



5th & 6th Grade FALL BASEBALL RULES

The purpose of fall ball in the pinto league is to develop players and prepare them for the spring season of the upcoming year. Fall ball is not intended to be competitive. It is to be used as a learning experience to give the players a better understanding of the game of baseball.

- Official baseball rules apply except where superseded by Farmington City bylaws.
- Players must wear the team issued hat and shirt when playing a game. Alterations or additions to the uniforms require Farmington City approval. Jackets may be worn over the uniform during cold weather. Baseball pants are required for league play but not for tryouts. Metal cleats are allowed.
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches. Defensive coaches must be against their own dugout.
- Any unsportsmanlike conduct, including throwing equipment, may result in the player or coach being thrown out of the game without warning.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treats.
- In the event of a tie in the final standings, advantage will be given to the team that had the most wins against the team with the similar record. If that is a tie, the team that had the least runs scored against them during league play will be given the advantage. If that is a tie, the team that then scored the most runs during league play will be given the advantage.
- Any violation of Bronco Bylaws could result in disciplinary action as determined by the Farmington City executive board.

GAME RULES

- All games will be played on the Bronco Field. The baselines are 70 feet with 50 feet pitching distance. The line running along the front of the dugout and extending down the baselines will be out of play.
- A ball which bounces over the home run fence will be a ground rule double. A fair ball which bounces past either end of the home run fence (not under the fence) will remain in play unless it crosses the out of play line.
- Regulation games will consist of 7 innings or a time limit of no new inning after one hour, 15 minutes. The home team, if behind, will be allowed to bat regardless of time limit. If a game is tied after 7 innings or at the end of the time limit, one additional inning will be played to determine the winner. If the score remains tied after the additional inning, the game ends in a tie.
- forfeit of the game. The 15 minutes will count toward the time limit for the game. Both
- A team may finish the game with a minimum of 7 players but there will be an automatic out whenever the eighth and ninth player is due to bat.

- Players from lower Farmington City leagues may play up in order to avoid a forfeit. They must wear their lower league uniform and both coaches and umpires must be notified of these players.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup.
- Before each game, both teams will provide the score keeper with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number. Home team will provide the scorekeeper. Scorekeeper will keep track of pitches pitched during the game. Pitch count will be report to league director along with the score for each game.
- Both coaches are required to verify the **pitching** and final score.
- There will only be a 5 run max per inning. All runs batted in on the 5th run will count (could have 8 runs total in an inning).
- In case of rainouts, the game will be rescheduled by Farmington City and coaches will be notified as soon as possible. This includes the possibility of make-up games on Mondays or Saturdays.
- Games shortened by the elements will be considered complete if at least 3 1/2 innings have been completed if the home team is winning, 4 complete innings if the visitors are winning. Any game suspended before this will be finished from the exact point where the game was suspended including base runners, line-ups, number of outs, pitch count, etc.
- Standing will not be kept – and scores do not need to be reported.

BATTING

- All players will be included in the batting line-up and will bat throughout the game regardless of when they play defense.
- Time out will not be called merely because a batter steps out of the batter's box. A batter must ask the umpire for time out. An umpire will ask the pitcher to keep pitching when a batter is stepping out of the box too often.

PITCHING

- Pitcher can only Pitch Two ininngs total in the day regardless of pitch count.
- Once a pitcher is removed from the pitching position, he may not pitch again in that game. On the second coach's trip to the mound in an inning, not counting a trip for injury, the pitcher must be removed as pitcher. A trip to the mound is counted when time is called and the coach crosses the foul line into the field of play. The umpire must notify both coaches that a visit to the mound has occurred.
- Each pitcher will be warned about only obvious and deceptive balks. Only if a balk is obvious and deceptive to the runner and only after the pitcher has been warned once will a balk be called.
- Umpires and coaches should have the attitude of teaching the pitchers, not penalizing them.
- A pitcher will have 1 minute between innings to warm up. A new pitcher brought in during an inning may have 10 warm-up pitches.
- The coach is allowed to visit his pitcher one time per inning (this includes between inning warm-ups). If this occurs twice in one inning, the pitcher must be removed from the mound.
- If a pitcher hits three batters in a game, the pitcher must be removed from the mound.
- Pitchers cannot wear white long sleeves. Pitchers also cannot wear a batting glove under

their mitt or wear sweat bands.

- Pitchers cannot touch their fingers or hand to their mouth while on the dirt surface of the mound. The umpire will be instructed to call a ball and adjust the count for the batter. Due to cold weather, teams may consult with the umpire prior to the beginning of play and agree that the pitcher may blow on his hand while on the mound.

DEFENSE

- *Each player must play a minimum of two innings defensively.* All substitutes must enter the game by the beginning of the third inning.
- Defensively, there is a free substitution rule meaning you can remove a player from the game and put him back into any position at any time. The batting order will not change. The exception to the rule is for pitchers. If a pitcher is removed from the mound, he cannot pitch any more in that game.
- Any player serving as a catcher (including warm-ups) must wear a mask regardless of whether the pitcher is warming up from the mound, in the bullpen or elsewhere. Catchers must also wear a cup for their protection. No cup, no play.

BASE RUNNERS

- Base runners are allowed to lead off.
- Stealing is allowed.
- The speed-up rule will be in effect for catchers only. A pinch runner may be used for the catcher with 1 or more outs. The catcher will be the player who played catcher during the last inning.
- Injured base runners are replaced by the player most recently called out. Injured players can return to the game at the discretion of both coaches.
- Runners must keep their helmet on until back in the dugout.

SLIDE RULE

- There is no mandatory slide rule. A runner who intentionally makes malicious contact with a fielder on a tag play without sliding will be called out and ejected from the game.

THIRD STRIKE RULE

- A batter may attempt to reach first base before being put out when a third strike is not caught by the catcher and first base is not occupied, or with two outs even if first is occupied.

A reminder to all coaches & parents that this league is a development and learning league. We are playing these rules to help prepare our kids for the upcoming rule changes & age group adjustments.