inning.
4. ONCE A PITCHER IS REMOVED FROM THE MOUND THEY MAY NOT COME IN AND PITCH ANY OTHER TIME IN THE GAME.

OFFENSIVE RULES:

- 1- The batting order must be continuous with all players present. If a player shows up late they will be placed at the bottom of the batting lineup regardless of when they get there.
- 2- No out will be recorded if a player has to leave the game except for ejection
 - a. Any player that arrives to the game late or after lineups are exchanged will be added to the end of the order. **It does not matter how late the player arrives or if the team has batted through the lineup; any player can be added to the lineup at ANY time.**
- 3- Lineups must be exchanged prior to the first pitch.
- 4- There is a 5 run rule per inning except in the 7th inning.
- 5- If a player squares to bunt before or during the pitch, **he/she may not pull back and subsequently swing the bat.** If a player does this, they will immediately be called “out”.
- 6- A player may advance on a dropped third strike
- 7- Leading off is permitted.
- 8- No head first sliding to advance. **Any player that does so will be called “out”. Diving back into a base head first is permitted.**
- 9- All players **must** try to avoid contact. Players may **not** leap over another player in order to avoid contact. A player may be called “out” if the umpire believes contact could’ve been avoided when it wasn’t. This is at the umpire’s discretion. **Any arguing with such a call will be grounds for immediate ejection. Any contact deemed malicious by the umpire could result in an out being called and an ejection of the player.**
- 10- **USA Baseball bats or one-piece solid wood bats are the only approved bats.**

DEFENSIVE RULES:

- 1- All players must play a minimum of 3 defensive innings. Free substitution of all players in the batting order.
- 2- 9 Players – 6 Infielders and 3 Outfielders only
- 3- INFIELD FLY will be in effect
- 4- No fake tags. This is unsportsmanlike conduct and is grounds for ejection.