

Chippewa Valley Fall Ball Rules 2026 - Minors Division (9U/10U)

Equipment & Uniforms

1. Rubber cleats or tennis shoes only. No metal cleats.
2. Pants are required.
3. Catchers must wear full equipment.
4. Batters and base runners must wear helmets.
5. Bats: USA stamped, no longer than 33 inches, maximum 2 ¾ barrel

Conduct

1. Managers and coaches are responsible for the attitudes and sportsmanship displayed by their team and should lead by example.
2. Sportsmanship: Umpires have been directed to ensure a fun game that promotes good sportsmanship. To promote these goals, the umpires HAVE THE DISCRETION to remove a player or coach from a game for any (but not limited to) the following reasons:
 - a. Player who deliberately or maliciously throws a bat, helmet, or other object will be out.
 - b. Any team member exhibiting behavior not in the spirit of fair play and good sportsmanship, especially if they have been previously warned about their behavior.
 - c. Team members use profane or objectionable language on the field or dugout.
3. No use of alcohol or tobacco products in the dugouts or on the field during play by managers, players, or coaches.
4. Coaches and players are responsible for cleaning up their own dugout after the game.
5. Teams are required to exhibit sportsmanlike conduct after each game by shaking hands and greeting each other.

The Game

General

1. NFHS Rules will apply. The following are additional rules that supersede NFHS rules in the CVBL League/CV Fall Ball. <https://www.nfhs.org/>
2. The field size is 46' pitching rubber with 60' base paths.
3. A coin toss shall determine the home team.
4. Seymour Ball Club and Eau Claire Nationals board members on duty will make official calls regarding weather and field condition related cancellations.
5. Umpire decisions are final. The head coach is the only coach allowed to consult the official on a call and must do so respectfully.
 - a. Upon observation, the umpire will immediately call missed bases, leading off, etc. The defensive team does not have to make an appeal play.

6. No infield practice will be allowed within fair territory on the infield surface. Infield practice may be done in foul territory in front of your dugout.
7. Limit carry-ins. There will be full concessions at both parks. Fall ball is a fundraiser for our baseball programs. We appreciate your cooperation!

Time Length

1. Games are 6 innings long.
2. No new inning will start after 75 minutes of game time. Hard stop at 90 minutes.
3. There is a 10-run rule after 4 innings.

Players

1. Each team must place 10 players in the defensive positions on the field unless less than 10 eligible players are in attendance; in this case, all players present must play the field. The 10th player will not be used as a “rover” and should be placed as a 4th outfielder.
2. All players are limited to sitting out no more than one inning, unless they are late for the game, injured, or the number of players on the team cannot avoid it. All players must play at least one inning in the infield per game.
3. A player cannot play the same position for over two consecutive innings. (except the catcher)

Batting

1. All players will bat; if a player cannot continue to play, there will be no penalty to the offensive team when he is due up. If he is able, he can re-enter without penalty.
2. Batting order from game to game will be continuous, meaning if the 7th batter made the last out of the previous game, then the 8th batter will lead off the next game.
Continuous Batting Order (CBO) will help coaches set one lineup for the season.
3. Bunting is allowed, but no fake bunting. If a player fakes a bunt and then swings, they will be automatically called out.
4. The batter cannot run on a dropped third strike.
5. Walks: No walks on balls. The coach will come in after the 4th called “ball,” and pitch. The pitch count remains the same for the at-bat. Coaches should be coaching kids to swing at pitches throughout all at-bats.
 - a. If the pitching coach is hit by the ball or interferes with play, the play is ‘dead’ and the pitch will be a re-do.
 - b. When a coach is pitching, the player pitcher should remain within 5-7 feet of the coach to either the left or right side. Playing the “pitcher” as a second shortstop or 2nd baseman will not be allowed.
 - c. A coach who is pitching should be set up on or near the pitching rubber (46’). Coach should attempt to make pitches realistic.
 - d. No bunting is allowed when the coach is pitching.
 - e. Runners are not allowed to advance on a wild pitch thrown by a coach.

6. If a pitch hits a player, the player can take their base.
7. On-deck batters will be placed to the back of the batter for safety purposes. The leadoff batters are permitted outside the dugout between half-innings.

Pitching

1. Pitchers are allowed 5 warm-up pitches between innings and 8 if a new pitcher enters the game.
2. Pitchers can pitch a maximum of 2 innings per game and 3 innings per calendar week.
3. Upon removing a player from the pitching mound, that player may not pitch again in the same game; however, they may return to a different defensive position.
4. Coaches are allowed two visits to the mound per pitcher. Upon the 3rd visit, the pitcher must be removed from the mound.
5. The strike zone will be slightly modified and more significant than the standard to help encourage kids to swing at pitches. It will be roughly a ball inside and outside the plate wide and mid-shin to armpit tall.

Base Running

1. Players are allowed to steal one base per time on the base path.
 - a. Runners cannot leave the base before a pitch crosses home plate. If they leave early, the runner will be sent back to their original base and given a warning. If this continues, umpires may use discretion and call the base runner out.
 - i. If pitch was a ball or hit the batter, pitch won't count.
 - ii. If pitch was a strike, a strike will be called.
 - b. Runners are not allowed to advance on a wild pitch thrown by a coach.
 - c. Runners on 1st or 2nd cannot steal on the throwback to the pitcher even if the pitcher muffs the throwback. However, it is not a dead ball. If the pitcher or any other fielder retrieves the muffed throw and attempts to make a play on any base runner, the ball is live, and any base runner off his base may be put out.
2. Rules regarding stealing home:
 - a. Advancing home on a wild pitch or passed ball will not be allowed. If the catcher or another fielder retrieves the passed ball and returns the ball directly to the pitcher, the runner on third base cannot come home.
 - b. No runner may score on a ball overthrown from the catcher back to the pitcher.
 - c. The only way a runner on third may advance home is if the catcher or pitcher attempts to make a play ON HIM at 3rd base OR he is hit home.
 - i. Attempting a play must include making a throw to put a base runner out.

Pitchers and catchers should be instructed that no matter what the runner on third does, he will be required to return to his base before the next pitch if they ignore him and do not throw at him.
3. When a ball is live, all base runners may advance when the ball is within the fences and in play. Runners may not advance once the ball is in the pitcher's glove.

4. All runners must slide at 2nd base, 3rd base, and home plate on a close play, or the runner will be called out. A “close play” is determined ONLY by the game official and will be ruled so by the home plate umpire. Headfirst sliding is prohibited unless returning to the previously occupied base. The runner will be called out if the base runner slides headfirst.
5. Runners and fielders must give each other space to safely make plays.
 - a. Runner Contact — If a runner stays upright and crashes into a defensive player who already has the ball, the play is dead. The runner is out, all other runners return to their previous base, and flagrant contact may result in ejection. A bad throw that pulls the fielder into the runner’s path is not considered a crash. Runners who interfere with a fielder making a play on the ball will receive a warning, second offense results in an out.
 - b. Fielder Contact — Fielders may not block or interfere with a runner unless they have the ball or are actively making a play. Doing so results in a warning, second offense is a free base.
6. A courtesy runner may be used for the catcher at any time and encouraged with two outs. The runner will be the last player to make an out in the previous inning.

Additional Rules

1. There is no infield fly rule in the Minors.
2. There will be a 6-run rule per inning. No run rule in the last inning.
3. No defensive coaches allowed on the field during play unless pitching.