



The Maple City Pumpkin Smash

- Game Day
 - 12U will be played on Saturday's
 - 14U will be played on Sunday's
- 5 week (10 games) regular season plus a playoff / consolation week. (6 total weeks of games).
 - The Maple City Pumpkin Smash will reschedule one (1) rainout / makeup game only.
- Insurance
 - Each team is responsible to carry their own insurance
- Umpire fees
 - paid at home plate prior to each game in CASH.
 - 12U – 1 Umpire - \$80 (\$40/Team/game)
 - 14U – 2 Umpires - \$160 (\$80/team/game)
- Rules stated here are exceptions to the NFHS Rules Book. All other playing rules follow NFHS guidelines.
 - Lefty Grove reserves the right to modify rules prior to the start of and during the season or if any item listed here are misinterpreted.
- Lefty Grove or any appointed representative (I.E. umpires) shall be the sole judge as to the playing conditions of the fields and is responsible to make a decision for a called game and/or termination of play.
- All teams are permitted to have an open roster.
 - Players must have played in a game by the 4th week and played in 4 games to be playoff eligible.
- Players age as of April 30 2025
 - Players may play same age as current summer division
 - Players may not play on multiple rosters.
- Awards will be presented to the tournament winner and runner-up in each division. (13 per team)
- All games are 6 innings
 - 4 innings constitute an official game (3 ½ if Home team winning)
- Minimum of 8 players to start a game
 - If a team cannot field 8 players at the scheduled start time
 - a 15-minute grace period will be allowed.
 - All forfeits are scored 7 – 0.

- Any team forfeiting is responsible for ALL umpire fees.
- MAX Runs per inning
 - 7 Runs
 - **Exception:** All runs score on a HOME RUN even if they exceed 7 runs
- Mercy Rule
 - 15 Runs After 4 Innings (3 and a ½ if home team is winning)
 - 8 Runs After 5 Innings (4 and a ½ if home team is winning)
- All games have a 1 Hour 45 Minute Time Limit.
 - Game clock starts at the conclusion of the Plate meeting with Umpire
 - New inning starts when the 3rd out is recorded from the previous inning
 - No new inning will start after 1 hour 30 minutes.
 - Game drops DEAD @ 1 hour 45 minutes
 - If game drops dead, Score reverts to last completed inning.
 - Time Limit waived in Championship Game.
- No protests are allowed.
- The infield fly rule shall be in effect. (Call is Umpire Discretion)
- Speed-up rule:
 - Teams MAY use a courtesy runner for the CATCHER.
 - Teams MAY use a courtesy runner for the PITCHER
 - The runner must be a player from the bench
 - if none are available- use the last batted out.
- Roster batting will be used.
 - If additional players arrive after the game has started, those players are placed at the end of the batting order.
- Pitching Rules
 - One pitch constitutes one inning pitched. (Does not include warm-ups)
 - 12U/14U Pitching Inning Counts
 - 6 innings/game MAX
 - 6 innings/weekend MAX
 - ** A pitcher may not return to the mound once removed in that game.
 - If a pitcher returns to the mound “illegally” prior to pitching to a batter
 - Correct the wrong NO PENALTY
 - ** If “illegal” pitcher (either by returning after removal OR once inning count is reached) pitches one pitch to a batter,
 - It will constitute a forfeit.
- Metal Cleats
 - 12U – NOT Allowed
 - 14U - Allowed
- Bat Restrictions:
 - 12U Bat Restrictions: None
 - 14u Bat Restrictions: -5 or -3

- There is NO SLUG BUNTING allowed.
 - Penalty: Batter Out – Dead Ball
- No malicious contact in effect on all close plays. (Umpires discretion)
 - Penalty: Player initiating contact may result in dismissal from the game, park and/or League.
- Profanity or misconduct by a player, coach, or manager
 - will not be tolerated and may result in dismissal from the game, park and/or League.
- There CAN be Tie Games in Fall Ball regular season games.
- Playoff Teams are decided by POINTS Teams will be awarded:
 - 2 pts for a WIN
 - 1 pt for a TIE
 - 0 pts for a LOSS
- If there is an unequal number of games played, then winning percentage will be used
 - Tie Breakers:
 - Two (2) Teams Tied:
 - Head-to-Head
 - Fewest runs allowed vs. each other
 - Fewest runs allowed for the season.
 - Run Differential (+/- 8/game)
 - Three (3) or More Teams Tied:
 - Head-to-Head only if the tied teams played one another if equal amount of games for all
 - Fewest runs allowed for season
 - Run Differential (+/- 8/game)