

MCBC FALL BALL HOUSE RULES

Little League rules will be followed except for the following:

- 5 Run limit per inning with unlimited runs in the 6th/7th inning at all levels
- No new inning after 2 hrs. Drop dead at 2 hrs and 30 mins
- No new inning after 8:15 pm on a school night if either team is still in school
- One inning must be started and completed by a player(s) who is less than 10 years old in the Minor Player Pitch Division (8/9 yr old), less than 12 years old in the Major League Division (10/11 yr old), less than 12 years old in the Intermediate Division (10/11 yr old), and less than 14 years old in the Junior League Division (12/13 yr old). There will be a maximum of 2 innings pitched per game for any kid playing in 10U who will turn 11 between May 1 and August 31 inclusive and any kid playing in 12U who will turn 13 between May 1 and August 31 inclusive. If a team begins their defensive 3rd inning with an older player on the mound and has not yet fulfilled this requirement, the game will be an automatic forfeit for that team. ALL AGES ARE A PLAYER'S LITTLE LEAGUE AGE FOR THE UPCOMING SEASON AND NOT THEIR CURRENT AGE.
- Games may end in a tie
- Teams may start with 8 players. If a team is playing with only 8 players, there will not be an out for the 9th batter
- All teams will roster bat. A manager may ask for an exception if the number of players present at the game exceeds 14. Minimum 6 defensive outs rule will be in effect.
- There will be no penalties for balks. If one occurs, it should be made known to the pitcher and coach for instructional purposes.
- USA BATS only at the Intermediate level and below
- Subs may be used only when a team's roster falls below the minimum needed to play. Any subs must play RF and bat last.
- Defensive team is responsible for umpire calls.

ADDITIONAL 10U ONLY RULE

- There will be a "NO WALK" rule in effect for the month of September. Once a pitcher delivers a fourth ball to a batter, a coach from the offensive team will pitch until the ball is put in play or the player strikes out. The count will not reset once the coach begins to pitch. If more development of pitchers is needed, managers may choose to keep this rule for the remainder of the fall season.

PITCH COUNT AND GAME REPORTING

- There will be no reporting of game outcomes or pitch counts. Pitch counts should still be tracked and Little League pitch count rules should be abided by. Managers of both teams are responsible for tracking pitch counts and making sure the rules are followed.

ADDITIONAL MINOR LEAGUE COACH PITCH RULES

- The mound will be set at 35'. The player in the pitcher position will need to start each play behind the mound. The coach pitcher will pitch at a normally acceptable distance.
- Batters will be given 6 overhand pitches regardless of balls/strikes. A batter cannot strike out on a foul ball.
- If a runner is NOT actively in motion on his way to the next base, he cannot advance once an attempt is made to get the ball back to the pitcher. The pitcher does not have to gain control of the ball. The runner must remain on the base he was at when the ball was thrown to the pitcher, or if between bases, he must return to the previous base regardless of how far down the baseline he was. Again, this only applies when the runner is not making forward progress towards a base when the ball was attempted to be thrown into the pitcher.
- If any runner is in forward motion when the ball is attempted to be thrown to the pitcher, the ball will remain live and any further plays may be made. However, the runner is only able to attempt to run to the base in which he was headed. He may not continue onto any other base, even on any subsequent overthrow once that initial attempt to get the ball to the pitcher is made.
- Runners may advance only one base on an overthrow. The defense may attempt to make a play after the overthrow. However, if the ball is again overthrown, no runners may advance.
- If the coach is hit by a batted ball, the play is dead and the batter will bat again. The pitch will be counted as a foul ball.

The purpose in these rules is to prevent the over abuse of continuous running while still encouraging players to attempt to make normal baseball plays.