

Fall Ball is about player development and having fun. All players should get the chance to play where their ability allows.

Coaches/parents. At NO TIME IS ARGUING A CALL OR ARGUING BETWEEN COACHES ALLOWED OR TOLERATED. Managers, you are responsible for your fans. Fans who are verbal towards the players or umpires are your responsibility. Fans complaints are not allowed and you will deal with. If an umpire has a fan issue the game will stop and the umpire will talk only to the managers to stop this immediately. Managers will control their fans.

16u

*All rules not stated per Little League green book

Batting order options

-.bat entire line up (continuous), free defensive substitution

-bat less than complete line up subs per Little League green book

-no balk warning.

-drop dead end time 2hrs. Please start and end games on time. Be courteous to the team playing after you.

14u

*All rules not stated per Little League green book

-Batting order options

-.bat entire line up (continuous), free defensive substitution

-bat less than complete line up subs per Little League green book

-1 balk warning per pitcher

-no more than 3 complete innings per pitcher

-drop dead end time 2hrs. Please start and end games on time. Be courteous to the team playing after you.

12u

*All rules not stated per Little League green book

-liberal strike zone

Batting order options

-.bat entire line up (continuous), free defensive substitution

-bat less than complete line up subs per Little League green book

-no player sits more than 1 inning defensively

-no player pitches more than 2 complete innings

-5 run continuation rule

-no new inning after 1hr 40 minutes. Drop dead at 1hr 50 minutes

-Please start and end games on time. Be courteous to the team playing after you.

10u double header rules

*All rules not stated per Little League green book

-liberal strike zone

-continuous batting order

- no player sits more than 1 inning
- no player pitchers more than 2 complete innings
- 3 run continuation rule
- no new inning after 1 hour 30 minutes and drop dead at 1 hour 45 minutes

12u/10u continuation rule.

Example- bases loaded, 1 out, 4/2 runs scored that inning. Batter hits a true double, play continues through that play. Runner on 2nd and 3rd score and count, runner from 1st base now has a chance for 3rd. The defense should complete this play. This is not meant to score extra runs by causing unnecessary errors by having players continue to run like a "clear" bases tball play.

-DO NOT hold runner's on 3rd to load bases for extra runs. A true past ball that can be scored on by stealing home should be and end that inning to move into next inning.

-DO NOT ABUSE THIS RULE. Our umpire's are instructed to call the play dead whenever play has ended or becomes detrimental to the game.