

ULLL 2023 Fall Ball - Fall Majors, Fall Minors, and Fall A Divisions (Updated 22 August 2023)

LOCAL PLAYING RULES – Pitching

VI – PITCHERS

(a) Any player on a regular season team may pitch. *Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.*

Note: A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. *Exception: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half – inning or game; or (4) 5th run scores to complete the half – inning or game.*

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age	11-12	85 pitches per day
	9-10	75 pitches per day
	7- 8	50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of following conditions occurs:

1. That batter reaches base.
2. That batter is put out.
3. The third out is made to complete the half – inning.
4. 5th run scores to complete the half - inning.

Note 1: A pitcher who delivers 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half – inning or game; or (4) 5th run scores to complete the half – inning or game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of the day.

(d) Pitchers league age 12 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Note: Under no circumstances shall a player pitch in three (3) consecutive days.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is retired;
3. The third out is made to complete the half-inning;
4. 5th run scores to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

ULLL Local Pitching Rule for Fall Season:

Fall Majors / Fall Minors Divisions:

No player may pitch in more than two (2) innings in any game, regardless of the number of pitches thrown by that pitcher. Note: Delivery of a single pitch in an inning constitutes a player having pitched in an inning.

Fall A Division:

No player may pitch in more than two (2) innings in any game, and must be removed once the pitcher has delivered thirty-five (35) total pitches for the game. No pitcher may deliver more than thirty-five (35) pitches in one game. Note: Delivery of a single pitch in an

ULLL 2023 Fall Ball - Fall Majors, Fall Minors, and Fall A Divisions (Updated 22 August 2023)

LOCAL PLAYING RULES – Pitching

inning constitutes a player having pitched in an inning.

ULLL 2023 Fall Ball - Fall Majors, Fall Minors, and Fall A Divisions

LOCAL PLAYING RULES - Game Management

ULLL Local Playing Rules (All Kid Pitch Divisions)

1. Each team will be limited to five (5) runs per inning or three (3) outs whichever occurs first.
2. There is a continuous batting order. Players showing up late for games shall be added to the bottom of the batting order.
3. Games can be started with 8 players. When batting with 8 players, the 9th spot in the order is skipped over without penalty (no out).
4. Mandatory Playing Time – Based on a six (6) inning game...
 - i. No player may sit out defensively more than one (1) inning at a time.
 - ii. Fall Minors: All players must play at least one (1) innings in the infield.
 - iii. Fall A Division: All players must play at least two (2) innings in the infield.
 - iv. For teams with 12 players:
 - By the end of the **5th Inning**, all players must sit out at least one (1) inning.
 - Unless there is a player injury or disciplinary issue, players may sit out **NO MORE** than two (2) innings.
 - iii. For teams with 11 players, all players must sit out at least one (1) inning and unless there is a player injury or disciplinary issue, players may sit out **NO MORE** than two (2) innings.
 - iv. For teams with 10 players, unless there is a player injury or disciplinary issue, players may sit out **NO MORE** than one (1) inning.
5. Fall Majors Division Only: No new inning may start after two (2) hours from the starting time of the game.
6. Fall Minors Division Only: No new inning may start after two (2) hours from the starting time of the game. Fall Minors games, if not already completed, will end two hours and 30 minutes (2:30) from the official (actual) starting time of the game.
7. Fall A Division Only: No new inning may start after one hour and thirty mins (1:30) from the scheduled starting time of the game. There is a hard stop for every Fall A game at two (2) hours.
8. If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. *If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.* NOTE: If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning.
9. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. **Exceptions:**
 - a. On a swing, slap, or check swing.
 - b. When forced out of the box by a pitch.
 - c. When the batter attempts a "drag bunt."
 - d. When the catcher does not catch the pitched ball.
 - e. When a play has been attempted.
 - f. When time has been called.
 - g. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
 - h. On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance. NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

ULLL 2023 Fall Ball - Fall Majors, Fall Minors, and Fall A Divisions

LOCAL PLAYING RULES - Game Management

ULLL Local Playing Rules (All Kid Pitch Divisions)

10. *A team may permit a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, the courtesy runner may be in the team's batting order and must be the player in the batting order who made the last out.*
11. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.
12. Slash hits with Fake Bunts: If the batter makes a motion like the batter is going to bunt, the batter must attempt a bunt or take the pitch. If the batter pulls the bat back and then attempts a full swing, the ball is dead, the batter is out, and the runners may not advance. Umpires must report the incident (including the player's number and the manager's name) to the ULLL Umpire-in-Chief for review.

Note: With the exception of the Fall Local Rules modifications cited above, the Little League "Blue Book" Rules for the Majors and Minors Divisions apply.

ULLL 2023 Fall Ball - A Division
LOCAL PLAYING RULES - Additional Rules for the A Divisions Only

13. The "ULLL Local Playing Rules (All Kid Pitch Divisions)" apply – both "Pitching" and "Game Management" (Please review them – No exceptions).
14. FOR THE FIRST THREE (3) GAMES OF THE FALL SEASON. ENDING THE WEEK OF SEPTEMBER 18:
15. A coach from the **offensive** team will provide all pitching in the 1st and 2nd innings. **Important:** The purpose of the coach pitcher is to provide pitches for the offensive team to hit and put the ball in play (... not strike out opposing batters intentionally...)
 - a. Pitches will be delivered overhand from the coach pitch mark, 10 feet closer to home plate than the major league rubber.
 - b. A maximum of seven (7) pitches or three (3) strikes will be allowed for each batter. If the batter has not advanced within the seven (7) pitches, the batter will be called out. A seventh pitched foul ball does not award the batter another pitch.
 - c. The umpire will call strikes only when the player swings. Note: A "third strike" coach pitched foul ball awards the batter another coach pitch until the 7th pitch is reached.
 - d. Batters cannot intentionally bunt coach pitches. Batters who intentionally bunt the ball on coach pitches will be called "out."
16. During coach pitched innings, the pitcher shall be positioned with one foot on either side and adjacent to the pitching mound, even with or just behind the pitching plate.
17. During coach pitch innings (and player pitch innings), the catcher shall wear all regulation protective gear including a catcher's glove and be positioned properly behind the plate in the catcher's box.
18. During the 3rd, 4th, 5th or 6th inning, in any half-inning in which a pitcher has thrown "ball four" to any batter, a base coach from the offensive team (positioned on 10 feet in front of the pitcher's plate) shall provide a maximum of three (3) overhand pitches to that batter. Note the ball is "dead" when the umpire calls "time" or signals to a base coach for the coach to come to pitch. The umpire will continue calling strikes, where each coach-pitched ball that is not hit into play (i.e., a fair ball) will be considered a strike. A "third strike" miss or foul ball will result in the batter being called out. Coach pitches thrown by the offensive team shall not count toward the pitcher's pitch count. Batters cannot bunt coach pitches, nor can base runners steal on coach pitches. Batters who intentionally bunt the ball on coach pitches and/or runners who steal on coach pitches will be called "out." The pitcher shall continue to play the defensive position standing directly off to the side of the pitcher's plate until the ball is hit. The catcher must be positioned as if they are receiving a pitch from the mound. Note: If a batter is hit by a youth-pitch, the batter will be awarded first base regardless of the count that inning. If the batter is hit by a coach pitch, the batter will not be awarded first base. The catcher shall wear all regulation protective gear including a catcher's glove and be positioned properly behind the plate in the catcher's box.
 - i. **Managers. Let's discuss this in advance of September 18. I'd like to know after the first few games if this should be continued? Or eliminated and we allow walks when we move to the 4 inning games?**
 - ii. **NOTE: The goal is to play as close to "real baseball" as possible. And the goal is to get batters swinging at pitches and pitchers throwing strikes. That said, we do want to be mindful of the game pace.**
19. In addition to the pitch count limitations imposed by Little League, players in the Fall A Division are limited to: (i) two (2) innings pitched per game; or (ii) thirty-five (35) pitches per game, whichever comes first. Delivery of a single pitch constitutes having pitched in an inning. Any pitcher that is removed from the mound and replaced by another pitcher is not eligible to return to the mound during the same game. The required rest period for Fall A Division pitchers will be governed by the Little League pitch count rules discussed above.
20. During coach pitch innings, runners are not permitted to steal.
21. During kid pitch innings, no offensive team will be allowed to steal second base. A steal is any base advance that did not begin with a batted ball and includes wild pitches, passed balls and straight steals.
22. FOR THE REMAINDER OF THE SEASON (AFTER THE THIRD GAME PLAYED):
23. The two (2) coach-pitch innings will be eliminated and will NOT be replaced with two (more) player pitch innings. The remaining games will be played as four (4) inning games.

ULLL 2023 Fall Ball - A Division
LOCAL PLAYING RULES - Additional Rules for the A Divisions Only

24. In addition to the pitch count limitations imposed by Little League, players in the Fall A Division are limited to: (i) two (2) innings pitched per game; or (ii) thirty-five (35) pitches per game, whichever comes first. Delivery of a single pitch constitutes having pitched in an inning. Any pitcher that is removed from the mound and replaced by another pitcher is not eligible to return to the mound during the same game. The required rest period for Fall A Division pitchers will be governed by the Little League pitch count rules discussed above.

25. No offensive team will be allowed to steal second base. A steal is any base advance that did not begin with a batted ball and includes wild pitches, passed balls and straight steals.

ULLL 2023 Fall Ball - A Division
LOCAL PLAYING RULES - Additional Rules for the A Divisions Only