



BVPB Fall Ball Rules

The purpose of Fall Ball is to provide players an opportunity to develop their skills in a fun and non-competitive environment. All participants will emphasize fair play within an instructional atmosphere.

All managers need to download BVPB league rules at <http://www.bvponybaseball.com/about/rules>.

During Fall Ball the following modifications to BVPB Spring Rules shall be observed:

I. Sign-Ups. BVPB will try to accommodate 'Buddy & Coach Requests.'

II. Game times. Shetland: 1 hour 15 minutes. Pinto and Mustang: 2 hours or 6 innings. Bronco and Pony: 2 hours or 7 innings. The batter in the box shall finish his/hers at bat then the game will be called due to time limit. Last game of the day may go to completion if the game is not on the back end of a double header but be aware that umpires are only asked to stay for 2 hours.

III. No official score will be kept. All divisions will have a 5 run limit per inning to keep the games moving.

IV. No official score will be kept. Both teams will have an equal number of offensive innings if time permits.

V. Innings Pitched Limitations. Maximum 2 innings per game allowed for all divisions. If team is playing a doubleheader; Pinto and Mustang: 2 innings maximum per day. Bronco: 3 innings maximum per day. Pony: 4 innings maximum per day.

VI. No pitch counts will be recorded. All Managers are required to use their best judgment monitoring pitcher's usage during a game. Protecting young arms is more important than finishing an inning or game.

VII. All divisions will have all available players in the batting line up.

VIII. No player shall sit more than one inning per game where possible and never more than one consecutive inning.

IX. Umpires will be provided for all games. If the umpire is late, start the game on time with the manager/coach whose team is on defense making the call. Contact the Head Umpire if the umpire is more than 15 minutes late. The umpires are young and learning. NO ONE shall argue a judgment call (balls, strikes, fair, foul, out, safe). You may ask for time and clarify a rules interpretation only. When the umpire says the conversation is over, it's over.

X. Balks are not mandatory in Fall Ball. This applies to all divisions. A balk warning will be issued in Mustang division. Play will resume with the runner returning to the base originally occupied. In Bronco and Pony divisions, the Managers by mutual consent can choose to have Balks enforced or not.

XI. In Mustang Division, with a runner on third base and upon a base on balls to the batter, the batter is restricted to taking first base. The batter is not permitted to make an attempt at advancing to second base until the pitcher is ready to make the next pitch. Game situations with runners on 1st & 3rd are important development areas for players to experience during Fall Ball.

XII. Uniforms are t-shirts and hats. The league will do its best to accommodate special size requests.

XIII. Team bags. All teams will be issued a team bag that the manager is responsible for. It will be turned in on the day of your last game or at a day determined by the Equipment Director. Be prepared to turn in your bag after your game.

BVPB Fall Ball is meant to be FUN for everyone, including the coaches. Please do not hesitate to contact your BVPB Division Director if you have any questions on rules, practice structure, game schedule, coaching concerns, or need help addressing issues with participants.

Blossom Valley PONY Baseball

BVPB Fall Ball Rules approved December 2011. Replaces Fall Ball 2009 version.