

2022 Fall Ball Rules

The TLL Ground Rules should be used for all fall season games. The ground rules can be found on the TLL Website under documents.. There are a few exceptions below for the Fall Ball Season.

1. Field Set-up and breakdown is required participation by both teams:
2. Home team prepares the field prior to the start of each game (ie: chalk lines, get bases out of shed, etc.) and provides 2 game balls to the umpire,
3. Visitor team preps the field for the next game (ie: rakes the pitching mound/home plate/draws the field) if it's the last game of the day, place the bases in the shed. The more helping hands the faster it gets done.
4. Last game of the day clean-up is mandatory. Each team on the final game of the day is required to clean up their side of the field and stands.
5. Each team must clean out their dugout, trash cans and stands and take trash to the dumpster.
6. There will be 1 Manager on Duty Supervisor assigned each afternoon & evening who is responsible for the training facility, closing up the TLL facilities and all regular MOD duties.
- 7 .Failure to participate in final clean up will result in discipline from TLL Board of Directors.
- 8 .Managers are responsible for behavior of players AND fans and also the cleaning of dugouts AND stands. No Sunflower seeds in the dugout or on the field.
9. There is a hard stop for game times for all games:
 - a. Major/Minor/Training - 1:45 no new inning, 2 Hour Drop Dead
 - b. Farm - 90 minutes
 - c. T-ball - 60 minutes
10. In the event of darkness the umpire has the right to call the game for player safety.
11. All divisions bat the whole line up.
12. 5/8 run mercy rule each inning (except T-ball) when the 5th run scores finish the play and then change sides.

13. 2 innings MAX pitching rule in effect per game in the upper divisions. A player can not pitch more than 50 pitches per game. Once a pitcher is pulled he cannot re-enter as a pitcher in the same game (if a doubleheader is scheduled a player can pitch 2 innings per game). 50/70 and/or Juniors division must adhere to the Little League pitch count rules, 0-20 pitches=0 rest day, 21-35= 1 rest day, 36-50= 2 rest days .

14. Catchers cannot pitch if they catch more than 3 innings per game. (major/minor/training). Pitchers can not catch if they've thrown 41 or more pitches.

15. No player will sit 2 innings consecutively. (Farm/Training/Minor/Major)

16. T-Ball - all players are on the field (no catcher)

17. Farm Division- Outfielders to be at least 15 ft in OF and must throw the ball in to make a play at a base.

17. Drop third strike rule is ONLY in effect in the Major division.

18. No head first slides into base.(only allowed when runner is on base going back to his unoccupied base to avoid being thrown out). Runner will be called out.

19. No pinch runners (except when runner is assigned as a catcher or pitcher in the next inning and the team at bat has 2 outs. The last out is the runner for catcher or pitcher). A courtesy runner will be allowed for the catcher, regardless of the number of outs. This rule is to help expedite the start of the next half inning and warm up the pitcher.

20. Standard Little League approved bats only (using new bat rules as set forth by Little League International).

- a. Both 2 1/4 and 2 5/8 barrels are approved for fall league & must have the USA Baseball stamp or sticker.

21. Stealing is allowed in Training, Minors and Majors

- a. Lead offs are ONLY allowed in the 50/70 division.
- b. 50/70 only - 1 warning will be granted for balks per pitcher each game.
No balks in all other divisions.

22. Stealing in the Training division is limited to 2nd base for first half of season, 3rd base opens up for the 2nd half of the season. Home is always closed.

23. Bunting is allowed in Minors and Majors. Bunting for Training can start in 2nd half of season.

24. No on deck batters at all times. All players must stay in the dugout. Except for the 1st batter at the start of the inning.
25. No weighted bats, doughnut weights and hitting sticks allowed.
26. No metal cleats allowed.
27. No makeup games for rain outs or forfeits.
28. To avoid forfeits, recruit players from other teams in the same division as outfielders. They must bat last in the lineup & play in the outfield.
29. If you plan to forfeit the game due to a lack of 8 players, email the Chief Umpire at umpire@thetl.com at least 4 hours prior to the start, so the umpire can be canceled.
30. No protests, the umpire's call stands on field and will not be over turned.
31. Code of conduct is in effect while on TLL property. (Discipline will be resolved by the TLL Board Members).

These rules are to keep the game moving forward, we need to remember this is a training and development league to strengthen the players for the upcoming spring season.

Thank you,

TLL Board of Directors