

Whitnall Youth Baseball

2024 FALLBALL Rules

Field Location:

Schoetz Park

5301 S. 116th St. Hales Corners, WI 53130

Park Rules & Procedures:

1. Any player or spectator that is experiencing COVID symptoms of sickness should not enter the park.
2. All who enter the park do so at their own risk.
3. No coolers will be allowed. We will have concessions for food and drinks.
4. Scoreboards will not be used for FALLBALL.
5. A limit of two pop up tents will be allowed per team dugout and need to be taken down immediately following the game. Any damaged pop-up tents should not be left at the park after the game. It is the team's responsibility to take those damaged pop-up tents.
6. One adult or coach per team will get all foul balls for that team.
7. Players and teams are encouraged to use sanitizer and wash hands regularly.
- 8. No Pets are allowed during Fall ball at any time. If this rule is violated, the spectator with the pet will be asked to leave the park with the pet, and if not followed the corresponding game will be on hold until this violation is resolved, or the corresponding team will forfeit the game.**

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Fallball Procedures:

1. The batting cages are opened during the Fallball.

2. Warm up prior to taking the field

- a. Players may run and stretch outside of the field area prior to taking the field.
- b. Players should practice social distancing during warm-up activities of running and stretching.
- c. Teams should plan and be ready to take the field 20 minutes before their game time.
- d. Warm up for hitting and throwing is limited to fields only. No throwing or hitting outside of warm up time on the field.
- e. You will have about 10~15 minutes to warm up in the outfield area if time allows.**

3. Entering the field and on-field warm-up

- a. Next team should enter the field as the prior team is lined up for post-game sportsmanship showing.
- b. Post game handshakes are at the coach's discretion.
- c. Set bags along the outfield fence and use the outfield area to warm up.
- d. No pre-game warmups allowed on the infields.**
- e. No batting practice against any fences.**

f. Ground rules:

- i. One coach for each team at ground rules; no players.
- ii. Ground rules will begin 5 minutes prior to game time.
- g. Players will conclude warm up at time of ground rules and move their equipment to the dugout area.

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4. Game Play:

- a. No physical contact between players, coaches, or umpires unless it happens during regular play of the game (i.e., tag play).
- b. Base coaches should stay in their coaching box.
- c. One coach or adult from that team should get foul balls and return to that team.

5. Game conclusion:

- a. Post game handshakes are at the coach's discretion.
- b. If “tip of the cap” is decided, then each team will line up on their base line.
- c. Each player should tip their cap to the other team and give a round of applause to show sportsmanship.

6. Leaving the field

- a. After the post-game “tip of the cap”, the team needs to vacate the dugout right away.
- b. Teams should rely on other communication such as text, email, and team apps to get your message out to parents rather than a post-game meeting.

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FALLBALL Rules:

We will play under National Federation High School Rules. The following **exceptions** apply:

1. Pitchers have the following restriction: TWO (2) innings per game. One pitch is considered an inning. Five (5) warm-up pitches between innings. Seven (7) warm-up pitches for a fresh pitcher. No re-insertion of a pitcher into a game as a pitcher.

2. Games:

a. **The Second team listed on the schedule will be the home team.**

Example, Team XXX vs Team YYY, then Team YYY will be the HOME Team

b. **Game Time**

U9~U12: 1 hour and 30 minutes (hard stop).

U13/U14: 1 hour and 40 minutes (hard stop).

3. **Roster limit is fourteen (14) players. Rosters should be turned into the FALLBALL DIRECTOR prior to the first game and are frozen after the first pitch of the first game.** Managers should have access to birth certificates should the FALLBALL DIRECTOR request them. Teams must carry their own insurance. Have your lineups ready ten minutes prior to the scheduled start of your game. All batting order and pitching substitutions should be reported to the umpires and your opposing team scorekeeper. Defensive changes do not need to be reported unless it involves a pitching change or the addition of a new player into the line-up.

4. If using the continuous batting order and a player cannot continue play due to injury as determined by the umpire, when the player's spot is up in the batting order, the team will not record an out for that batter and the player shall not be eligible to re-enter the game. If the player leaves for any other reason, when the player's spot is up in the batting order for the first time, the team shall record an out for that player.

5. All batters and runners must wear a protective helmet. Catchers must wear headgear/mask and normal catching gear including a protective cup.

6. NO WOODEN BATS are allowed. No Bat size limits.

7. Batters may not fake a bunt, pull back and swing away as this presents a safety issue. The batter will be called out and any runner(s) will not be permitted to advance.

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8. Three defensive conferences per game (no pitcher involved). A second visit to the mound in any inning and the pitcher must be changed.
9. Base coaches must stay in their coaching box.
10. Runners may score on a passed ball, wild pitch, or a ball returned to the pitcher.
11. You may run for the catcher at any time during an inning. A courtesy runner may also be used for the pitcher of record with two outs. The runner must be either.
 - a. Someone not currently in the game if not using the continuous batting order or,
 - b. If using continuous batting order, the player that made the most recent out.
12. Teams should hustle on and off the diamond to conserve actual “playing time”. Batters must keep a foot in the batter’s box while the ball is live. New pitchers should warm up off the field of play and between innings if possible. Infield and outfield balls **are** permitted between innings provided they do not hinder the speed of play.
13. For U9, a team will be given one warning per game for leaving a base early.

For U10, a runner attempting to steal that leaves early shall be called out. No warnings.

In either case, the play shall be called dead and with any runners moving back to their original base and the pitch count shall revert back to the last official ball and strike count.
14. For U9, a team may not steal home on a passed ball or a ball returned directly to the pitcher. If the catcher throws the ball to any other base, the ball becomes live and all runners are free to advance. The umpire shall have final judgement.
15. A pitcher may “walk” a batter by simply advising the umpire.
16. A manager may only represent his team in conversations with the umpire. Excess abuse or poor sportsmanship by players or fans may be grounds for a forfeit. An ejected player may not play any more games on the day of the ejection. If a second ejection occurs on the same player they will not be allowed to participate in any more Fall ball games for the remainder of Fall ball. NO PROTESTS. THE DECISIONS OF THE UMPIRES ARE FINAL.
- 16. Ten run (15) “Slaughter Rule” is in effect after four complete innings. When one team is up by 15 runs or more after 3rd innings, the game may be called. Or when one team is up by 10 runs or more after 4 innings, 8 runs or more after 5 innings, the game may also be called.**
17. In the event of inclement weather or an act of god, games may be shortened.

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18. If games are canceled due to inclement weather or an act of god, Whitnall Youth baseball will make every effort to have a make-up date if time and weather permits. If the Fall Ball season is severely impacted by weather then Whitnall Youth Baseball will review and refund up to 20% of the registration fee as a refund for games missed.

	U9	U10	U11	U12	U13	U14
BASE PATHS	60'	60'	70'	70'	90'	90'
PITCHER'S MOUND	46'	46'	50'	50'	60' 6"	60' 6"
DROPPED 3 RD STRIKE	NO	NO	YES	YES	YES	YES
LEAD OFF	NO	NO	YES	YES	YES	YES
STEALING	AFTER CROSSES PLATE	AFTER CROSSES PLATE	YES	YES	YES	YES
INFIELD FLY	NO	YES	YES	YES	YES	YES
BALKS	NO	NO	YES 1 WARNING / PITCHER	YES 1 WARNING / PITCHER	YES 1 WARNING / PITCHER	YES 1 WARNING / PITCHER
METAL SPIKES ALLOWED	NO	NO	NO	NO	YES, BUT NOT ON FIELD 6 (PORTABLE PITCHING MOUND)	YES, BUT NOT ON FIELD 6 (PORTABLE PITCHING MOUND)
BAT SIZE LIMIT	NONE	NONE	NONE	NONE	NONE	NONE

THE BEST EXAMPLE WE CAN GIVE TO OUR PLAYERS IS GOOD SPORTSMANSHIP, HUSTLE AND RESPECT FOR A GAME WELL PLAYED BY OUR OPPONENTS AND OUR OWN TEAM.

Thank you for choosing Whitnall for FALLBALL. If you have any ideas or comments on how to make future fall seasons run smoother, please inform us of the same. On behalf of the Whitnall Youth Baseball Board of Directors and the players of Whitnall Youth Baseball.....

THANK YOU & HAVE FUN!