

TEE BALL

These rules were developed by the FCLL Board of Directors in accordance with the spirit of Little League.

The purpose of Fall Ball is to continue the development of player skills and enhance their overall baseball fundamentals.

Game Length: Drop dead 1 Hour

- All players will play in all Tee Ball games they attend.
- Tee Ball is totally instructional. No standings will be kept.
- There will be no protests in this division.
- The full lineup will bat in each inning and play the field each inning.
- All players will bat from the Tee for the first three games of the season. For the
 remainder of the season, the manager or coach will pitch up to 3 overhand soft toss
 pitches to each player, from a minimum of 15 feet. Coach can pitch from a knee and
 must be thrown overhand. After the third pitch, the ball will be placed on the tee.
- No 3 out rule will ever apply in any Tee Ball game.
- The ball must roll three 3 feet after being batted.
- Without exception there will be no pitching from a bucket or kneeling while delivering pitches to the batters.
- Each game will have a limit of one hour unless otherwise specified.
- Five coaches are allowed in the dugout and on the field at this level.
- There will be no recorded outs and the line-up will finish every inning.
- The player will advance one base unless the ball is hit past the infield. (Grounders excluded). The last batter will advance all the bases.
- Whenever a player has a bat in their hands, he/she must be wearing a helmet.
- Defensive players shall be placed in the infield and outfield positions equally.
- Home team is to take out the bases and field bags before each game and return to the roll up after the last game of the night.
- All volunteers must have completed a background check to be on the field or in the dugout, as well as have a badge on at all times. Managers are responsible to be sure that all volunteers have their badge before allowing them in the dugout/on field. To request background application EMAIL SAFETY: safety@fcII.info
- **INJURIES:** EMAIL INCIDENT REPORTS TO SAFETY.



FARM DIVISION

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Game Length: Drop dead 1 Hour

- All players will play in all Farm games they attend.
- Farm is totally instructional. No standings will be kept.
- There will be no protests in this division.
- All players will play on defense each inning.
- The manager or coach will be allowed to pitch up to 5 overhand soft toss pitches to each player, from a minimum of 15 feet. Coach can pitch from the knee and must wear a glove. After the fifth pitch, the ball will be placed on the tee for a single swing.
- Five coaches are allowed in the dugout and on the field at this level.
- Each 1/2 inning will finish after three recorded outs or batting through the lineup. Outs recorded by not putting the ball in play off the tee do not count as recorded outs.
- The player will advance one base unless the ball is hit past the infield. The last batter will advance all the bases.
- Whenever a player has a bat in their hands, he/she must be wearing a helmet.
- Defensive players shall be placed in the infield and outfield positions equally.
- Home team is to take out the bases before each game if they are not already out and return to the bin after their game unless a game follows.
- All volunteers must have completed a background check to be on the field or in the dugout, as well as have a badge on at all times. Managers are responsible to be sure that all volunteers have their badge before allowing them in the dugout/on field. To request background application EMAIL SAFETY: safety@fcll.info
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ROOKIE DIVISION

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Game Length: Drop Dead 1 hour and 15 minutes

- There is NO forfeit. If a team does not have 9 players, the other team may lend players to make 9 or play with less.
- No more than four coaches are allowed in the dugout at this level.
- The fourth outfielder rule shall apply to this division. The extra fourth outfielder shall play equally lined up with the other outfielders (NO Rover). If you move one player in from the outfield, you must bring all the players in from the outfield; they must all play at the same distance. All four outfield positions must be played.
- All players in this division must play every defensive position on the field (except for pitcher/catcher) at some point throughout the season.
- Players cannot sit two consecutive innings on the bench.
- Pitchers will pitch from the mound at 40' for the entire season.
- Pitchers can only pitch 2 innings per week (or 3 if a team has 3 games in a particular calendar week) and follow Green Book rules. Pitchers must complete at least one inning. A week is Monday Sunday.
- A player will not play the same position for more than two (2) innings in a game. (Excludes catchers.)
- There will be no protest in this division at any time during the season.
- The 3-5 Rule will apply for this division. The inning will end after the 3rd out is recorded, or at the conclusion of the play in which the 5th run scores. Only 5 runs may be counted per inning. Starting in the 4th inning, the run rule will be lifted, and every inning thereafter.
- On an overthrow, the runner can advance one base only and cannot steal home no matter how many overthrows occur per at bat.
- Stealing bases is okay for Rookie Division once the ball crosses the front edge of the plate, but players cannot steal home or advance to home on a wild pitch/passed ball. A player may only advance to home on a ball put in play.



ROOKIE DIVISION (CONT.)

- When there have been 4 balls thrown and there are less than 3 strikes, the Manager/Coach will go out and pitch (Standing upright, from the base of the pitching mound), the remaining strikes. During the time the Manager/Coach is pitching, no bases may be stolen, and the umpire continues to call balls and strikes.
- Once an infielder has control of the ball, in the infield, the play is dead. Unless a runner
 is more than halfway to the next base, then they may continue until they reach the base
 or are out on the play. No runner can advance on a ball thrown to the pitcher that is
 missed.
- Home team is to take the bases, pitcher's mound, and field bags to the proper storage container at the completion of the last game of the night.
- There is NO forfeit. If a team does not have 9 players, the other team may lend them players to make 9 or play with less.
- This division will follow the 15 runs after 3, 10 runs after 4, mercy rule
- Whenever a player has a bat in their hands, he/she must be wearing a helmet
- There will be no end of the season tournament.
- All volunteers must have completed a background check to be on the field or in the dugout, as and have a badge on at all times. Managers are responsible to be sure that all volunteers have their badge before allowing them in the dugout/on field. To request background application EMAIL SAFETY: safety@fcll.info
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MINOR AND MAJOR DIVISIONS

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Game Length:

Minors - Drop Dead at 1 hour and 30 minutes

Majors - Drop dead at 1 Hour and 45 minutes

- No more than 3 coaches are allowed during the game.
- The entire roster shall bat every game.
- No player shall sit more than 1 consecutive inning.
- Pitchers can only pitch 3 innings per week (or 5 if a team has 3 games in a particular calendar week) and follow Green Book rules. Pitchers must complete at least one inning. A week is Monday - Sunday.
- When a pitcher is announced as a pitcher, he / she must pitch to at least 3 batters before being removed for a replacement.
- A player will not play the same position for more than two (2) innings in a game. (Excludes pitchers and catchers.)
- The 3-5 rule will apply for both divisions. The inning will end after the 3rd out is recorded, or at the conclusion of the play in which the 5th run scores. In Majors, starting in the 4th inning, the
 - run rule per inning will be lifted, and every inning thereafter.
 - MInors will use the 3-5 rule the entire game
- There is NO forfeit- If a team does not have 9 players, the other team may lend them
 players to make 9 or contact the Player agent and request a player for the game. The list
 goes in order and you do not get to choose which player plays with you from another
 team...
- This division will follow the 15 runs after 3, 10 runs after 4, mercy rule
- Whenever a player has a bat in their hands, he / she must be wearing a helmet.
- After each game the managers are responsible to sign their pitch count log.
- There will be no end of the season tournament.
- Home team is to take the bases, pitcher's mound, and field bags to the proper storage container at the completion of the last game of the day.



• All volunteers must have completed a background check to be on the field or in the

MINOR AND MAJOR DIVISIONS (Cont.)

dugout, as well as have a badge on at all times. Managers are responsible to be sure that all volunteers have their badge before allowing them in the dugout/on field. To request background application EMAIL SAFETY: **safety@fcII.info**

• INJURIES: EMAIL INCIDENT REPORTS TO SAFETY.



JR / SR DIVISIONS

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The purpose of Fall Ball is to continue the development of player skills and enhance their overall baseball fundamentals.

Game Length: Drop Dead 2 Hours

- A player will not play the same position for more than two (2) innings. (Excludes pitchers and catchers.)
- No more than 3 coaches per game.
- The entire roster shall bat in this division.
- Pitchers are not to wear metal spikes or hard molded cleats while pitching. Turf shoes or tennis shoes are preferred.
- League age 15-16 years old pitchers can pitch 2 innings per week during the fall season.
- League age 13-14 years old pitchers can only pitch 4 innings per week and follow Green Book rules.
- A player will not play the same position for more than two (2) innings in a game.
 (Excludes pitchers and catchers.)
- The 3-5 rule will apply for this division. The inning will end after the 3rd out is recorded, or at the conclusion of the play in which the 5th run scores. Starting in the 4th inning, the run rule per inning will be lifted, and every inning thereafter.
- There is NO forfeit- If a team does not have 9 players, the other team may lend them players to make 9 or play with less.
- This division will follow the 15 runs after 4, 10 runs after 5, mercy rule
- After each game the managers are responsible to sign their pitch count log.
- Managers should report all scores by email: info@fcll.info
- There will be no end of the season tournament.
- Home Team is to take the bases and field bags to the proper storage container at the completion of the last game of the day.
- The Senior mound should be brought to the equipment room by the home team.
- Whenever a player has a bat in their hands, he / she must be wearing a helmet.
- All volunteers must have completed a background check to be on the field or in the dugout, as well as have a badge on at all times. Managers are responsible to be sure

JR / SR DIVISIONS (Cont.)



that all volunteers have their badge before allowing them in the dugout/on field. To request background application EMAIL SAFETY: **safety@fcll.info**

• INJURIES: EMAIL INCIDENT REPORTS TO SAFETY



FIELD PREP

Teams will be responsible for the field prep prior to the game starting. The **home team** will brush and chalk the field (if needed) prior to the game starting. At the end of the game the **visiting team** will brush the field for the upcoming game. The BOD will assist if needed to get the bases and mounds out to the field. After the final game of the day/night, it is the Home teams responsibility to put away the bases (Bin 2) and the mound (Equipment room).