BSB FALL BALL RULES

REVISED 07/2026

GENERAL INFORMATION

The following rules supplemented by the Blue Springs Baseball rulebook, shall govern the play and conduct of the teams and team officials in all division games played under the supervision of Blue Springs Baseball. These rules have been drawn up in accordance with the purpose and ideals of Blue Springs Baseball as set forth in Articles of Incorporation and By-Laws and shall have as their basis, the development and teaching of good sportsmanship and play. It will be borne in mind that the Blue Springs Fall Baseball Program has been instituted for the development of all players participating. This "development" ideal has been used in making these rules. Blue Springs Baseball recognizes that there may be so called "loopholes". When such loopholes are causing any individual player or team to lose a protest or defense, on merely a minor technical point, which is contrary to tradition, fair play or good sportsmanship, the spirit of development will be considered. The use of Blue Springs Baseball rulebook is also to be used as a supplement. The rules contained herein shall be in effect until such time as they have been revised and adopted by the Blue Springs Baseball Board of Directors.

SECTION I - Blue Springs Baseball

A. Blue Springs Baseball shall hereafter be referred to as BSB.

B. A second season referred to hereafter as Fall Ball is played only with the approval of BSB Board of Directors and without objections of American Legion Stanley Pack Post 499.

C. Fall Ball shall be governed by rules approved by the BSB Board of Directors.

D. The Fall Ball Coordinator shall be elected at the General Meeting for Elections in the Spring.

E. The Fall Ball Coordinator, along with 2 other Board of Directors make up the Fall Ball Committee.

SECTION II - Sportsmanship

A. No umpire, manager, coach, player, parent, or fan shall engage in physical contact, make threatening remarks, or display abusive behavior toward any umpire, manager, coach, player, parent, or fan before, during, or after a game. Violations will result in immediate ejection from the game, field, or complex, and a minimum suspension of one or more games, as determined by the Fall Ball Committee.

B. The manager is responsible for the conduct of their coaches, players, parents, and fans. Failure to maintain appropriate control will result in the manager's ejection and a minimum suspension of one game, or additional discipline as determined by the Fall Ball Committee.

SECTION III - Players

A. All players must meet the age requirements of their respective division. (Exception: See B. below)

B. Players may play up during Fall Ball; however, players may not play down. (Exception: If numbers dictate, players may play "even" to fill rosters - not to exceed 30% of the teams age division - "even" meaning play in the division they just completed in Spring League.)

C. Players' birth certificates are not to be turned into BSB but must be made available on demand by the Fall Ball Coordinator.

D. All participating players must be on the roster by the final date of registration.

E. Players are recruited by team managers.

F. A list of players looking for teams may be maintained by the Fall Ball Coordinator. These individual players should submit a Player Registration, requesting to be placed on the waitlist.

G. Single players will be assigned on a first-come, first-served basis to teams that request players in order to complete their rosters.

H. All players become free agents after the Fall Ball season is completed.

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SECTION IV - Teams

A. Team managers are responsible for recruiting their own team.

B. Team rosters may include as few as 7 players or as many players as the manager deems appropriate. BSB recommends no more than 15 players.

C. The manager is responsible for verifying the eligibility of each player on their team and provides such information upon request.

D. Failure to follow the age requirements will result in forfeiture of games played and up to possible expulsion from the Fall program.

E. Falsification of records will result in forfeiture of games played and up to possible expulsion from the Fall program.

F. Practice times shall be assigned at the first Fall Meeting. Teams must have paid at least the Fall Deposit to be assigned a practice time. Teams will pick one Monday through Wednesday week night practice, or one Sunday practice. Teams will pick by order of Seniority; number of years as a BSB Spring/Summer Team; number of years as a returning BSB Fall Team; and finally, new teams to the Fall League.

SECTION V - Managers and Coaches

A. Managers and coaches must be approved by the Fall Ball Committee and meet eligibility requirements.

B. Managers or coaches, who have not filled out a Fall Ball registration and Code of Conduct form, may not participate on any field sanctioned by BSB.

C. The use of tobacco, alcohol, vapes, illegal drugs, or marijuana in any form by managers, coaches, or adult leaders is strictly prohibited on any field sanctioned by Blue Springs Baseball (BSB). Furthermore, adults must refrain from using profane or abusive language at all times. Violating either of these rules will result in immediate ejection from the field and may lead to permanent expulsion from the Fall program.

D. Managers and Coaches shall insist that every member of their teams acts to uphold all the rules of conduct explained in the BSB rulebook.

SECTION VI - Divisions

Divisions are determined by the Fall Ball Committee. Every year the divisions may differ based on the teams that register. The basic division breakdown is as follows:

A. 8U Machine Pitch - includes teams that would play in the 7 and 8-year-old divisions in the following Spring.

B. 10U - includes teams that would play in the 9 and 10-year-old divisions in the following Spring.

C. 12U - includes teams that would play in the 11 and 12-year-old divisions in the following Spring.

D. 14U - includes teams that would play in the 13 and 14-year-old divisions in the following Spring.

E. High School Division - includes teams that would play in the 15 through 18-year-old divisions in the following Spring.

SECTION VII - Player Uniforms and Equipment

A. At a minimum, player uniforms must consist of shirts/jerseys featuring legible numbers.

B. All male players must wear a protective cup.

C. When batting, on base or in the warmup circle, players must wear protective head gear that covers both ears.

D. Players may wear athletic shoes with ribbed or cleated soles.

E. Metal cleats are not allowed to be worn, except for teams in the 13U through 18U divisions.

F. NO METAL CLEATS IN THE BATTING TUNNELS.

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SECTION VIII - Games

A. All Divisions will play a ten-game schedule, 5 double header games.

B. The Fall Ball Committee schedules all games.

C. All schedule requests will be attempted to the best of the ability of the Fall Ball Committee.

D. Rescheduling rain out games will come from the Fall Ball Coordinator and/or Scheduler.

E. Rescheduled games will be scheduled during normal weekend times first, then to weeknights, and then finally Sundays if needed.

F. Games may begin with each team having only 7 players.

G. Teams are not to be penalized for having less than nine players participating in the game.

H. Late arriving players may be added as they arrive, to the bottom of the batting list.

I. Late arriving players must check in with the umpires and opposing team scorekeeper.

J. Players may leave a game without penalty to the team, except if it takes the team's roster below 7 players.

K. Official Scorekeeper - It is the responsibility of the home team to supply the official scorebook for the game. The scorekeeper shall track at bats, hits, runs, extra base hits, strikeouts, walks, and innings.

L. All protests must be made to the Fall Ball Coordinator as soon as possible. If the Fall Ball Coordinator is not immediately available, the game must continue. No protest will be considered after a 24-hour period has lapsed. The protest will be decided on by the Fall Ball Committee and their decision will be final.

SECTION IX - Game Duration

A. 8U games shall be six (6) innings or 1 hour 20 minutes.

B. 10U thru 14U games shall be six (6) innings or 1 hour 30 minutes.

C. 18U games shall be seven (7) innings or 1 hour 45 minutes.

D. Game ending scenarios (All players in the line up must have had at least one at bat):

1. Once time has expired, if in the top of an inning and the visitors are behind by 6 or more runs, the game ends.
2. Once time has expired, if in the top of an inning and the visitors are or become ahead by 6 or more runs, the game ends.
3. Once time has expired, if in the bottom of an inning and the home team is one or more runs ahead, the game ends.
4. Once time has expired, if in the bottom of an inning and the home team scores the winning run, the game ends.
5. Once time has expired, if in the bottom of an inning and the home team ties the score, but also makes 3 outs, the game ends.

E. Games may end in a tie.

F. No "Mercy Rules" in Fall Ball.

G. If a game is called for a weather-related reason, it shall be considered an official game if 4 innings have been completed or if after 3 ½ innings the home team is ahead.

H. If a game is suspended for a weather-related reason, when suspended play does resume, the game shall start exactly where play was suspended as far as time, outs, scores, runners, etc. However, players may be added or subtracted due to the roster flexibility of Fall Ball.

I. During regular Fall Ball games, 5 runs equal 3 outs.

J. The Fall Ball Coordinator may shorten the game times for special situations, i.e. makeup games, weeknight games etc.

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SECTION X - Pitching Rules

A. 8U batters shall bat until he/she has three (3) strikes or he/she hits the ball. Seven (7) pitches maximum.

B. 10U Pitchers will be held to a 60-pitch maximum or 3 innings pitched per game, per weekend. A pitcher may pitch in the second game, only if they have pitched less than 40 pitches and not more than 3 innings in the first game and then only up to the 60 pitches and a grand total of 3 innings between both games.

C. 12U Pitchers will be held to an 80-pitch maximum or 4 innings pitched per game, per weekend. A pitcher may pitch in the second game, only if they have pitched less than 40 pitches and not more than 4 innings in the first game and then only up to the 80 pitches and a grand total of 4 innings between both games.

D. 14U Pitchers will be held to a 100-pitch maximum or 7 innings pitched per game, per weekend. A pitcher may pitch in the second game, only if they have pitched less than 40 pitches and not more than 6 innings in the first game and then only up to the 100 pitches and a grand total of 7 innings between both games.

SECTION XI - Additional Rules for 8U Division

A. Each team may play 10 players during defense.

B. There shall be 4 outfielders. An outfielder may not assume an infield position.

C. Each team's batting order shall consist of every player on the roster. Late arrivals shall be inserted at last batter.

D. One coach is allowed to be on the field to instruct during defensive play. The coach must remain in the grass of the outfield.

E. Each team at bat will provide a coach to insert the ball into the pitching machine.

F. There is no infield fly rule, bunting, base stealing, or leading off allowed.

G. Batters may not advance to first base on a drop third strike.

H. All base runners may attempt one base on an overthrow, whether the ball is thrown from the infield or outfield. If a play is attempted on an advancing runner and this play results in another overthrow, runners may not advance again. Runners are limited to attempting one base on the initial overthrow only.

I. Once an infielder has control of the ball in the infield, in fair territory, play is stopped, and runners cannot advance beyond the base they are attempting.

J. The pitcher must be positioned behind the legs of the pitching machine on either side. Once the ball leaves the machine the pitcher may move forward.

K. A hit ball into the machine, into the pitching coach, into the field umpire, or at the umpire's discretion of a dangerous play, the ball is considered a dead ball, and the batter is awarded first base. Base runners may only advance if they are pushed.

SECTION XII - Additional Rules for 10U Division and Higher

A. 10U Managers may take 3 charged visits to the pitcher, per inning. On the third visit, the pitcher must be replaced.

B. 12U Managers may take 2 charged visits to the pitcher, per inning. On the second visit, the pitcher must be replaced.

C. 14U Managers may take 2 charged visits to the pitcher, per inning. On the second visit, the pitcher must be replaced.

D. Courtesy runners may be utilized for the pitcher or catcher at any time during the game. When a team has substitute players available, the courtesy runner must be a player who is not currently in the batting lineup. However, if a team is batting their entire lineup, the courtesy runner must be the player who recorded the last batted out. If that last out was recorded by the pitcher or catcher, the team must use the player who recorded the previous batted out instead

E. A manager may designate an "Extra Hitter" if they declare it before the start of the game and have at least 10 players available, or if they are batting their entire lineup. If a player must leave the game for any reason and causes the team to fall below 9 players, the team will not be penalized with an automatic out or forfeiture.