



Village Baseball Little League

Farm Division Rules

Farm is an instructional division, so winning is not as important as teaching hustle, skills, teamwork, sportsmanship and dealing with ups and downs.

General Guidelines

1. Home team keeps official scorebook (from Score Shack) and leaves in Score Shack once game is completed.
2. Visiting team will get 2 new baseballs from Snack Bar before each game. 2 additional balls will come from each team's gear bag for using in the machine. **No other baseballs will be allowed on the field during the game.** At game's end the balls are split among the teams (3 and 3).
3. Home team must drag the field after each game. DO NOT DRAG DIRT ONTO THE GRASS
4. Visiting team will be responsible for set up and take down of pitching machine and bringing in bases.
5. Both teams must clean up dugout and bleacher area after each game.
6. In the event that there are **No Umpires** available and game must be played. Coach running the machine will call safe or out, catch or trap, when the ball is dead and where runners were. First and third base coaches will call fair or foul.
7. There must be at least 1 adult manager or coach or Team Parent in the dugout during gameplay. (These same people must have a District 38 "Safety Card" come District 38 Tournament time)
8. Pitching machine will be used for entire season including post-season.
9. 3 defensive outs or batting the line-up will end the half inning. (2nd Half or Tournament Rules will drop the line-up as a condition of ending a half inning.)
10. 5 Run max per inning except in the 6th which will be uncapped. (1st Half I would keep cap, 2nd half I would remove the cap in the 6th inning.) 11) No new inning may begin after 1 Hour and 50 Minutes.
11. Mercy Rule will be in effect for tournament play (After 4 innings and one team has a lead of 15 runs or more, the manager of the team with the least runs shall concede the victory to



the opposing team). Home team must bat in the bottom of the inning if they are trailing by 15 runs.

12. In-House Tournament Seeding will be done by Blind Draw to encourage teaching fundamentals and movement of players to all positions to gain a better understanding of the game and the different positions on the field. Winning comes with solid fundamentals.

Offensive Guidelines:

1. Manager or coach of the team that is batting will run the pitching machine. The manager or coach must stay inside the safety circle at all times. Please wait for other coach to staff the machine before leaving it to avoid an accidental contact while kids are coming on and off the field.
2. Batting team can have a coach at 1st and 3rd base. No players can act as base coaches.
3. One offensive coach will be allowed to stand near the fence, to the side of home plate, to shag pitches that get by the catcher, and move equipment to help the game along. This Volunteer Coach, is there to assist the catcher with the shagging of the balls only, and must keep them in a glove or pocket, not on the fence or on the ground. In addition, this volunteer must not coach from the backstop or interrupt the game or the view of the spectators.
4. No stealing, No bunting, No leadoff
5. No advancing on passed balls by catcher.
6. Each batter will be allowed (3) swing strikes or (6) pitches per at bat whichever comes first. Batter will be allowed extra pitches if the last pitch is fouled out of play. The **Umpire** can call a "no pitch" and allow an extra pitch if necessary on a very wild pitch.
7. A batter cannot walk.
8. On-deck hitters must stay in the dugout until play has stopped and it is their turn to bat.
9. All batters must bat even if they sat out defensively for the inning, when their turn comes up.
10. A runner will advance 1 base if the ball has gone into the dugout once a play has been attempted.
11. Play will be dead when an infielder has control of the ball and is within the infield. Runners may continue to advance to next base if they were at least half way there when the infielder gained control of the ball, the **Umpire** will make this call.
12. If a ball hits the pitching machine and bounces back out of the circle or goes through the circle, it is considered a live ball. Runners can advance as many bases until play is called dead. If the ball hit the machine and goes into foul territory between home plate and 1st or 3rd base it is a foul ball. A Player that enters the circle in any matter while attempting to field a ball in play, the play is immediately called dead and everyone advances one base and the batter is safe at first.
13. A batter will miss his next bat appearance if he throws the bat in a dangerous way, the play will stand. A second offense will be ruled an out.
14. Players showing up late to the game can be added to the bottom of the batting order.
15. Any batter failing to bat or is batting out of order will be called out on the 2nd offense.



Defensive Guidelines:

- 1) A player must not sit out defensively 2 consecutive innings in a game.
- 2) Every player must play at least 2 innings in the infield. (Not in tournament rule)
Exceptions due to safety risks will be allowed for first base position only
- 3) 10 defensive players will be allowed on the field each inning. For Development purposes and learning the correct position of outfield, designated Left, Left-Center, Right-Center, & Right Outfielders must be at least on the edge of the grass beyond the skin/dirt of the infield. Once Tournament Rules come into play, players may be positioned anywhere on the field as long as they are behind the line that runs from 3rd base to first base. This is designated for safety reasons and no player may take the position in front of the pitching machine which is set upon this line. Usually, play the equal number of players each game defensively as the opponent. When Tournament Rules comes into play, the number of outfielders will be reduced to three (3).
- 4) No player allowed inside the safety circle. The position of pitcher may move left to right or behind the Pitching machine, but never in front of it.
- 5) A ball inside the circle will be considered a "dead ball" and the batter or runners will advance 1 base only. A player fielding a ball and steps into or through the circle will be declared a "dead-Ball" by the umpire and all runners will advance 1 base and the batter declared safe at first.
- 6) ball is dead when it's controlled by a defensive player in the infield, after the initial play on the batted ball and no further play is attempted.
- 7) No defensive coaches will be allowed on the field (1st half a coach may be in the outfield to help position players. 2nd half no coaches allowed)