



# Mt. Prospect Park District Fall Baseball/Softball League Rules Manual

*Updated July 2023*

### **Purpose of the Fall Ball League**

The purpose of our Fall Ball League is to create an environment where players can enjoy the game and have an opportunity to make new friends, without the pressures of wins and losses. The fall needs to be a time where those who are looking to extend their playing season, have the opportunity to do so. Players of all talent and ability levels will be allowed to join the league and will be given the opportunity to play. Finally, our Fall Ball League should emphasize an atmosphere in which proper fundamentals will be taught by coaches to give each player a foundation to grow with their own abilities on and off the field.

Rules put in place to support that purpose

- Game Time Limits : Allow consistent game times for every team in the league
- Speed Up Rules : Allow for the most amount of game play within the time limit
- Run Limit/Batter Limit Per Inning : Allow for more innings and prevent running up the score
- Player Minimum Innings/Positions Per Game : Allow players to experience new positions
- Pitching/Inning Limit : Protect Arms and allow for other players to pitch
- Scores and Standings Not Recorded : It's FALL BALL. Let's all enjoy it!

### **Code of Conduct**

All participants including be not limited to players, coaches, spectators are expected to adhere to the Mt. Prospect Park District's Youth Athletic League [Code of Conduct](#). Managers and coaches are responsible for the conduct of its players as well as its spectators. Any person ejected from the park must leave immediately or could be subject to forfeit for their team.

### **Fielding a Team**

Teams will need a minimum of 8 players to start the game. Because it is fall ball, we allow teams to borrow players from another team within the same division OR call up from the division directly below. A team can not borrow the same player more than once, unless special approval has been given by the league. The Head Coach should notify the League Coordinator as soon as possible if they are in need of additional players.

### **Pregame Team Warm Ups**

Teams will have roughly 20 minutes to warm up prior to the start of the game. If teams want to warm up prior to the completion of the previous game, they can do so in the outfield OUTSIDE of the playing field where available.

- **Official Rule:** After the completion of the previous game, teams can go on the field and warm up in the outfield of their dugout side. There will be NO pre game infield/outfield. It can be done in the outfield if needed. Starting pitcher's will warm up in their designated bullpen in the dugout. Home starting pitcher must be ready to start the game 5 minutes before the game clock starts.

### **Game Start Time**

Games will start as scheduled. With a game time limit on previous games, games will start as scheduled. Coaches and teams need to be ready to start the game at their scheduled start time.

- **Official Rule:** Coaches will be notified by the umpire of a 5 minute warning leading up to the game clock starting. At that time, coaches will meet with the umpire to go over the ground rules. After the ground rules, the home team will send its team onto the field to start the game.

### **1:40 “Finish the At Bat” Game Time Limit**

In order to guarantee a consistent game schedule in the league a time limit is put into place when teams have not completed their official game in the scheduled innings.

- **Official Rule:** At the beginning of the game, the umpire will start the game running clock and notify each coach. The umpire will then notify each team when there is 15 minutes left on the game clock. At the 1 hour, 40 minute mark, the umpire will notify the teams of the time limit being reached and will allow the current at bat to be completed. After that at bat, the game is over.

Important: Speed up rules, and hustle on and off the field will increase the likelihood of a completed game. The catcher’s being ready to go is the most important! Games will be allowed to go into extra innings if there is a tie and the 1:40 game time limit has not been reached.

### **Speed Up Rules**

With a 1:40 game time limit, there needs to be an emphasis on speeding up the game. Also, the more game action that occurs, the more fun the game normally is. Limiting the events that take away from game action is the key.

- **Official Rule:** Catchers must have their gear on prior to the start of the next defensive inning. Any catcher that reaches base will be replaced on the bases with a pinch running with 1 out during the offensive inning. Remember - Hustle on and off the field, in between innings, adds almost an inning of game play throughout the game! It is recommended that teams have a bench coach to assist with informing players of defensive positions when a half inning has ended. Umpires should also assist in speed up.

### **Baserunning Rule**

When a batted ball is put into play, the hitter can run the bases as a normal play would occur, meaning runners can advance more than one base on a live ball until the ball is back in the infield. There are no advancements on overthrows.

### **Batting Order**

- Batting order shall be a continuous batting order (roster max limit 10). Half inning ends when one of the following happens: 3 outs are made, 6 runs scored, or 1 time through the batting order limit per inning.

**Leagues will follow all NFHS baseball except the following:**

### **(KINDERGARTEN) TEE BALL LEAGUE SPECIFIC RULES**

- 6 inning game or 1:40 “Finish the At Bat” game time limit (whichever occurs first)
- Tee Use: Players will get a total of 5 attempts per at bat to put the ball in play. If the ball is not put in fair play at 5 attempts, a coach (or adult) should assist the hitter in making contact with the ball and putting it in play.
- A semi-circle will be drawn from the foul line, 10 feet from home plate and will be considered a foul ball zone. Any ball being hit by a batter from the tee and not traveling further than the outer edge of the semi-circle will be considered a foul ball.
- 50 foot bases, “official tee ball” bats only.
- Uses a “Tee Ball” softie ball.
- No steals

- No Catcher position will be used but a Short Center Fielder/Middle Infielder should be used. Players playing the Pitcher and 1<sup>st</sup> Base position need to wear the batting helmet with a face mask.
- Each player must play 2 positions (infield & outfield) and a play a minimum of 3 defensive innings
- No umpire will be assigned for games. Coaches will be asked to self-officiate their game.
- Scores & Standings will not be recorded.

#### **(1ST/2ND GRADE) ROOKIE BASEBALL LEAGUE SPECIFIC RULES**

- 6 inning game or 1:40 "Finish the At Bat" game time limit (whichever occurs first)
- Blue Flame Machine pitch: Players will get a total of 8 pitches or 3 strikes (whichever comes first) per at bat to put the ball in play. If the ball is not put in play at 8 pitches, or 3 strikes have occurred then the player will get to hit a pitch off of a tee and play the ball live.
- 60 foot bases, 42 foot mound (pitching machine goes in front).
- Bat size - max 2 ½ barrel, -12 drop.
- Use a softer safety ball with a leather cover
- No steals or leadoffs
- No drop third strikes
- The Catcher for the upcoming defensive half inning will be replaced on the bases with 1 out.
- Each player must play 2 positions (infield & outfield) and a play a minimum of 3 defensive innings
- Players playing the Pitcher and 1<sup>st</sup> Base position need to wear the batting helmet with a face mask.
- No umpire will be assigned for games. Coaches will be asked to self-officiate their game.
- Scores & Standings will not be recorded.

#### **(3RD/4TH GRADE) MINORS BASEBALL LEAGUE SPECIFIC RULES**

- 7 Inning game or 1:40 "Finish the At Bat" game time limit (whichever occurs first)
- Pitching limits - 50 pitch limit per pitcher or 2 inning maximum (whichever comes first)
- 65 foot bases, 44 foot mound
- Bat size - max 2 ¾ barrel, -12 drop.
- No lead offs but you can steal after the ball crosses home plate. No steal of 2nd base or home, but you can steal 3rd base (no advancement on overthrow)
- No drop third strikes
- Bunting allowed, no fake bunt swing allowed
- The Catcher for the upcoming defensive half inning will be replaced on the bases with 1 out.
- Each player must play 2 positions (infield & outfield) and a play a minimum of 3 defensive innings
- Scores & Standings will not be recorded.

#### **(5TH/6TH GRADE) MAJORS BASEBALL LEAGUE SPECIFIC RULES**

- 7 Inning Game or 1:40 "Finish the At Bat" game time limit (whichever occurs first)
- Pitching limits - 50 pitch limit per pitcher or 2 inning maximum (whichever comes first)
- 70 foot bases, 48 foot mound
- Bat size - max 2 ¾ barrel, -12 drop.
- Leadoffs will be allowed ONLY for the final 4 games of the season.

- Stealing is allowed of 2nd & 3rd bases ONLY after the ball crosses home plate. No stealing of home plate. No advancement on overthrows.
- Drop third strikes are in effect.
- Bunting allowed, no fake bunt swing allowed
- The Catcher for the upcoming defensive half inning will be replaced on the bases with 1 out.
- Each player must play 2 positions (infield & outfield) and a play a minimum of 3 defensive innings
- Scores & Standings will not be recorded.

**(7TH/8TH GRADE) PONY & (HIGH SCHOOL) COLT BASEBALL LEAGUE SPECIFIC RULES**

***Pony & Colt leagues will use [CSYBA league rules](#) if participating in the league. Otherwise, the following house league rules will apply:***

- 7 Inning Game. No new inning after 2 hours, 15 minutes.
- Pitching limits -see CSYBA league rules
- Pony: 80 foot bases, 54 foot mound
- Colt: 90 foot bases, 60.6 foot mound
- Drop third strikes are in effect
- Bunting allowed, no fake bunt swing allowed
- The Catcher for the upcoming defensive half inning will be replaced on the bases with 1 out.
- Each player must play 2 positions (infield & outfield) and a play a minimum of 3 defensive innings

# Mt. Prospect Park District

## Fall Baseball Rules Quick Sheet

RULE	TEE BALL	ROOKIES	MINORS	MAJORS	PONY	COLT
<b>Base Length</b>	50 ft	60 ft	65 ft	70 ft	80 ft	90 ft
<b>Pitching Distance</b>	35 ft	42 ft	44 ft	48 ft	54 ft	60.6 ft
<b>Innings</b>	6 inning game	6 inning game	6 inning game	6 inning game	7 inning game	7 inning game
<b>Time Limit</b>	1 hour, 40 minutes - Finish the At Bat				No new inning after 2 hours, 15 mins	
<b>Mercy Rule</b>	N/A	N/A	N/A	N/A	10 runs after 5 inn.	
<b>Bats</b>	Official "Tee Ball" bat	Max Length: 30 in Max Diameter: 2 ½ in BPF: 1.15 Drop: -13	Max Length: 33 in Max Diameter: 2 ¾ in BPF: 1.15 Drop: -12	Max Length: 33 in Max Diameter: 2 ¾ in BPF: 1.15 Drop: -12	ONLY bats allowed for use are USA Baseball Stamped bats, BBCOR Bats, and all Wood Bats, including Composite Wood	Aluminum bats must be BBCOR certified and labeled.
<b>Pitching Limits</b>	N/A - uses tee	N/A - uses pitching machine	50 pitches or Max. 2 innings	50 pitches or Max. 2 innings	Max. 3 innings per game per player	Max. 7 innings per game per player
<b>Balks</b>	NO	NO	Yes with warning	Yes with warning	Yes	Yes
<b>Infield Fly Rule</b>	NO	NO	Yes	Yes	Yes	Yes
<b>Batting Order</b>	Continuous Order until 3 outs, 6 runs, or 1 time through lineup	Continuous Order until 3 outs, 6 runs, or 1 time through lineup	Continuous Order until 3 outs, 6 runs, or 1 time through lineup	Continuous Order until 3 outs, 6 runs, or 1 time through lineup	Continuous Order	Continuous Order
<b>Drop 3rd Strike</b>	NO	NO	No	Yes	Yes	Yes
<b>Bunting</b>	NO	NO	No	Yes	Yes	Yes
<b>Leadoffs</b>	NO	NO	No	Only for final 4 games	Yes	Yes
<b>Base Stealing</b>	NO	NO	Stealing of only 3rd base (no advancing on overthrow)	Stealing of 2nd & 3rd base (no advancing on overthrow)	All Bases	All Bases

**Leagues will follow all ASA softball rules except the following:**

**KINDERGARTEN/1ST GRADE SOFTBALL LEAGUE SPECIFIC RULES:**

- No new inning after 1 hour, 15 minutes.
- No Umpire, coaches self officiate the game.
- Uses 10" safety/softee Softball.
- 60 foot bases, 25 foot mound
- Coach Pitch - 6-8 pitches to each player. Tee may be used if the player does not hit the ball.
- No steals or leadoffs
- Batting order shall be a continuous batting order. Half inning ends when one of the following happens: 3 outs are made or 8 batters.
- 10 defensive positions (C, P, 1B, 2B, SS, SC, 3B, LF, CF, RF) - Each player must play 2 innings of infield (P, 1B, 2B, SS, SC, 3B) & outfield (C, LF, CF, RF).
- Courtesy Runner for incoming Catcher must be used.

**2ND GRADE SOFTBALL LEAGUE SPECIFIC RULES:**

- No new inning after 1 hour, 15 minutes
- No Umpire, coaches self officiate the game.
- Uses 10" safety/softee Softball.
- 60 foot bases, 25 foot mound
- 1st two pitches of each batter will be a kid pitch. If the batter does not hit the ball, 3 coach pitches will follow.
- No steals or leadoffs
- Batting order shall be a continuous batting order. Half inning ends when one of the following happens: 3 outs are made OR 5 runs scored.
- 10 defensive positions (C, P, 1B, 2B, SS, SC, 3B, LF, CF, RF) - Each player must play 2 innings of infield (P, 1B, 2B, SS, SC, 3B) & outfield (C, LF, CF, RF).
- Courtesy Runner for incoming Catcher must be used.

**3RD/4TH GRADE "MINORS" SOFTBALL LEAGUE SPECIFIC RULES:**

- 6 Inning Game. No new inning after 1 hour, 45 minutes
- Uses 11" Softball.
- 60 foot bases, 35 foot mound
- Maximum 2 innings pitched by a player (does not have to be consecutive).
- No leadoffs. Stealing only allowed of 3rd base, no advancement on overthrows.
- Batting order shall be a continuous batting order. Half inning ends when one of the following happens: 3 outs are made OR 5 runs scored.
- Bunting is allowed. No fakes.
- 10 defensive positions (C, P, 1B, 2B, SS, SC, 3B, LF, CF, RF) - Each player must play 2 innings of infield (P, 1B, 2B, SS, SC, 3B) & outfield (C, LF, CF, RF).
- Courtesy Runner for incoming Catcher must be used.

**5TH/6TH GRADE "MAJORS" SOFTBALL LEAGUE SPECIFIC RULES:**

- 7 Inning Game. No new inning after 2 hours.
- Uses 12" Softball.
- 60 foot bases, 35 foot mound
- Maximum 3 innings pitched by a player (does not have to be consecutive).
- No Leadoffs.

- Stealing allowed.
- Batting order shall be a continuous batting order. Half inning ends when one of the following happens: 3 outs are made OR 6 runs scored.
- 9 defensive positions (C, P, 1B, 2B, SS, 3B, LF, CF, RF) - Each player must play 2 innings of infield (P, 1B, 2B, SS, 3B) & outfield (C, LF, CF, RF).
- Courtesy Runner for incoming Catcher must be used.

**7TH - 9TH GRADE "VARSITY" SOFTBALL LEAGUE SPECIFIC RULES:**

- 7 Inning Game. No new inning after 2 hours
- Uses 12" Softball.
- 60 foot bases, 40 foot mound
- Maximum 3 innings pitched by a player (does not have to be consecutive).
- No Leadoffs.
- Stealing allowed.
- Batting order shall be a continuous batting order. Half inning ends when one of the following happens: 3 outs are made OR 6 runs scored.
- 9 defensive positions (C, P, 1B, 2B, SS, 3B, LF, CF, RF) - Each player must play 2 innings of infield (P, 1B, 2B, SS, 3B) & outfield (C, LF, CF, RF).
- Courtesy Runner for incoming Catcher must be used.



## Mt. Prospect Park District Fall Softball Rules Quick Sheet

RULE	KINDERGARTEN/ 1ST GRADE	2ND GRADE	3RD/4TH GRADE	5TH/6TH GRADE	7TH/8TH GRADE
<b>Ball</b>	10" Safety	10" Safety	11" Hardball	12" Hardball	12" Hardball
<b>Base Length</b>	60 ft	60 ft	60 ft	60 ft	60 ft
<b>Pitching Distance</b>	25ft	25ft	35ft	35ft	40ft
<b>Innings/ Official Game</b>	See time limit	See time limit	6 innings	7 innings	7 innings
<b>Time Limit</b>	No new inning after 1 hour, 15 mins.	No new inning after 1 hour, 15 mins.	No new inning after 1 hour, 45 mins.	No new inning after 2 hours	No new inning after 2 hours
<b>Mercy Rule</b>	N/A	11 runs after 4 inn. 6 runs after 5 inn.	11 runs after 4 inn. 6 runs after 5 inn.	11 runs after 4 inn. 6 runs after 5 inn.	10 runs after 5 inn.
<b>Bats</b>	N/A	No spec requirement	No spec requirement	Must be "Official Softball"	Must be "Official Softball"
<b>Pitching Limits</b>	6-8 coach pitches per batter	2 kid pitches then 3 coach pitches	2 inn. per game	3 inn. per game	3 inn. per game
<b>Infield Fly Rule</b>	N/A	NO	NO	NO	YES
<b>Batting Order</b>	Continuous Order	Continuous Order	Continuous Order - max. 5 runs per inn	Continuous Order - max. 6 runs per inn	Continuous Order - max. 6 runs per inn
<b>Drop 3rd Strike</b>	N/A	NO	NO	YES	YES
<b>Bunting</b>	N/A	NO	Yes - No Fakes, Must commit	Yes - No Fakes, Must commit	Yes - No Fakes, Must commit
<b>Leadoffs</b>	N/A	NO	NO	NO	NO
<b>Base Stealing</b>	N/A	NO	Only 3rd base after pitch has crossed the plate	YES	YES

Please refer to the [AHYAA Rulebook](#) for your appropriate age level for exact rules.