

Farm Division Tournament Rules – 2016

1. **Length of game** - Games are 6 innings unless extra innings are needed. An official scorebook should be kept by the home team to keep the lineup intact for each inning and there will be a record of the final score. A lineup card should be filled out by each manager and presented to the opposing manager every game. No mercy rule will be in effect. Hustle in and out 2 minute rule will apply to each half inning.
 - **Home team shall be on the 3rd base side of the field.**
2. The home team for the first game on Saturday mornings and all weeknight games is responsible for setting up the field (drag/water/chalk/ install bases). The visitors for the last game on Saturday and all weeknight games tear down (put bases away use the rake to fill in holes around the plate/infield) .
3. Each team bats until three outs are made or until 5 runs are scored. An exception is made if a player hits a home run that clears the fence. All runs will be scored. **In the 6th inning and beyond runs are unlimited.**
4. **Coach Pitch** - The coach that is pitching will have only one baseball with him on the mound. A coach in foul territory will feed the coach that is pitching extra baseballs or the coach pitching may keep baseballs in his pockets. No balls may be left on the ground.
5. **Batting Order Rotation** - Managers may create their own lineups.
6. **BATTING** - Each batter receives a maximum of 6 pitches via coach pitch. (This simulates a full count plus another pitch.) If the batter fails to hit after 6 pitches, this counts as an out and the next batter comes to the plate. There are no “walks” in Farm. Standard baseball rules apply in terms of 3 strikes (batter attempts to hit the ball) and a batter is out.

Example: Batter stands in the batter's box and “takes” 6 pitches –
Ruling: Batter is out.

Example: Batter “takes” on four pitches then swings and misses the next two pitches.
Ruling: Batter is out.

Example: Batter swings and misses on the first 3 pitches or misses on 3 of any of the 6-pitch maximum.
Ruling: Batter is out.

Example: Batter swings and fouls off 6th pitch then fouls off 7th, 8th, 9th
Ruling: Batter continues to bat until he misses again (then batter is out) or puts the ball into play.

7. A batted ball that strikes the coach that is pitching is a dead ball and the batter is awarded a “base hit.” The batter and the runner will advance one base only. **A batted ball that strikes a defensive coach in the outfield is a dead ball and the batter is awarded a ground rule double. Base runners advance two bases.**

8. **Defense** - Every player must get the opportunity to play an infield position for a minimum of 2 innings. There are 10 fielders, including four outfielders playing equal distance apart. There should be no “short fielders” or “buck short”. **All outfielders will be a minimum of 10 feet behind the infield dirt until contact is made by the batter. No player should sit more than 2 innings for any game.**

*****Control means:**

a. The pitcher has secured the ball in fair territory with at least one foot on the infield dirt inside the bases. **Once it is controlled no play can be made.**

b. A putout on the infield has occurred. Unless a double or triple play can be executed the ball is dead and runners cannot advance an extra base.

*****The Defensive team may have two coaches in the outfield to assist in positioning, directing and instructing the defense.**

Additionally, the player assigned to play pitcher must be within **6 feet** of the coach pitching at all times in either direction, preventing the pitcher or another infielder from playing “buck short.”

9. **If the batter throws the bat it is an automatic out.** Any runners on base will remain at their current base. Safety is paramount and this will be enforced.

10. **Running bases:**

A. Runners will be allowed to slide feet first. **No headfirst slides unless diving back into a base.**

B. If the ball has been hit into the outfield, once the ball has been thrown back to the pitcher and has been “controlled” inside the bases, runners must stop.

C. Runners must be at least halfway in order to take the next base.

D. A chalk line will be marked halfway between 1st & 2nd, 2nd & 3rd, and 3rd and home to help determine when runners advance, score or have to go back to a base.

E. Overthrows- Any overthrow is a live ball unless it leaves the field of action. Should a ball go out of play an extra base will not be given unless the runner was already half way to the next base prior to the ball being called out of play.

11. There will be no “infield fly rule.”

12. Umpire- **Umpires will be provided. No appeals. The umpire’s call stands.**

13. Each team must have an adult in the dugout and it is recommended that there be two adult base coaches at all times. If there aren’t enough adults helping, the dugout position must be filled first. Only adults with approved volunteer forms can coach pitch, help with the dugout, or coach the bases. In order to run the game safely and at the proper pace of play, it is recommended that there be a manager and 3 coaches every game.*

<u>Coach pitch:</u>	Pitches the ball
<u>Dugout coach:</u>	Sits players in batting order, monitors dugout, keeps game moving. Helps catcher put gear on.
<u>3rd base coach:</u>	Coaches base
<u>1st base coach:</u>	Coaches base

***A coach from the defensive team should help the catcher retrieve balls.**

14. Managers are responsible for dealing with the conduct of Parents and Fans supporting their teams and for enforcing the “Code of Conduct” that each parent has signed. If a parent/fan should “cross the line” of acceptable behavior please remind them of the “Code.”