

2008 Nebraska Baseball Academy Fall League Rules

PARTICIPATION

Coaches will be notified if a player is not eligible to participate (reasons could be... not completing payment, registration, or medical certifications, etc.). ONLY players on the team roster are allowed to participate. If players other than those on the roster are found to be participating, the coach of the team will be immediately excused from the entire Fall League.

FIELDS /DIMENSIONS

Distances will be as follows, or as close as possible due to field conditions. Final field dimensions are left up to the determination of the site director and umpires.

9 - 10s	45 ft pitching (depending on field), 65 ft base paths
11 - 12s	48 ft pitching/70 ft base paths
13 - 14s	54 ft pitching/80 ft base paths
15 - 16s	60 ft pitching/90 ft base paths

Please help keep the fields in playable shape. Please stay off the infield for warm-ups, using only the dirt on the side or the outfield area. Assisting the site director in bad weather or in turning the field for games is VERY much appreciated.

LINE-UP and SUBSTITUTIONS/RE-ENTRY

We encourage coaches to bat the entire lineup (up to 12 players). This way all players can participate, and defensive exchanges allow for players to move in and out, rotating to various positions throughout the game.

*If a team IS batting all players, and one player must be removed due to injury or other reason, then that spot is skipped in the lineup (no out will be charged). However, that player may not re-assume that line-up spot later in the same game.

**If a team IS NOT batting all players, then substitutions may be made. A player who was a starter may re-enter the game, provided that they re-enter for the same player in the same spot on the roster. A player who came in as a substitution may not re-enter, but may be a courtesy runner.

EXTRA HITTER

Teams may use an extra hitter, entered as EH in the lineup, and can hit in any position in the lineup. This is just like another position in the line-up, except the participant does not go into the field. There is no Designated Hitter.

COURTESY RUNNERS

A courtesy runner may be used for the pitcher or for the catcher. A courtesy runner is not required, but is definitely encouraged for the catcher to keep up the pace of the game.

*If a team IS batting all players, a courtesy runner may still be used for the pitcher and/or for the catcher. The courtesy runner should be the player who made the LAST OUT. If there are no outs in the inning, then it should be the last out from the last inning played.

**If a team IS NOT batting all players, then the courtesy runner must be a player NOT currently entered in the lineup. It CAN be a participant who was entered in the game and was removed.

PITCHING LIMITS

Pitchers are allowed the following limits PER DAY. We want to encourage participation from several pitchers, while not over-working any participant arms in the off season.

9 - 10s	60 pitches or 4 innings (whichever comes FIRST)
11 - 12s	60 pitches or 4 innings (whichever comes FIRST)
13 - 14s	70 pitches or 4 innings (whichever comes FIRST)
15 - 16s	70 pitches or 4 innings (whichever comes FIRST)

NOTE – we do not expect a pitcher to be removed at 50 pitches if he/she is in the middle of a count with a batter. However, a new pitcher should be warming up and ready to come in after that at-bat is complete.

Coaches have been given pitch counters to track pitchers. Coaches – as you see participants nearing their pitch limit, please begin warming up other players.

RUN LIMIT

We will implement a **7-run limit** per inning. We are attempting to limit any lopsided games that may occur and move the games along in a timely manner. This also allows for equal opportunity of development offensively and defensively. The **one exception** to the rule would be in the final inning. We would like for teams to have the opportunity to COME BACK with a win and the 7-run limit does not allow for comebacks. It may be true that a team is limited to scoring ONLY 7 runs throughout the game in each inning and still suffer a defeat. The logic may tell you this may be unfair...we would like to offer the advice to pitch well and play great defense and this scenario will not occur.

PITCHING WARM-UPS

Number of pitches will be at the discretion of the umpire (typically 6 is the limit) based on conditions, pace of game, and situation (example - pitching substitution or just pitching starting another inning).

BALKS

Each **pitcher** will receive one warning **per game**. Umpires and the coach are expected to help teach the pitcher why it was a balk and how to not repeat the infraction.

STEALING

Stealing of all bases and lead-offs are allowed.

SLIDING

Players **MUST SLIDE** and attempt to **AVOID CONTACT** on close plays. Head first sliding only into first, second and third – players **MUST** slide feet first into home.

GAME LENGTH

9 - 10s	6 innings or 1:45minutes (whichever is first)
11 - 12s	6 innings or 1:45 minutes (whichever is first)
13 - 14s	7 innings or 2 hours/5 innings or 1:45 minutes (whichever is first)
15 – 16s	7 innings or 2 hours/5 innings or 1:45 minutes (whichever is first)

*Should a tie exist after the regular number of innings is completed, AND it is still BEFORE the time limit, then the game will move to extra innings.

**Should a tie exist at the end of the time limit (no matter if regular or extra innings), then ONE inning shall be played after the time limit. This inning will begin with the visitor team with a player on second base – the player who made the last out in the previous inning. The team will also have one out. The home team's inning at the plate will begin the same way. After that ONE extra inning, the result of the game will be either a win, loss, or – *gulp* - a TIE. This is also known as a *California Tie Breaker*.

All judgment calls made by umpires on the field of play are final - there is no protest or appeal process. Rule interpretations should occur immediately and swiftly, as the focus of the game should be on the players PLAYING the game.