

2018 FARM DIVISION RULES
Revised 3/31/2017

1. Normal Little League rules apply, except as modified below: (ALL MANAGERS AND COACHES SHOULD READ THE OFFICIAL REGULATIONS AND PLAYING RULES FOR ALL DIVISIONS OF LITTLE LEAGUE BASEBALL.) *You are only allowed 1 manager and 2 coaches in the dugout for the entire game. One manager / coach will be allowed on field (Outfield only).*
2. All players will take defensive positions. Each player must play a minimum of 6 outs on the infield and six outs in the outfield. Remember the visiting team may only play the field 5 times if they are behind. No player should sit out consecutive inning
3. All batters will bat by using a Rotating Batting order. The Managers will create a batting order for the first game. The player that batted 2nd in the first game will lead off and the batter that 1st will bat last and so on. If a player is not at a particular game that player at bat is skipped in the line-up with no out recorded. (Rule # 13)
4. You can start the game with minimum eight players. 10 players are allowed on field 4 outfielders.
5. Bunting is not permitted.
6. Players can only advance an extra base on balls hit out of the infield on a fly, also any ball hit between the fielders that makes it into the outfield players can advance an extra base. They cannot advance on an error or overthrow.
7. Base runners are not permitted to steal any bases. No leading is permitted.
8. After four innings are completed (three and half if the visiting team is behind) a game will be concluded if a team holds a lead of ten or more runs. **No exceptions.**
9. Each game has a time limit. A new inning **cannot start** after 1 hour and 45min. This rule is used during Saturday games only. Games that are scheduled during the week a new inning **cannot start** after 2 hours.
10. After a team has scored five runs in their at bat, that half inning is considered completed regardless if the team has made the required three outs that would normally end the half inning. There will unlimited runs in the last inning.
11. If a game ends in a tie it counts towards the team record. Remember all teams in the division make the playoffs.

12. Play will continue until, in the opinion of the umpire, an infielder inside the base path with the baseball has halted the forward progress of the base runner(s). At that point the umpire will grant request for a “time out”.
13. Tagging up is not allowed at this level.
14. If a child leaves the game because of an injury, the spot in the line-up is skipped and no out is incurred by his team.
15. If a child is leaving a game due to another commitment, the spot in the line-up is skipped and no out is incurred by his team.
- 16. Bringing up a T-BALL PLAYER:** If a Farm team does not have enough players for the scheduled game, a **T-Ball Player may not be brought up**. A team may use a Farm player from another Farm Team. This player can only play the outfield and must bat last. We also encourage that if one of the Farm Teams does not have enough players, that the other team supplies that team with players from their team just to fill up the required amount of players to play a game. The player will bat for his own team; you would rotate players after each inning or during the inning as needed. **The Team borrowing player(s) may only borrow to the minimum required to play. Which is 8 players.**

17. SUSPENDED GAMES

- A. All players that played in the suspended game must play in continuation of the suspended game if they are available.
- B. If a player does not show up for the suspended game, the batting position will be skipped without a penalty.
- C. If a player or player’s show up for the game that did not play in the original game, they will be added to the end of the batting order.

18. UNIFORMS AND EQUIPMENT

- A. If a player shows up for a game without their complete uniform they will be allowed to play provided what they are wearing does not cause a safety concern for that or any other players.
- B. No batting doughnuts are allowed on bats.

19. PLAYER EJECTION

- A. If a player is ejected from a game they must leave the bench area.
- B. The spot in the batting order held by the ejected player is skipped and no out is incurred by his team.

20. The Home Team will occupy the First Base dugout.

21. The Visiting Team will keep the official scorebook.
22. **No player may touch or swing a bat in the dug out area.**
23. There is no on deck circle; players must stay in the dugout area until their next at bat.
24. Throat guards are mandatory for catchers.
25. All players should wear an athletic supporter; the catcher must wear a supporter and cup.
26. Neither managers nor coaches may cross the foul lines unless a player is injured.
27. The Winning Teams Manager must e-mail the director to report the score.
28. The CNAA week begins Monday and ends on Sunday.
29. **OUR MAIN IDEA IS TO PROVIDE A POSITIVE LEARNING EXPERIENCE FOR ALL THE CHILDREN AND TO HAVE FUN. ANYTHING ELSE IS CONTRARY TO OUR GOALS.**
30. **JUDGEMENT CALLS BY UMPIRES ARE NOT TO BE QUESTIONED. RULES INTERPRETATION CAN BE DISCUSSED BRIEFLY. IF NO AGREEMENT IS REACHED, CONTINUE PLAYING AND INFORM THE DIVISION DIRECTOR AND DIRECTOR OF UMPIRES FOR CLARIFICATION.**

NOTE: All matters concerning scheduling and inquires about rainouts must be handled through the division director. NO EXCEPTIONS.

PITCHING RULES

- 1 All pitchers will pitch from the pitching rubber on the mound. From the back of home plate pitching rubber is 38-40-42 feet. After several games through the season the pitching rubber may be moved to max 42 feet, which will be discussed with division director and all managers.
- 2 **Coach will pitch first two innings of game and last innings of the game. The player will pitch 3 innings (3rd 4th and 5th innings) unless last inning is declared by umpire due to darkness or time limit, which would result in last inning (coach pitched).**
- 3 During any part of the game, if the manager or coach is pitching and the player gets a hit, the base runners can only advance one base at a time.
- 4 If a pitcher hits three batters in an inning, he must immediately be relieved and cannot pitch in the remainder of the game. If a pitcher hits four batters in a game they must also be relieved.
- 5 All players must follow **50 pitches per game or the max of 75 pitches capped at 6 innings** pitched in a week. A player may pitch only **three innings in a game**. This rule will be followed from beginning of season and will remain in effect for the playoffs.
- 6 A pitcher who delivers 30 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- 7 Any player, who has played the position of catcher in three (3) or more innings in a game, **is not eligible to pitch on that calendar day.**
- 8 Each Team is limited to four walks per inning. After four walks are issued in an inning, the batter will have to hit or be hit to reach 1st base. The pitcher is permitted to throw three“balls” then the Manager or Coach is permitted to finish that at bat. Batters will receive normal allotment of three strikes regardless if the pitcher or Manager/Coach is pitching. The Manager or Coach must pitch from the rubber.
- 9 The manager must remove the pitcher when said pitcher reaches the limit, but the pitcher may remain in the game at another position. If a pitcher reaches the limit imposed while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

11 Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed

- a. If a player pitches 51-65 pitches in a day, three (3) calendar days rest must be observed.
- b. If a player pitches 36 –50 pitches in a day, two (2) calendar days rest must be observed.
- c. If a player pitches 21-35 pitches in a day, one (1) calendar day rest must be observed.
- d. If a player pitches 1-20 pitches in a day, no (0) calendar day rest must be observed.

NOTE: TRY TO DEVELOP AS MANY PLAYERS THAT YOU CAN TO PITCH.