

# Fall Ball Rules

Last Updated on January 22, 2017



## 1. RUN LIMITS

- Shetland: 5 runs per inning.
- Pinto: 4 runs per inning.
- Mustang: 5 runs per inning.
- Bronco: 5 runs per inning.
- Pony: 5 runs per inning.

*Physical Address:*  
4370 Farquhar Avenue  
Los Alamitos, CA 90720

*Mailing Address:*  
P.O. Box 371  
Los Alamitos, CA 90720

## 2. PITCHING

- Pinto: 1 pitcher may pitch 2 innings. Every other pitcher may only pitch 1 inning per game. Coaches will pitch after 4 ball count.
- Mustang: 2 innings per game.
- Bronco: 2 innings per game.
- Pony: 3 innings per game.

## 3. PARTICIPATION

- Pinto: All players must play at least 1 defensive inning in the infield in the first 3 innings of each game. Exception: A player may choose not to play a defensive inning.
- Mustang-Pony: All players must play at least 2 defensive innings in the infield per game. Exception: A player may choose not to play a defensive inning.
- Players must not sit more than 2 innings per game except for injury or illness.
- A player may not sit 2 consecutive innings.
- Bronco/Pony - If teams have 12 players, each player must sit an inning.
- Teams bat their entire roster.

## 4. SCOREBOARD

- The scoreboard will only be used to track runs per inning and will be cleared to start each new inning.

## 5. GAMES TIMES

- Foal and Shetland: 1 hour and 15 minutes (Drop Dead).
- Pinto: 1 hour and 45 minutes (Drop Dead).
- Mustang: 2 hours (Drop Dead).
- Bronco: 2 hours and 15 minutes (Drop Dead).
- Pony: 2 hours and 30 minutes (Drop Dead).