



Kindergarten Fall Baseball Rules 2020

The purpose of fall ball in the Kindergarten 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.

- Games are 50 minutes or 4 innings. Each inning, all batters in the lineup will bat, regardless of the number of outs recorded. Outs will be tracked for situational purposes only (tagging up vs. running on contact). After 3 outs in an inning, the out count starts over and is repeated until all batters in the lineup have hit.
- No official scoring will be kept in fall ball. Games will be played on 50 foot bases. Pitching machine will be set at 38 and the speed of 28 MPH.
- Outfielders are to be beyond the grass/dirt line. They may come in front of the grass/dirt line once a pitched ball is hit. All players there for the game can play in the outfield. If you have 10 or 11 players they are to be used as additional outfields. Coaches are allowed to be out in the field with the defense to provide direction. **Due to Covid-19 – only one catcher per inning- once the team leaves the field catcher’s gear must be wiped down and left to air dry until next inning (Coaches can have parent wipe it down)**
- No lead offs. A player can only leave the base when the batter makes CONTACT with the ball. If the runner leaves early, he can be called out. Stealing is not allowed.
- Time out may be requested once the ball is controlled within the base path. It is a judgment call by the coaches. If the player is more than halfway to the base, when a timeout is granted. They are awarded the base. If not, they return to the previous base.
- Bunting is not allowed. The batter will be called out. No walks, or bases awarded if the player is struck by a pitch by the machine.
- Batter gets 6 pitches. If a batter faces a 6th pitch and watches or swings and misses he is out. If he/she fouls off a 6th pitch, they are awarded additional pitches that they must swing at.
- If a batted ball strikes the pitching machine and goes into foul territory or stays in the pitching machine circle. Ball is dead, the batter is awarded first base and all runners advance one base. If it hits the machine and stays in fair territory, the ball is still live as normal.
- If the batting team interferes with a live ball, the ball is dead. That player is out. And runners will go back to the last base obtained. A hit ball that touches a runner in fair territory, without being touched first by a fielder, that runner is out.
- Fielder/Runner interference is based off situation. A fielder must be given an opportunity to field the ball (if obstructed, the runner is out). If a runner is obstructed by a fielder in the baseline, or blocking the base. He/she is awarded the base he/she is going to.
- No infield fly rule.

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.