

2010 CTVLL
Basic Farm Rules
Machine Pitch

Length of Game: Six-innings or 1.5 hours, whichever is shorter. An inning should not start after 1.5 hours has passed, but an inning may continue after that limit.

Batting/Pitching: The ball is pitched by the pitching machine. One individual should run the machine the entire game. We should NOT switch the person running the machine between teams. The player gets 7 pitches or three swinging strikes (whichever comes first). The pitcher should call the pitches balls or strikes so the batter becomes familiar with what these pitches look like, but they will only be out after the 7 pitches or 3 swinging strikes. If a batter fouls the seventh pitch, he is allowed an additional pitch. If a batter does not strikeout or hit the ball after seven pitches he returns to the dugout. This is considered an out.

Outs: If an out is made, the runner leaves the base and goes back to the dugout. Outs should be called by the person running the pitching machine. The inning is over after three outs, or after all the hitters on the offensive team have batted. If a team bats the entire line-up the inning is over when the ball is returned to the pitcher position. Only one base is allowed to be taken on an overthrow.

Batting Order: If three outs end an inning before everyone has batted, the next scheduled batter will leadoff the following inning.

Score: We do not keep score at this level. These are instructional/fun games. There are no losers.

Instruction: Coaches are NOT allowed on the field while their team is on defense. This includes standing or sitting outside the dugout at any time. The dugout screen must remain closed during live play. Instruction should be given from the dugout. While on offense, coaches are allowed in the coaching boxes, but there must always be at least one adult coach in the dugout. If enough coaches are not present, a player must coach the

bases (with a helmet on). Per Little League Rules, no more than 3 coaches/managers are permitted on the field of play (this includes the dugout). There are also no children allowed in the dugout except the players from the team.

Pitching Machine: The Machine should be set at 35 mph for the first 5 scheduled games of the season. The machine should be at 37 mph for the next 4 scheduled games, and 40 mph for the remainder of the season.

Coaches: All coaches must have a volunteer form and a copy of their driver's license on file with the league.

Fun: If there is a disagreement on a play or an out, please remember the kids are there to play, not to listen to adults argue.

Thank You All for Volunteering!