



SPRINGFIELD-SOUTH COUNTY FALL BASEBALL LEAGUE (SFBL)

Rules and Regulations



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I. Purpose

Springfield-South County Fall Baseball League (“League”) is a Little League Incorporated, District 9 interleague playing arrangement of Central Springfield Little League (CSLL), West Springfield Little League (WSLL), and South County Little League (SCLL) (“Participating Leagues”). Its purpose is to provide a fall baseball season that emphasizes training and development for children registered with one of the Leagues in an environment of friendly competition.

II. League Structure

A. Board of Directors

1. The league will be overseen by a board of directors, which will consist of the Presidents of each league or their designees.

B. Divisions/Teams

1. At the beginning of each season, SFBL will determine which divisions of play will be offered. Potential divisions are 1A (machine pitch), AA (kid pitch), AAA (intermediate kid pitch), and Majors (most skilled kid-pitch);
2. Depending upon registration, volunteers, and facilities, each Participating League will determine whether and how many teams to enter at each division; and
3. Teams are registered, selected, and managed by their Participating League.

C. Commissioners

1. Each league will appoint a Fall Ball Commissioner, who will be responsible for the day to day running of SFBL;
2. Commissioners may agree among themselves to allocate primary responsibility for management of the divisions of play; and
3. A Commissioner is responsible for:
 - a. the day-to-day operation of his or her division (including any necessary league-associated training and information distribution, managing makeups, disciplinary problems, and questions regarding division-specific issues);
 - b. monitoring division-level issues and resolving issues that cannot be resolved between participants;
 - c. recommending rules or rule changes, and keeping the board advised of league developments and matters of league-wide importance;

- d. coordinating with his or her counterparts in the other Participating Leagues;
- e. participating Leagues may appoint League Directors for individual playing levels who will assist their commissioners by carrying out the functions of the Commissioner within the director's level; and
- f. reporting games for their teams that need to be rescheduled to the League Game Re-scheduler.

D. Managers/Coaches and other Volunteers

- 1. Managers and Coaches and other needed volunteers will be assigned by their Participating League;
- 2. The Participating League is responsible for ensuring that the managers, coaches and other volunteers have met the volunteer requirements of Little League Baseball; and
- 3. Each league will furnish the scheduler with manager contact information (phone, email) in a format provided by the league scheduler.

E. Umpires

- 1. Each Participating League will appoint a league Umpire in Charge (UIC);
- 2. The Participating League UICs will:
 - a. assist their league's teams in the scheduling of umpires;
 - b. receive reports of protests, monitor umpiring issues, recommend rules or rule changes, and keep their Presidents advised of league developments and matters of league-wide importance;
 - c. confer regularly to discuss league level issues to ensure consistency of approach and to ensure that umpiring responsibilities are being met.
- 3. The Participating League UICs may agree amongst themselves to appoint a SFBL umpire coordinator and UICs for each level.

III. Game Scheduling

A. Inclement Weather Procedure

- 1. For games for which weather appears to threaten the beginning of a game, inclement weather messages will be posted as follows by 4 pm on week days and as needed on weekends:
 - a. For games scheduled at CSLL Fields, check CSLL.org and their Facebook page.

- b. For games scheduled at Byron Avenue Fields and Burke Center Field (Fenway), please check the WSLI website at www.wslibaseball.net.
 - c. For games scheduled at Lower Potomac Park please check the SCLI website at <https://www.scllva.org/> and Facebook page at <https://www.facebook.com/scllva>
 - d. When the field closure lines have not been updated or are inconclusive for any reason, the manager from the team from the host LEAGUE, after consulting with the visiting team manager, will decide whether to call the game. If a host league team is not involved in the game, the home team manager, after consulting with the visiting team manager, will decide whether to call the game.
2. For any field closure, the home team manager will call the visiting team manager to ensure that both teams are acting on the same information.
 3. For any cancelled game, both managers will notify their League Commissioner and the SFBL Scheduler within 24 hours.
- B. Re-scheduling
1. Games that were cancelled before they began, or were called before they became a regulation game will be rescheduled, subject to the availability of fields, as determined by the SFBL Scheduler.
 2. If a game is called before it has become a regulation game, it shall be resumed exactly where it left off.
 3. The Scheduler will not schedule games before noon on Sundays.

IV. Game Administration

- A. Managers
1. Managers shall do everything possible to make sure their players are present and ready to play by the scheduled game time. For inter-league games, Managers are encouraged to send extra reminders to the players' parents about the expected time of arrival and location (and address) of the interleague games.
 2. Accordingly, at least 24 hours before game time, when teams from different leagues are playing, the host or home team manager is expected to confirm with the visiting team manager the time and place of the scheduled game and resolve any questions about applicable rules.
 3. The league expects this practice will increase league camaraderie and promote the orderly conduct of the games.

B. Umpires

1. The host league is responsible for providing both the plate and field umpires for games played on their fields.
2. If an umpire is not available for a game at any level, a person(s) from the stands should be ready to umpire.
3. Umpires will umpire from behind home plate with suitable protection. If the manager must obtain a volunteer from among team parents or fans, the volunteer will have the option of umpiring from behind the pitcher.

C. Game Preliminaries and Postliminaries

1. Batting cage use: When teams from different leagues are scheduled to play, the team from the host league will have access to the batting cage for 20 minutes starting 1 hour before the scheduled game time, and the team from the visiting league will have access to the batting cage for 20 minutes starting 40 minutes before the scheduled game time. When both or neither team are from the host league, the guest team will have access to the batting cage starting for 20 minutes starting 1 hour before the scheduled game time, and the home team will have access to the batting cage for 20 minutes starting 40 minutes before the scheduled game time.
2. Each team will provide one baseball to the home plate umpire at the beginning of the game. The home team will furnish an additional ball to the starting pitcher.
3. The home team shall occupy the 1st base dugout and the visiting team shall occupy the 3rd base dugout, unless the host league has designated the dugouts otherwise.
4. The host league will be responsible for preparing the field and ensuring bases are present, when one of the teams is from the host league. If a team from the host organization is not involved in the game, or if both teams are from the host league, the home team will assume these responsibilities. (Note: For 1A games, the visiting team is responsible for setting up, taking down and storing the pitching machine.)
5. The host *league* will drag or provide whatever post-game field care is required by the local jurisdiction, to include securing bases and dragging the field, when one of the teams is from the host league. If a team from the host league is not involved in the game, or if both teams are from the host league, the home *team* will assume these responsibilities.
6. Post-game responsibilities include brushing the home plate and pitcher's mound in order to fill in holes, brushing the HP-1B and 3B-HP runners' paths (along the paths, not across), and storing away any tools used before or after the game.

7. Each team is responsible for cleaning out their dugout and for emptying any trash cans located on its side of the field.

D. Player Participation - **ALL LEVELS**

1. Each team must field at least 8 players to start a game (T-ball minimum is 5 players.) If a team has fewer than 8 players, it may borrow one or more players in order to field 9 defensive players, but can play with 8 players. The borrowed player(s) must be from the same playing division (i.e., no call ups from lower playing levels), bat at the bottom of the order, and is/are not allowed to pitch.
2. A player will not sit two consecutive innings on the bench, and no players shall sit a second inning on the bench until all players have sat one inning - with the exception of the starting pitcher and any substitute pitcher who enters in the first inning, who are exempt from this rule, until the defensive inning following the one in which he or she was removed as a pitcher.
3. A team may not increase the number of players on their team to exceed 10 players when borrowing players.
4. Game Lineups
 - a. The batting order shall consist of all players present at the beginning of the game (i.e., the beginning of the plate conference).
 - b. Late arrivals shall be added to the bottom of the order. Missed batting opportunities shall not be made up.
 - c. The initial batting order for each game shall not be changed at any time during the game, even when players are substituted defensively or are shifted from position to position.

E. Pitching Limits

1. At Majors and below, pitchers will pitch a maximum of nine outs per game or until they reach their age determined pitch limits as defined by Little League baseball (see section [V.I.1.i](#) below), whichever comes first.

F. Time and Inning Limits

1. For Majors, AAA and AA, no inning will start after 1 hour and 45 minutes from the scheduled game time, unless the start of the game was delayed by a previous game, or by weather, in which case the official start of the game is the moment the umpire signals “play ball” to allow the first pitch of the game.

2. If the time limit has not been reached, for Majors and below, a regulation game is 3 innings, 2.5, with the home team ahead.

G. Protests

1. If either team protests an umpire's ruling on a matter involving the interpretation of a rule (no protests are allowed concerning umpire judgment), the protest will be referred to the plate umpire, who will discuss the matter with any other game umpire, and rule on the protest.
2. The ruling of the home plate umpire is final and the game will recommence immediately thereafter. However, for training and league development purposes, the home plate umpire will report any protests resolved against a protestor (both teams may protest) to the plate umpire's Participating League's UIC, who will advise his counterparts in the other leagues and his league's President, who will advise his counterparts in the other leagues.

H. Records/Standings

1. SFBL will not maintain won-loss records or official standings.

V. Game Rules

A. Playing Rules

1. **THROWING THE BAT:** When a batter throws a bat during a swing, said batter shall be officially warned by the plate umpire not to throw his/her bat again. The plate umpire will inform the player's manager and the official scorekeeper of such warning. After a subsequent bat-throwing incident by the same player, the offending player shall be removed from the batting order, but may play in the field and may serve as a special pinch runner. The player will not be assessed with an Out, unless the result of his/her swing or thrown bat is an Out (strike-out, fly out, interference, etc.). If the removed player is still up to bat, the next batter in the batting order will come to the plate and assume the removed player's count. Removal allows the player to play in the next scheduled game without the penalties associated with ejection.
2. Unless specified in these rules, SFBL will adhere to the Playing Rules of Little League Baseball (Green Book). For managers' convenience, the following general rules of recurring interest are noted:
 - a. No on-deck batter will be allowed at Majors and below except for the first batter of the inning.
 - b. Batting donuts are not permitted.
 - c. Batboys/batgirls are not permitted.

- d. A runner is out on a headfirst slide at Majors and below, except when returning to a base. *The ball is live.*
- e. For Majors and below, pitchers once removed from the mound may not return as pitchers.
- f. For Majors and below, there are no balks. Rule 8.05 penalizes balk-like moves as an illegal pitch (the award of a ball), subject to exceptions. See level-specific playing rules for application of the illegal pitch rule.
- g. For the Majors, a pitcher must be removed on the second visit of an inning or third of a game to him or her. See Rule 8.06 for limitations on visiting during the same batter.
- h. Any player who has played the position of catcher in 4 or more innings in a game, is not eligible to pitch on that calendar day. Any pitcher who throws 41 or more pitches in a game may not play the position of catcher for the remainder of the day.
- i. The numbers of pitches thrown affects when a player must leave the game, how much rest must be had before the next pitching appearance, and whether days of rest must be observed. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group, as defined in [Section V.E.](#) above and as noted below, but the pitcher may remain in the game at another position.

League Age:	Number of Pitches per day:
13 – 16	95
11 – 12	85
9 – 10	75
7 – 8	50

Number of Pitches	Days of Rest**
1 – 20	0
21 - 35	1
36 – 50	2
51 – 65	3
66 and above	4

*** Hours of the day are not considered. Thus, if a pitcher pitches on Wednesday and requires two days rest, s/he may not pitch again until Saturday.*

B. Speed-Up Rules

- 1. Managers or coaches **may** warm up a pitcher at home plate or the bullpen. **Any** player warming up a pitcher at home plate shall wear a mask, regardless of whether they assume a crouched position.

2. If the catcher is on base and there are two outs, or if the catcher's team has scored one short of the maximum number of runs for that inning (e.g., three runs, if the maximum is four), the player who made the last out may be substituted as a runner for the catcher.

C. Fake Bunt/Swing Rule

1. At all levels of play, a batter is out for illegal action when he/she holds the bat over the plate as if to bunt and then swings. If the batter does not bunt, a strike or ball (or hit batter) will be declared regardless of whether the batter pulls the bat back.

D. Special Majors Level Playing Rules

1. Teams are limited to 4 runs per inning including the inning *declared* the final inning by the umpire. If a homerun is hit and the total runs batted in exceed the limit of 4 runs, only 4 runs will be counted.
2. If a team cannot catch up in the final inning, the game *MAY* continue for training purposes if both managers agree to continue play *and the time limit has not been reached*. However, the maximum run rule still applies and the umpires are not expected to remain.
3. When pitchers violate the Illegal Pitch Rule, the umpire will explain the violation, but assess no penalty.
4. The dropped 3rd strike and Infield Fly Rule will both apply.
5. The fourth and final run of an inning cannot be scored by stealing home plate. If the runner attempts to steal home when his team has already scored 3 runs in the inning in violation of this rule, the runner is liable to be put out.

E. Special AAA Level Playing Rules

1. Teams are limited to 4 runs per inning, including the inning *declared* the final inning by the umpire. If a homerun is hit and the total runs batted in exceed the limit of 4 runs, only 4 runs will be counted.
2. If a team cannot catch up in the final inning, the game *MAY* continue for training purposes if both managers agree to continue play *and the time limit has not been reached*. However, the maximum run rule still applies and the umpires are not expected to remain.
3. When pitchers violate the Illegal Pitch Rule, the umpire will explain the violation, but assess no penalty.
4. The dropped 3rd strike rule will not apply.
5. The Infield Fly Rule will apply.

6. The fourth and final run of an inning cannot be scored by stealing home plate. If the runner attempts to steal home when his team has already scored 3 runs in the inning in violation of this rule, the runner is liable to be put out.

F. Special AA Level Playing Rules

1. Teams are limited to 4 runs per inning including the final inning. No inning will start after 1 hour and 45 minutes.
1. If a team cannot catch up in the final inning, the game MAY continue for training purposes if both managers agree to continue play *and the time limit has not been reached*. However, the maximum rule still applies and the umpires are not expected to remain.
2. The dropped 3rd Strike and Infield Fly Rule will not apply.
3. Base Stealing
 - a. Runners may only advance one base on a passed ball or wild pitch per batter
 - b. Delayed stealing (stealing a base on the throw back to the pitcher) is not permitted.
 - c. When a batter is awarded first base (for a walk, hit by pitch, or other award), the batter/runner may not advance beyond first base (e.g., may not steal second base before the next pitch is thrown).
 - d. No stealing home. A runner on 3B (R3) at the time of the pitch may not advance to home, EXCEPT on a batted ball or when forced home due to a hit-by-pitcher, or other award (e.g., catcher's interference). Note that this rule only applies to a runner on third base at the time of the pitch and not to runners on 1B (R1) or 2B (R2) at the time of the pitch.
 - i. **Exception.** If R3 attempts to advance (steal home) in violation of this rule, R3 is liable to be put out. Thus, if R3 is put out, R3 is out; otherwise R3 must return to 3B. No other runners may advance on the play on R3.
 - e. A baserunner may steal only one base per at-bat. If the runner attempts to take an extra base in violation of that rule, the runner is liable to be put out. Thus, if the runner is put out, the out stands. Otherwise, the runner will be returned to the rightful base.
 - f. A base runner may advance one base on a defensive miss play (e.g., error, wild throw, etc.) per batted ball.
 - g. A baserunner may attempt to steal on any pitch (i.e., caught pitch, wild pitch, passed ball, or dropped pitch) if the baserunner has not stolen a base during the current at-bat (rule c above) and the potential stolen base is not home plate (rule b above).

4. Illegal Pitches. When pitchers violate the Illegal Pitch Rule, the umpire will signal a dead ball and explain the violation, but assess no further penalty.
 5. No Walk Rule.
 - a. If a batter receives 4 balls, instead of taking a base on balls, the manager or coach will place a Tee at the plate and place a ball on the Tee for the batter.
 - b. The batter will be entitled to as many swings from the Tee as needed to put the ball in-play. During the Tee portion of the at bat, the pitcher may stand on the pitcher's plate or up to approximately three feet behind it. The managers and the umpire shall ensure the catcher is in the catcher's position prior to the batter hitting from the Tee. Half-swings and/or bunts are not permitted.
 - c. If a Ball Four is thrown, the ball will remain live until all play resulting from that pitch has concluded, at which point the umpire shall declare "time." During the ensuing hitting from the Tee, the ball will remain dead, until the batter hits the ball fair, or is retired and the umpire calls "play."
 - d. Once the batter puts the ball in play, the manager or coach will remove the Tee. In doing so, the manager or coach must avoid any interference with the catcher attempting to make a play on the ball.
 - e. After an at bat using the Tee is completed, the umpire/coach will place the Tee next to the fence. If during an ensuing play the ball hits the Tee it will remain a "live ball."
 6. To encourage managers to focus on player development, two coaches are allowed on the field with the defensive team and one additional bench coach is permitted in the dugout.
- G. Special 1A Level Playing Rules.
1. Teams are limited to 4 runs per inning including the final inning. No inning will start after 1 hour and 30 minutes.
 2. To encourage managers to focus on player development, two coaches are allowed on the field with the defensive team and one additional bench coach is permitted in the dugout. Up to 10 players shall play on defense, including 4 outfielders (if available).
 3. An outfielder may not enter the infield to make a play. For example: with a runner on first, if the ball is hit to the CF, the CF may not step onto the infield dirt to glove the ball or tag the runner in the infield. The CF may throw the ball to an infielder. This is to discourage outfielders from encroaching on infielders' plays.

4. A player may not play more than two innings at pitcher and first base combined in one game.
 5. The dropped 3rd Strike and Infield Fly Rule will not apply.
 6. Pitching and Batting. The host **LEAGUE**, not home team, may elect whether to use coach pitch or a machine, if one is available. However, the decision to use one or the other will apply to both teams for the duration of the game (no changing back and forth), unless the machine becomes inoperable. If a team from the home league is not involved in the game, the home team will select, subject to equipment availability. The league recommends the pitching machine be set at about 36 miles per hour.
 - a. In each at bat against a machine, a batter will be up to bat for three strikes (called or missed swings). Balls will not be counted and walks will not be awarded. Also, no batter may be awarded first base by being hit by a pitched ball from the machine.
 - b. When a machine is used, the ball will be placed in the machine by an adult coach of the offensive team.
 - c. If a batted ball hits the pitching machine or ball feeder, the ball is dead and all runners, including the batter-runner, advance one base from where they were at the time of the pitch.
 - d. The player at the pitcher's position must stand off the mound and behind a line running through the pitching machine (or coach pitcher) and perpendicular to the flight of the pitched ball. The pitcher is not required to wear a helmet, but may elect to do so.
 - e. A batter may not bunt.
 7. Base Stealing.
 - a. A runner may only steal third base. On an unsuccessful attempted put out of a runner stealing third, the ball shall be dead and the runner shall not be entitled to advance. If a runner attempts to steal second base or home in violation of this rule, the runner is liable to be put out.
- H. Special T-Ball Rules.
1. A regulation game will be 3 innings, and no inning will start after 1 hour and 20 minutes.
 2. An inning is complete when all players present have batted.
 3. Up to 10 players shall play on defense, including 4 outfielders, if available.
 4. To encourage managers to focus on player development, two coaches are allowed on the field with the defensive team and one additional bench coach is permitted in the dugout.

5. An outfielder may not enter the infield to make a play. For example: with a runner on first, if the ball is hit to the CF, the CF may not step onto the infield dirt to glove the ball or tag the runner in the infield. The CF may throw the ball to an infielder. This is to discourage outfielders from encroaching on infielders' plays.
6. A player may not play more than two innings at pitcher and first base combined in one game.

VI. Disciplining Players, Coaches and Fans

- A. Umpires should consider a warning for any offense not involving physical violence, foul language, or insults directed at the umpire or other game participants or fans.
- B. Umpires may restrict coaches, managers and players to their benches in lieu of an ejection.
- C. Within 24 hours of ejecting anyone from the game, the plate umpire will report the ejection, including its circumstances and witnesses, to the President and UIC of the ejected person's Participating League, who will advise his counterparts in the other leagues.
- D. Upon receiving such a report, by a majority vote of its member, the BOD may impose other penalties to include reprimands, game suspensions or season suspensions.
- E. Before imposing any penalty, the BOD must inform the accused person of the charge involved and afford him or her the opportunity to rebut that charge or offer evidence in mitigation.
- F. Little League rule 4.07c, which requires a next-game suspension for an ejection applies.

VII. Contact List

League	Name	Email Address
Central Springfield	Carolynn Moore	carolynn.moore@gmail.com
West Springfield	Marco Flores	marco.floresr@wsllbaseball.net
South County	Kyle King	sckyleking@gmail.com

VIII. Field Directions

Directions/maps to WSLL fields are on the WSLL Web site (<http://www.wsllbaseball.net/Site/About-Us/Field-Locations>)

WSLL Fields - Byron Avenue Park is located at 6500 Byron Avenue, Springfield, VA 22150. The fields at this park are named Wrigley, Yankee, Ebbets, Forbes and Phillips. Fenway is located at the Burke School, 9645 Burke Lake Road (corner of Lee Chapel Road and Burke Lake Road).

CSLL Fields - Games played at Central Springfield are at Trailside Park (specific fields are referred to as CSLL 1, CSLL 2, etc.), north of Springfield Mall. From the mall, go North on FRONTIER DR.[Springfield Mall will be on

your left]. Continue through the series of traffic lights, crossing Franconia Road. Turn LEFT onto BOWIE DR. Turn RIGHT onto TRAILSIDE DR. See csll.org for map.

SCLL Fields – Lower Potomac Fields are located at 9519 Richmond Hwy, Lorton, VA 22079.