

2024 LJAL/GCYAA/DEARBORN FALL BASEBALL RULES

	Pinto 8U	Mustang 10U	Bronco 12U	Pony 14U	Colt 15U- High School
Bases	60 Ft, 84-10.25 Ft to 2 nd	65 Ft, 92 Ft to 2 nd	70 Ft, 99 Ft to 2 nd	80 Ft, 113 Ft to 2 nd	90 Ft, 127 Ft to 2 nd
Mound	40' (Machine at 42')	46'	50'	54'	60'6"
Defensive Players	10 fielders (4 Outfielders)	10 fielders (4 Outfielders)	9	9	9
Scheduled Innings	6	6	7	7	7
In-Field Fly	No	No	Yes	Yes	Yes
Stealing	No	Yes – When pitch passes home. 1base per pitch. No Stealing Home	Yes (unlimited)	Yes (unlimited)	Yes (unlimited)
All leagues. No suicide Squeeze play. Runners at 3rd may not leadoff more than halfway to home until ball crosses the plate.					
Lead Off	No	No	Yes	Yes	Yes
Metal Spikes	No	No	No	Yes	Yes
Field Time	Each player must play 2 of the first 3 innings, with a minimum of 3 total innings played	Each player must play 2 of the first 3 innings, with a minimum of 3 total innings played	Each player must play 2 of the first 3 innings, with a minimum of 3 total innings played	Each player must play 2 of the first 3 innings, with a minimum of 3 total innings played	Each player must play 2 of the first 3 innings, with a minimum of 3 total innings played
This rule applies to all games including those ending in a tie, by mercy or time limit. Coaches must manage this to ensure that all players play the minimum innings regardless of the length of the game. Penalty Game Forfeit (Exception Player Injury, also for teams with a lineup of 14 or more the "2 by the 3rd inning" is waved, all players must still play 3 by the end of the game.					
Strike/Ball Count	(See 8U below)	Start at 0-0	Start at 0-0	Start at 0-0	Start at 0-0
Dropped 3rd Strike	Out	Out	NFHS Drop 3 rd rules	NFHS Drop 3 rd rules	NFHS Drop 3 rd rules
Balks	Not Called	Not Called / Instructional	One Warning per pitcher	Called	Called
Pitching Limit	2 Innings per Game and 4 Innings Per Week	3 Innings per Game and 5 Innings Per Double Header	4 Innings per Game and 6 Innings Per Double Header	5 Innings per Game and 7 Innings Per Double Header	5 Innings per Game and 7 Innings Per Double Header
Bats	USSSA 1.15BPF or USA Baseball Certified bats No Tee Ball Bats	USSSA 1.15BPF or USA Baseball Certified bats Any drop weight allowed	USSSA 1.15BPF or USA Baseball Certified bats Any Drop weight allowed	USSSA 1.15BPF or USA Baseball Certified bats Drop -8 or less -3 BBCORE also allowed	BBCORE Only
Bunting	Not Allowed	Allowed (1 per inning)	Allowed (1 per inning)	Allowed (unlimited)	Allowed (unlimited)

- a. Official Game time is First Pitch. Umpire will announce.
- b. Scoring Limit – 7 runs per inning, unlimited in the last scheduled inning.
- c. Mercy Rule – 12 runs after losing team bats 5 times.
- d. Game Time Limit – No inning starts after 1 hour 45 minutes, but inning is finished. Umpire is official timekeeper.
- e. Lightning-if spotted by the umpire, game will be delayed (30 minutes/All cities) clock will restart at each successive lightning strike.
- f. Pace of Play: Hustle players on and off the field. Teams have 2 minutes to take the field in between innings, pitchers get 5 warm up pitches.
- g. Semi-Final games are 2-hour time limit, but a winner has to be declared. If the game is tied after time limit or innings, keep playing until a winner is declared. Because the semi-finals and championship games are played on the same day, the same rules as "double-header" are applied.

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1. **Rules of MLB apply after league rules**
2. **Uniforms**
 - a. Must use uniform provided by league.
 - b. All Jerseys must be tucked in, and hats must be worn – No exceptions.
 - c. NFHS Jewelry rule, Jewelry is allowed. (Exception, umpires’ discretion for safety issue or inappropriate/unsportsmanlike)
3. **Batting:**
 - a. All uniformed players must be placed in the batting line up. No maximum numbers of players in the batting line up.
 - b. Slash bunt is **ILLEGAL** - a batter is out for illegal action when the player fakes a bunt and then takes a full swing.
 - c. If a player throws a bat, that batter will be called out after one warning per team. If a player throws a bat and it hits the catcher or umpire that player is out without a warning. Runners will not advance if a player is called out for a thrown bat. This is a dead ball infraction.
 - d. NFHS drop 3rd rule. On a drop 3rd strike the batter has the right to run to first base until he enters the dugout area or defense leaves the field. Umpire’s discretion.
4. **Pitching:**
 - a. Pitchers cannot re-enter as pitcher once removed
 - b. No intentional walks. 4 pitches must be thrown.
 - c. A pitcher is to be removed from pitching if 3 batters are hit by a pitch. They remain in the game but can’t pitch anymore that game.
 - d. One pitch constitutes an inning.
 - e. Violation of inning pitched rules will subject the game to be forfeited and coach dismissal.
 - f. All innings pitched for each pitcher must be recorded in a score books or electronic scoring so that each pitcher and innings pitched may be verified.
 - g. One defensive mound visit per inning. The pitcher must be removed on the 2nd visit of the inning.
5. The home team will supply two new game balls, the visiting team will supply one “good condition” used game ball.
6. Runners must slide, give themselves up or avoid contact. **Base runners can be called out for not avoiding contact. Umpires discretion.**
7. Players leaving the game for any reason are skipped in the batting order (and are not an out). If players are skipped in the batting order but remain in the game, they will be an out for the skipped AB (at bat).
8. 4 Innings (3.5 if Home team is winning) constitutes a complete game. (For weather or darkness, this does not supersede the mercy rule.
9. All subs must be approved by the commissioner(s), If any non-approved players play, the game will result in a forfeit.
10. If a team forfeits a game the recorded runs against will be 6. (score recorded as 6-0)
11. Coaches must keep their players parents and fans under control and are responsible for all unsportsmanlike behavior.
12. **NO SMOKING, DRUG USE OR ALCOHOL CONSUMPTION WILL BE ALLOWED ON OR NEAR A PLAYING FIELD OR PRACTICE AREA. ANY VIOLATION OF THIS RULE BY A MANAGER, COACH, PLAYER OR SPECTATOR WILL LEAD TO IMMEDIATE SUSPENSION AND/OR LEGAL ACTION.**

8U Baseball (Pinto)

Pitching Machine. Pitching Machine should be set on level 5.

Pitching Machine Rules: 5 pitches from the machine or 3 strikes, whichever comes first. If last pitch is fouled off, batter gets another pitch. If the last pitch is a swinging strike or not swung at by the batter, the batter is out. No walks.

Player Pitch: Normal 4 balls and 3 strikes count, but no walks. If the batter gets 4 balls from the pitcher, they then get 3 pitches from the machine. Must put one of the 3 pitches in play or the batter is out. If last pitch is a fouled off batter gets another. No walks.

September 8th-16th – Use pitching machine for first 5 innings / Live pitching last inning

September 22nd thru 30th - Use pitching machine for first 4 innings / Player pitching last 2 innings

October 5th thru end of season - Use pitching machine for first 3 innings / Player pitching last 3 innings