

# Speedball Fall Baseball League Rules

- 1. Team Composition:** Teams will consist of 5-6 players, with everyone included in the batting lineup.
- 2. Fielding Positions:** The fielding positions are 1st base, 2nd base, 3rd base, shortstop, and catcher (no pitcher or outfielders).
- 3. Pitching:** A standard pitch count will be used.
  - For 10u and 12u: If the pitching machine is off, the umpire is expected to adjust it properly.
  - For 8u: Coaches should try their best to throw strikes and call balls/strikes fairly.
- 4. L Screen:** An L screen will be placed in front of the pitching machine for the umpire's protection.
- 5. Umpire's Glove:** The umpire will wear a glove to expedite returning the ball to the mound. There are no umpires in 8u.
- 6. Outfield Zones:** The outfield will be divided into Hit Zones and Out Zones, which will be marked on the grass.
  - For 8u: The outfield will all be a Hit Zone for singles.
  - For 10u and 12u: There are three U-shaped Out Zones where outfielders would typically be positioned.
  - Any ball hit in the air into an Out Zone is an automatic out.
  - The remaining outfield area will be Hit Zones:
    - The deep Hit Zone beyond the Out Zones is for doubles.
    - A ball hit anywhere else will be considered a single.
  - Any ball that lands on the line goes to the hitter's advantage, I.E. a hit on a line between a single and a double is a double, or a hit on a line between an Out Zone and a Hit Zone is a hit.

## 7. **L Screen Rules:**

- A ball hitting the ground before the L screen is an out.
- A line drive hitting the L screen in the air is a single.
- A pop-up hitting the L screen above its height is an out.

8. **Fielder's Error:** If a fielder's error results in the ball reaching the outfield where a player would normally make a play, it is a dead ball, and runners may advance to the base they are heading to.

9. **No Bunting:** Bunting is not allowed.

10. **No Stealing or Leading Off:** Stealing bases or leading off is prohibited.

## 11. **Passed Ball Rule:**

- For 8u: Runners may not advance on a passed ball.
- For 10u and 12u: Runners may advance as soon as the ball hits the catcher's mitt or passes the catcher, but runs cannot be scored on passed balls; runs must be batted in.

## 12. **Dropped 3rd Strike Rule:**

- Applies to 10u and 12u if 1st base is unoccupied and there are fewer than 2 outs.
- Does not apply to 8u.

13. **Game Duration:** Games last 45 minutes, with both teams having an equal number of at-bats.

14. **Run Limit:** There is a 4-run limit per half-inning.

15. **Season:** A minimum of 6 games is guaranteed for the season.

16. **Note for 8u:** The catcher will only wear a mask and will primarily be positioned to make plays at home and in the infield.

