

2020 SSL Fall Ball Rules

Quick Reference Guide



Game Rules:

- * No new inning starts after 55 min. No ties. International tiebreaker.
- * If a game runs over time, then the following game will start immediately at the conclusion of the previous game.
- * Pitch count starts **1-1** with a courtesy foul.
- * Run Rule: 20/3rd, 15/4th, 10/5th
- * Home runs allowed: **SC** = 4; **CF** = 1; **JF** = none
 - HRs over the limit are **NOT** inning-ending outs.
- * One courtesy runner per inning (any player on roster).
- * Home team listed last on schedule. No coin flip.
- ** *If a rule is not otherwise stated, then follow USA rules.*

Pick-Up Players:

- * To avoid forfeits, teams may pick up players to complete a 10-person roster, but shall not exceed 10 (with the exception that a pickup pitcher may be the 11th player).
- * **Players can only play 1 division up or down** (unless approved by the Lieutenant Gov. [or proxy]).
- * A pitcher from the SC Division player can pitch for a JF Division team, but cannot bat (must receive same approval as above). No penalty or automatic out.
- * ***All pickups require the approval of both coaches before the start of the game. Find a Division Ambassador for disputes.***
- * ALL players **must** be registered and paid prior to playing, including one-day players. **NO EXCEPTIONS**
- * Pickups do NOT need to be listed on the lineup card.
- * If a team's regular player arrives mid-game, he/she can replace the pickup player without penalty.