

Chippewa Valley Fall Ball Rules 2026 - Majors Division (11U/12U)

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. Players who throw their bat or helmet may be ejected from the game.
 - 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.
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 9 players in the defensive positions on the field unless less than 9 eligible players are in attendance; in this case, all players present must play the field.
 - a. If both teams have a roster that can support playing 10 players in defensive positions, coaches should communicate and discuss this before the game starts. This is not mandatory but only used as a recommendation to get more kids involved in league play. The 10th player will not be used as a “rover” and should be placed as a 4th outfielder. Decisions will be made on a game-by-game basis.
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.

Batting

1. All players present at a game must be in the batting rotation at all times unless an injury prevents that player from taking their turn at bat.
 - a. If a player arrives after the start of the game, they are to be inserted into the last batting position on the lineup.
 - b. If a player fails to appear at the plate for their turn at bat due to an injury or situation beyond the manager's control. No out shall be recorded in that case, provided 7 players remain actively in the batting order.
 - c. A game may start with a team that has less than 9 players. No out will be recorded for the 8th or 9th spots in the order if only 7 or 8 players are present.
2. If a player fakes a bunt and then swings, they will be automatically called out.
3. The batter cannot run on a dropped third strike.
4. 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 4 innings per calendar week. 1 pitch is considered an inning pitched.
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 one visit to the mound per pitcher. Upon the 2nd visit, the pitcher must be removed from the mound.

Base Running

1. Runners may leave the base after the pitch crosses home plate. If a runner leaves early, he will be called out. No appeals.
2. Runners may advance bases on pass balls.
3. It is the base runner's responsibility to minimize violent collisions with the fielder at all times and locations along the base paths, whether the fielder is in the act of fielding a hit ball, receiving a putout throw, or awaiting a putout throw by whatever means available (including sliding) when such situations arise. Any base runner who does not attempt to do this will be called out and, if flagrant, ejected from the game. Note: When a fielder, at the umpire's judgment, obstructs the runner's advance (without the ball), the runner is awarded that base they would have advanced to had there been no obstruction. If, however, the base runner chooses to "steamroll" the fielder rather than minimize the contact, he will be called out.
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. 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. Infield fly rule is in effect.
2. There will be a 6-run rule per inning. No run rule in the last inning.