

Farm Division Rules – 2014

1. 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). <http://www.youtube.com/watch?v=RFVchpkYTfY>
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)
 2. **Length of game** - Games are 6 innings except Saturday where no new inning will start after 1:45 minutes from the actual start time of the game. A scorebook should be kept 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. In case of a rain out, every effort should be made to make the game up on Sunday (as it is the only day the field is available).
 3. On offense, each team bats until three outs are made or until 5 runs are scored. Do not announce the last batter if the inning is about to end due to lack of outs. Everything continues as normal play. (Base runner should not just continue running because they know it was the last batter). The inning is over when the ball is controlled* by a player in the infield after the last batter has hit.
- *Control means: The defensive player has secured the ball with at least one foot on the infield dirt.**
4. **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 2-13 or 2-14** moved down the order one spot. With each subsequent game the last batter moves to the #1 spot. Theoretically, after 13 or 14 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.
 5. Each batter gets 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.

Example: Batter stands in the Batters 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.

The coach that is pitching counts the pitches.

6. 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.
7. Rotation of Fielders - Fielders must be rotated such that **no player plays the infield for more than 4 innings. Every player must get the opportunity to play an infield position for a minimum of 2 innings and a maximum of 4.** (Unless there is a safety issue that has been approved by the V.P. or Player Agent. Safety issues should be discussed with opposing manager before the game.) There are 10 fielders, including four outfielders playing equal distance apart. There should be no “short fielders” or “buck short”.

*****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”. No player should sit more than 2 innings for any game.

8. Players **will not** be supplied with baseball pants by the league **but are** to wear **"white"** baseball pants for games.
9. **No player may have a bat in his or her hand unless batting. All batters must wear a helmet.** There is no “on deck” batter. A coach must monitor any hitting before or after games. This rule applies to games and practices whether the batter is facing the coach, machine, or anyone throwing whiffle balls.

10. **For safety purposes, no coach is allowed to stand behind the catcher at any time.**
11. **If the batter throws the bat the he will be given a warning. If he throws the bat again he is automatically out. Safety is paramount and this must be enforced.**
12. The manager/coach that is pitching is responsible for being the umpire and makes every call during the game. He or she also has authority on the position of base runners once the ball is controlled by an infielder. No help from base coaches, or coaches in the dugout, unless the umpire appeals for help.
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. *

Coach pitch: Pitches the ball, counts total of pitches (Max of 6), makes all calls.

Dugout coach: Sits players in batting order, monitors dugout, keeps game moving.

3rd base coach: Coaches base

1st base coach: Coaches base

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

14. Running bases:

A. No sliding or diving at any time.

B. There can be no throws at home plate to tag a runner out. The only plays allowed at home plate will be a bases loaded force out where the catcher steps on home plate. This can be way of a catcher getting a slow roller and tagging home plate or by way of an infielder throwing the ball to the catcher for a force out.

C. If the ball has been hit into the outfield, once the ball has been thrown back to the infield and has been controlled* by an infielder, runners must stop.

***Control means: The defensive player has secured the ball with at least one foot on the infield dirt.**

- D. Runners must be at least halfway in order to take the next base. If a runner "Overruns" a base, a play can be made on that runner for an out. If a player "Rounds" a base to go to the next base, but stops because the ball is controlled and they stopped because they weren't half way, then that player returns to that base safely without a play being made on them.
- E. It is encouraged that a chalk line 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.
- F. Over throw to 1st base - runners limit advance to 1 base. The defense should be encouraged to retrieve the ball and make a play on the runner however if that play is not successful in putting the runner out, the runner is limited to one base

Example 1: Ground ball to short who fields ball and over throws first base. Runner runs through the bag and makes no attempt to turn toward second as first baseman retrieves the ball. **Ruling:** Runner stays at First

Example 2: ground ball to short who fields the ball and overthrows to first base. Runner rounds first and heads to second while first baseman retrieves ball and makes a play at second but overthrows into left field. **Ruling:** Play is Dead runner stops at second.

Example 3: first baseman throws to second base, shortstop catches ball and tags runner. **Ruling:** Runner is out.

- G. Over throw to 3rd base runners advance 1 base (as in F).
- H. Over throw at 2nd base the ball is live in the field of play, runners advance at their own risk (Except in E and F) runners stop when ball is controlled.

Example: Runner on first, batter hits ground ball to third who fields ball and overthrows into right field trying to put out the lead runner. Ruling: Runners may advance at their own risk until the ball is returned and controlled by an infielder UNLESS outfielder overthrows third then runners should be awarded the base they were going to if they were more than half way there or returned to the last base touched.

The defense should be encouraged to make plays, throwing and otherwise, on base runners as well as back-up each other on throwing plays. In order to

do this we need to limit the advantage of the runners and develop acceptable baseball standards of base running.

- I. **Catcher can be pinch run, with 2 outs, but only by last player to be put out in inning.**

15. There will be no "infield fly rule" for the "Farm" Division.

16. 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." Refer any problems to the Farm Vice President, Aaron Burriesci.