

Fall Ball Rules

Pitching Machine League

2nd & 3rd Grade



General Game Rules

1. All players will bat, whether they are playing in the field or not.
2. An inning will consist of 3 outs, 5 runs or a team batting through their line up, which ever comes first. (If one team has more players, the team with the least number of players bats the same number of players as the team with more).
3. Bats must be kept within the dugout. There is no on-deck area. **Under no circumstances, should the players be swinging the bats near the dugout or inside the dugout.**
4. All players that are not batting must stay in the dugout.
5. One coach should be in the dugout at all times.
6. No infield practice before the first game or in between games.
7. Games are 6 innings or no new inning can begin after 1 hour and 30 minutes. Games CAN end in a tie.
8. Rotation of players: we suggest that all team members play every position at some point in the season to determine where they are best suited.
9. An 8 player minimum is required to field a team. You can pick up players from other Cedarburg fall ball teams of the same age. If you pick up players from another team, they can only play in the outfield and they will bat at the end of the batting order.
10. If a team has 9 players, all traditional positions must be played including catcher. If both teams have 10 players and the coaches agree, 10 players can play defense, with the 10th player in an outfield position only. All outfielders must be in the outfield grass.
11. There is a 10 run rule. If the home team is ahead by 10 or more runs after 3 ½ innings (**this rule applies for any time thereafter 3 ½ innings**) they don't bat in the bottom of the 4th inning. If they are ahead by less than 10 runs heading into the bottom of the 4th inning, the home team bats. If the home team crosses the 10 run threshold in the bottom of the fourth inning, the game stops when this 10 run threshold is reached, even if the inning has not been completed. If the away team is ahead by 10 or more runs at the end of the 4th inning, the game ends and they are declared the winner. If a team wins via the 10 run rule, the losing team may stay to practice, and the winning team would leave.
12. There is NO infield fly rule.
13. We suggest all boys wear protective athletic cups.
14. The coach running the pitching machine will be the umpire for each half inning their team is at bat.

Running

15. There are NO lead-offs; the runner must wait until the batter makes contact before leaving the base.
16. The first over throw is a live ball. Runners can advance at their own risk for a maximum of one base.
17. Running the bases: when a ball is hit into the outfield, and the outfielder has the ball, you run at your own risk. When the ball is returned to the infield, you may not run. This is defined as when a player has possession of the ball in the infield. We do not want everyone running until they get tagged out.
18. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner. This allows you to get your catcher ready for your next defensive inning.

Pitching

19. When using a pitching machine, each batter will get 8 pitches. There are NO walks. Coaches will NOT call strikes if the batter does not swing, otherwise three swinging strikes is an out (a foul ball on the third strike is not an out). If the batter does not put the ball in play in 8 pitches, the batter is out, with the following exception. If the batter fouls the 8th pitch or successive pitches after the 8th pitch, he/she will continue to bat until the batter does not swing, swings and misses, or puts the ball in play.
20. Pitching machine speed – managers should try to agree on a speed, but it can be adjusted for each team.