



TPA Fall League Rules

- Each team needs to check in 1 hour before game time and bring the following items:
 - Proof of Team Insurance
 - Copies of birth certificates for each player available upon request.
 - League/ Tournament fee if not already paid
- Divisions are based upon players ages as of year 2023 league age (As of April 30th, 2024)
 - **7U, 8U, 9U & 10U - 6 innings or No new inning after 1 hour & 35 minutes (1hr 55 Drop Dead).**
 - **11U & 12U - 6 innings or No new inning after 1 hour & 40 minutes (1hr 55 Drop Dead).**
 - **13U, 14U - 7 innings or No new inning after 1 hour & 40 minutes (1hr 55 Drop Dead).**
 - **HS - 7 innings or No new inning after 1 hour & 45 minutes (2hr Drop Dead).**
 - **Games can end in a tie.**
- Mercy Rule in all divisions – 15 runs after 4 innings, 12 runs after 5, 8 runs after 6
- Pitching restrictions are as follows:

7U & 8U – 3 innings per game per pitcher, 4 innings per day per pitcher

9U-12U – 4 innings per game per pitcher

13U & 14U/ HS – Manager's discretion

- Once a player is removed from the mound, he may not pitch again in that game. Violations of pitching rules will result in automatic ejection of offending manager and Player.
- In all divisions teams may elect to bat 9 players and/or bat 10 players, with the defensive player being an EH.
 - The EH is considered a defensive player and may switch in and out defensively.
 - Starters may re-enter one time in their original batting spot when batting nine.

Teams may also bat their entire roster.

- Free Substitution applies when the entire roster bats.
- If the team bats its entire roster and has no subs when a starter is injured, then an out is recorded the first time the injured player's spot comes up.

Teams must have 8 players to start the game.

- Courtesy Runners - Teams may run for their pitcher and catcher at **anytime**.
 - The runner has to be someone not currently in the game, unless
 - If batting entire line up, runner must be last out.
 - Second Courtesy Runner – if no add'l out has been recorded, must use batter prior to last out, except in following:
 - If lineup has turned over, and last out (or batter prior to last out) are on base, at bat, on deck, or in the hole, umpire has discretion.
 - A courtesy runner can only run once per inning.
- No metal cleats in 12U and under. **NO METAL CLEATS on PORTABLE MOUNDS.**
- All protest will be ruled upon immediately and all decisions are final.

- All managers are responsible for their fans.
- **12U & under - Fake to 3rd and throw to 1st will be called a balk. 13U & older it is legal.**

BAT RESTRICTIONS - Wood Bats ok for all divisions

8U THROUGH 12U – No size restrictions must have USSSA Stamp, or wood

13U -8, -5, or -3 BBCOR, or wood

14U & older -3 BBCOR, or wood

7U & 8U DIVISION

Length of games: 6 innings, OR, No new after 1 hour and 30 minutes

- Bunting is NOT allowed
- The infield fly rule is NOT in effect.
- Runs restrictions – 5 Runs for first 4 innings & unlimited in 5th and 6th innings.
- Pitching restrictions are 3 innings per game. 1 pitch is considered an inning. Once a pitcher is removed from mound, he may not return to pitch in that game.
- Balk rules do not apply in 7U OR 8U.
- Batters may not advance to first on dropped third strikes.
- No lead-offs. Players cannot leave base until ball is released from pitchers hand.
- Stealing is allowed. Runners may advance once the ball is released from the pitchers hand, at their own risk. If a player leaves early he is OUT, no warning will be given.
- Stealing home IS allowed.
- To intentionally walk a batter, no pitches are thrown. Coach just needs to inform umpire and point to first base.
- Courtesy runners are allowed for pitcher or catcher at any time.
- It is the base runner's responsibility to avoid contact with fielder in possession of the ball.