

Farm Division Rules – 2016

- Length of game** - Games are 6 innings except Saturday where no new inning will start after 1:30 minutes from the actual start time of the game (**last game of the day does not apply**). 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 3 base side of the field.**
- 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) .
- 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.
- 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.
- Batting Order Rotation Rule** - To attempt to get every player as many batting opportunities as possible throughout the course of the season, each manager must adjust his or her batting rotation for each game. The easiest way to accomplish this is to set your order on Opening Day. Each player in attendance will be included in the batting order for the duration of the game and will bat in order. **In the next game the last batter from Opening Day moves up to the leadoff spot and 2-12/13** move down the order one spot. With each subsequent game the last batter moves to the #1 spot. Theoretically, after 12 or 13 games everyone will have batted leadoff. After you have cycled through the lineup you may create your own lineups for the remaining games of the season.
- 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.

*****On weekdays the coach that is pitching will count the number of pitches.**

*****On weekends umpires will count the number of pitches.**

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.

8. **Defense** - Every player must get the opportunity to play an infield position for a minimum of 2 innings and a maximum of 4 innings. There are 10 fielders, including four outfielders playing equal distance apart. There should be no “short fielders” or “buck short”. **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, the batter will be given a warning. If the batter throws the bat again it is an automatic out. Safety is paramount and this will be enforced.

10. **Running bases:**

A. Runners will be allowed to slide feet first.

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. The coach that is pitching is responsible for being the umpire and makes every call during games on weeknights. The coach pitching also has authority on the position of base runners once the ball is controlled by the pitcher. No help from the base coaches, unless the coach pitching appeals for help. **Umpires will be provided for weekend games. 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, counts total of pitches (Max of 6), makes all calls.
<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.”