2026 JEFFCO COOPERATIVE FALL BASEBALL LEAGUE RULES

1. ***General Rules:***

- **Home/Away will be determined for each game by a coin flip from the Umpire prior to the game**.
- There are **NO** game protests. All umpire's decisions are final.
- Both teams must hit everyone in their lineup. Players arriving late will be inserted at the bottom of the lineup regardless of whether the team has batted through the order or not.
- Teams must have at least 8 players to start and/or play a game. An out must be taken in the 9th spot each time through the lineup.
- A team that cannot field the minimum of 8 players within 15 minutes of the scheduled game time shall forfeit its game
- Any forfeited game will be scored 10-0
- Courtesy runners will **not** be allowed (except where a player is removed from the game due to injury. Courtesy runner will then be the last recorded out).
- Coach pitch (CP), modified kids pitch (MKP), and 9/10 D3 have modified rules. See specific division rules below.
- If a player must leave the game for any circumstance other than injury which prevents return to the game, an out will be recorded for their subsequent at bats.
- Intentional walks need to be declared to home plate umpire. No pitches need to be thrown
- Playing rules not specifically covered herein, shall be governed by The Official MLB Rules of Baseball.

Age/Division	CP	MKP	9/10 D3	9/10u	11/12u	13u	14u
Mound/Bases	40/60	40/60	43/65	46/65	50/70	54/80	60/90
Leadoff Allowed	No	No	No	Yes	Yes	Yes	Yes
Walks Allowed	No	No	Yes	Yes	Yes	Yes	Yes
Bunting Allowed	No	No	Yes	Yes	Yes	Yes	Yes
Stealing Allowed	No	No	Modified	Yes	Yes	Yes	Yes
Infield Fly Rule	No	No	No	Yes	Yes	Yes	Yes
Dropped 3rd Strike	No	No	No	Yes	Yes	Yes	Yes
Balks / Warnings	No/NA	No / NA	No / NA	Yes / Yes	Yes / No	Yes / No	Yes / No

2. ***Minimum Play Rule:***
    - Rule shall apply to all divisions, levels and age groups
    - The minimum play rule is that a minimum of 3 (three) of the first 6 (six) defensive outs must be played by all players present
    - Minimum play rule does not apply to players who are injured, ill, subject to disciplinary measures concerning the members' attitude and attendance provided that the names of the players are communicated to the opposing team prior to the game. Any games that are called because of inclement weather.

3. ***Game Time:***
    - **Coach Pitch – 5 Innings and a time limit of 1 hour 15 minutes.** No new inning will start after **1 hour, 15 minutes.**
    - **Modified kid pitch (MKP) Division** – **6 Innings and a time limit of 1 hour and 30 minutes**. No new inning will start after **1 hour and 30 minutes.**
    - **9/10 - 14's Divisions** – **6 Innings and a time limit of 1 hour and 45 minutes**. No inning will start after **1 hour and 45 minutes**.
    - Games are considered completed when 3 innings have been completed; or if the home team has scored more runs in 3 innings than the visiting team has scored in 3 1/2 innings; or If the home team scores 1 or more runs in its ½ of the 3rd inning to tie or score the go ahead run.
    - All regular season games can end in a tie. Ties count as Ties.

4. ***Inclement Weather***:
    - Everyone is a part of weather safety. When a thunderstorm seems imminent, lightning is seen or heard, or with the assistance of a weather app indicates lightning within 8-10 miles the field needs to be evacuated and all participants, spectators and officials need to proceed to a lightning safe area (do not stay in the dugouts).
    - In the event of a weather delay the game will be postponed for a time of not less than 15 minutes. If it is determined after 15 minutes the danger still exists, another 15-minute delay will begin and up to a total of 30 minutes of delay. After this time if the danger still exists or the fields are deemed unsafe/unplayable the game will be called off.
    - If games are cancelled prior to game complete rules, game results are to be recorded and will resume, if possible, at a later date.
        - Because of the limitation of teams, fields and time in fall baseball, it may not be possible to make up a game and there is no guarantee on the number of games played due to inclement weather or other factors. In attempt to make up games, there may be a situation where the team will face a different opponent in attempt to make up games. If this is the case, the game will start as a new game.

5. ***Run Mercy Rule: All divisions and ages***

- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

6. Pitching rules:

- MKP Divisions maximum of 5 innings per day.
    - 3 innings maximum per player per game.
    - One pitch equals one inning.
- 9-10 all levels – Maximum of 6 innings per day.
    - 4 innings maximum per player per game
    - One pitch equals one inning.
- 11-12 all levels – Maximum of 7 innings per day.
    - 4 innings maximum per player per game
    - One pitch equals one inning.
- 13 – 14 Divisions maximum of 7 innings per day.
    - 4 innings maximum per player per game
    - One pitch equals one inning.
- Penalty for any pitching infraction shall result in immediate removal of the head coach for the remainder of the days games and may include forfeiture of the game if determined by the board.
- Players may not return to pitch in the same game.
- Upon the 2nd mound trip, the pitcher must be removed.
- Balks
    - MKP Division - **NO** Balks will be called
    - 9/10 D3 Division - **NO** Balks will be called
    - 9/10 East and West Division - **ONE** Balk warning per pitcher per game
    - 11/12, 13's, 14's Divisions - **NO** Balk warning will be issued

7. Bats (There are NO exceptions to this rule!):

- Big Barrel Bats (2 5/8, 2 3/4 or 2 1/4") will be allowed for all age groups, only if ...
    1. 1.15 BPF USSSA Mark is on its taper and is not banned by USSSA (see below) or-
    2. USA Baseball approved bat (see below) or -
    3. A qualified BBCOR Bat (see below)
    4. A wood bat, in good condition without chips, dents and cracks.







- 13D1, 13D2 and 13D3 players must use at a maximum a drop 8 (-8) bat.

- 14D1 and 14D2 players must use at a maximum a drop 5 (-5) and it is recommended to use a drop 3 (-3) as per High School Rules.

- Any player using an illegal bat that steps into the batter box will be issued a warning and must change their bat. Any team with a second violation of using any illegal bat by any player will result in an out and the team's head coach and offending player will be ejected.

- All bats mut be in good condition, free of chips, dents, cracks or any visible damage and void of any modifications.

8. Helmets:

- Batters, runners and catchers must wear protective helmets approved by the National Operating Committee on Standards for Athletic Equipment (NOCSAE). They must be in good condition, with full ear coverage and must be worn at all times when on the field of play by the offensive team.

9. *Contact rule:*

- Whenever a tag play is evident, a runner must slide OR seek to avoid contact with the fielder.
- Note: When enforcing this rule, the umpire must judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner may be declared out or the umpire can let the play stand. If the umpire feels that the contact was intentional and/or malicious, then the runner will be declared out and ejected from the game (all subsequent at bats will be recorded as outs).

10. Artificial Turf Fields:

- **SUNFLOWERS SEEDS ARE PROHIBITED ON ANY ARTIFICAL TURF FIELDS**
- This includes any area around the field, up to and including parking areas, bleachers, dugouts, etc.
- Violation of this policy will result in immediate removal of the offending person and may result in the entire team being removed from the premises resulting in forfeit
- Please respect our fields and the rules. Failure to abide by these rules will result in the loss of field use by your field partners.

11. *Metal spikes are allowed for the 13 and 14's age divisions only:*

- Metal cleats are **NOT** allowed on synthetic/artificial fields or portable mounds at any time regardless of age.

12. Zero tolerance policy for unsportsmanlike conduct from players, coaches, and parents:

- Only the head coach of a team shall approach an umpire to protest a call.
- At the discretion of the umpire, site director, or fall baseball director, any player, coach, or spectator whose conduct is unsportsmanlike or abusive shall at a minimum be given a single warning. If warranted the offending party shall be ejected from the game and/or additional future games.
- If a player or parent is ejected, then the head coach is also ejected for the remainder of the game.
- Any player, coach or parent that is ejected for his/her own actions will be suspended for the next game as well.
- Any player, coach, or parent that is ejected from game shall immediately leave the park and be out of sight and sound and cannot come back to park until the game is over. Refusal will lead to additional game suspensions.
- The 2nd ejection of a coach as a result of his/her own actions will result in suspension for the remainder of the fall season.
- Alcohol Note: For facilities that serve or allow alcohol, no alcohol is permitted in the bleachers or around the perimeter of the field.
    - Any coach caught consuming alcohol will automatically be ejected for the day.

13. Walk up music:

- Walk up and warm up music will be allowed at select parks. Music shall not cause delays to game play or contain explicit lyrics. If in the opinion of the umpire(s) and or site director the music is causing a delay in the game or

contains explicit lyrics the umpire(s) and or site director can stop the use of all music from both teams for the remainder of the game.

- Music is **NOT** permitted at the following park locations. **Columbine Hills (KE1, KE2, KE3, KE4 and KE5); and Marker Park (Mosley, Shaw, Linderer fields) and KCMS north and south fields** due to proximity to residential areas. Violators will be issued a warning by the umpires and or site directors and given the chance to turn off the music, any second violation will result in forfeit of all that days games. Continued violation will result in forfeit of the remainder of the season and playoff participation no refunds issued for games not played.

14. Rosters:

- Regular season only – substitute players are allowed; contact a Fall Baseball Director prior to games; substitute players must register (no fee) at *www.jeffcoleague.org.*
    - A substitute player is **not allowed** to Pitch and must hit last. A substitute player is **not allowed** to participate in the end of year tournament.

15. Playoff Specific Rules:

- The higher seeded team will be home team
- End of season playoff game times are the same as season play.
- The maximum number of innings pitched, per pitcher, per day still applies. However, for the playoffs only, the maximum allowable innings pitched per game will be lifted.
- ONLY players on the official roster are allowed on the field; use of non-roster players will result in automatic disqualification of the infracting team.
    - Substitute players are considered non-roster players.
- End of season playoff, California tie break rules are in effect.
    - California Tiebreaker: The "last recorded out" in the previous at bat is placed on second base and the inning is played starting with one out. Each team will have two outs for their turn at bat. If the game is tied after one extra inning, for the the following innings the last recorded out will be placed at 3rd base and each team will begin their at bat with one out and will continue until a winner is declared.
- Home team will have the "official" score in the event of scoring discrepancies.

9/10 Division: East/West/D3

1. **Maximum Runs Per Inning: 9/10 Division Only**
    - Maximum of 10 runs per inning. After 10 runs in one inning is scored by the same team, the half inning will be retired.

9/10 D3 Division Specific Rules:

2. **Pitching:**
    - Normal baseball pitching and batting rules apply.
    - No balks called.
    - No leadoffs, scoring on passed balls by catcher, or dropped 3rd strike rule.
    - Stealing is allowed when the ball crosses the plate. There is no stealing of home base.
        - A runner caught stealing before ball crosses the plate will return to previous bag. If ball is batted in play, the runner will advance one bag more than the batter. One warning per team, all others will be out.

Modified Kids Pitch (MKP) Division Specific Rules:

1. **Pitching:**
    - Pitcher gets up to 6 pitches per batter (no walks). If the batter has not put the ball into play or has not struck out, that players coach will throw 2 more pitches to the batter. The batter is out if the ball is not put into play after two pitches from their coach.
    - Coaches must pitch overhand to their players and must be in contact with the pitching rubber.
    - The batter will receive an additional pitch if the 2nd coach pitch is a foul ball. This can be repeated as many times as necessary.
    - When a coach is pitching the pitcher must stay within a reasonable radius (5 feet) of the pitching rubber until the ball is put into play.
    - If a batted ball hits a coach, dead ball will be called and the pitch replayed
    - No balks or dropped 3rd strike rule.

2. **Coaches on the field:**
    - No coaches are allowed in the outfield or infield unless they are pitching

3. **No stealing, leadoffs, bunts**
    - If determined by the umpire that a batter attempted to bunt, dead ball will be called, and a strike will be issued to batter

- If determined by the umpire that a player is leading off or stealing (left their base before contact was made) dead ball will be called, all base runners will be returned to their original base and one warning will be given to the team. Second penalty will result in the base runner being called out.

4. **Base Running: When the ball is hit into the outfield the follow baserunning rules will apply**
    - Runners may advance bases until the ball is controlled by any infield player while in the infield. A ball is considered controlled when it is securely in the glove or hand of any infield player while in the infield which is within 3 feet of any base line.
    - Runners that are less than half-way to the next base must return to the previous base once the umpire has determined the ball to be controlled by an infielder. Such runners may NOT be called out while returning to a previous base.
    - Runners that are more than half-way to the next base once the ball is controlled by an infielder may continue to that base at their own risk. The fielding team may make a play on the runner.
    - The decision of whether a runner is half-way to the next base when a ball is brought under control from an infield player while in the infield is made by the umpire at their discretion and can not be argued.
    - Runners can advance an extra base on an overthrow coming from an outfield player at their own risk
    - Runners CAN NOT advance an extra base on an overthrow to any base by an infielder.
5. **Maximum of 9 batters per inning. The last play will be over as follows:**
    - The 3rd out of the inning is made.
    - The ball is controlled by a player while touching home plate.
    - The 9th batter scores a run.
6. **No more than 10 fielders at a time. 4 outfielders, 4 infielders, 1 pitcher, 1 catcher.**
    - The 10th player must be used as a 4th outfielder. The outfield is defined as 30 feet behind the bases

Coach Pitch (CP) Division Specific Rules:

7. **Pitching/Hitting**
    - Batter gets up to 6 pitches per batter (no walks). If the batter has not put the ball into play after the 6th pitch batter is out.
    - Coaches must pitch overhand to their players and must be in contact with the pitching rubber.
    - The batter will receive an additional pitch if the 6th pitch is a foul ball. This can be repeated as many times as necessary.
    - When a coach is pitching the fielding teams pitcher must stay within a reasonable radius (5 feet) of the pitching rubber until the ball is put into play.

- If a batted ball hits a coach, dead ball will be called and the pitch replayed

8. **Coaches on the field:**
    - The fielding team is allowed 1 coach in the outfield to provide instruction to players
    - If a batted ball hits a coach, dead ball will be called and the pitch replayed

9. **No stealing, leadoffs, bunts**
    - If determined by the umpire that a batter attempted to bunt, dead ball will be called, and a pitch will be counted to batter
    - If determined by the umpire that a player is leading off or stealing (left their base before contact was made) dead ball will be called, all base runners will be returned to their original base and one warning will be given to the team. Second penalty will result in the base runner being called out.

10. **Base Running: When the ball is hit into the outfield the follow baserunning rules will apply**
    - Runners may advance bases until the ball hits the infield dirt or is controlled by an infield player in the infield. A ball is considered controlled when it is securely in the glove or hand of any infield player while in the infield which is within 3 feet of any base line. The Infield dirt is considered to be within 3 feet of any base line.
    - Runners that are less than half-way to the next base must return to the previous base once the umpire has determined the ball to be controlled by an infielder or on the infield dirt. Such runners may NOT be called out while returning to a previous base.
    - Runners that are more than half-way to the next base once the ball is controlled by an infielder or on the infield dirt may continue to that base at their own risk. The fielding team may make a play on the runner.
    - The decision of whether a runner is half-way to the next base when a ball is brought under control from an infield player while in the infield is made by the umpire at their discretion and cannot be argued.
    - Runners CAN NOT advance an extra base on an overthrow to any base by an infielder.
11. **Maximum of 9 batters per inning. The last play will be over as follows:**
    - The 3rd out of the inning is made.
    - The ball is controlled by a player while touching home plate.
    - The 9th batter scores a run.
12. **When in the field, all present players will play in the field**
    - While in the field, a team will play all on their roster. All extra players will play an outfield position.
    - The outfield is defined as 30 feet behind the bases