

Torrance Little League

2020

Farm Ground Rules

PURPOSE

To provide every child a chance to learn and play baseball in a fun, safe, supervised environment. One of the main tenets of this program is to encourage children to do their best with their abilities. With an emphasis on positive reinforcement, the program seeks to build confidence and self-esteem in each child.

GENERAL

1. Regular season rules listed in the 2020 Official Regulations and Playing Rules for Little League Baseball shall be used except as noted herein. Managers are responsible for knowing and understanding the current Official Regulations and Playing Rules (the Green Rule Book). Any definitions, clarifications or apparent contradictions shall be resolved through the Division Commissioner. Rule Books may be obtained through the Division Commissioner.
2. No food (including sunflower seeds) in dugout (exception if there is a medical necessity).
3. Catchers **MUST** wear a protective cup. It is **RECOMMENDED** that all other players wear a protective cup.
4. All volunteers that are assisting in the dugout or on the field **must** have a volunteer form on file.
5. For safety reasons, all persons on the playing field must wear closed toe shoes.
6. Managers & Coaches must stay in the dugout (defined as actual dugout and dirt area immediately in front of the dugout) during game time.
Farm: Maximum of four manager/coaches, plus one team parent
7. A maximum of 2 coaches may be in the dirt area in front of the dugout at any given time.
8. Players must stay in the protected area of the dugout when not required on the playing field. They may not stand in the doorway of the dugout, and there is no on-deck batter.
9. Base Coaches: Both of the base coaches must be adults.
10. The home team dugout is on the third base side.
11. The official scorekeeper shall be the "Home Team", which shall provide a scorekeeper and a pitch counter.
Farm: Score is kept by the coaches.
12. The official game announcer/scoreboard operator shall be the "Visiting Team".
13. Little League pledge before each game shall be led by Home Team player(s)
14. The "Home Team" shall provide new balls for each game.
Farm: 2 balls
15. The "Code of Conduct" (see Appendix) must be adhered to and will be strictly enforced. The Manager is responsible for all coaches, parents and players associated with his/her team.
16. Manager shall confer with the Division Commissioner or Player Agent if Manager determines that player shall not bat or play the required defensive innings due to

disciplinary reasons. Each instance will be reported to the TLL Board of Directors.

17. Game Length is 6 innings. If a game is called for darkness/dusk or weather or time, the final score will revert to the last completed inning, or if the home team is ahead and at bat, the score at that time will stand. Any ties will stand and each team will receive ½ win and ½ loss in the standings.

Farm: Game length is 6 innings or 1½ hours from start time (“drop dead”).

18. During pre-season and regular season, a player may leave early or arrive late as long as the opposing Manager is notified. The player who arrives late will be added at the last spot on the line-up card.
19. The 5/8 rule is in effect for all games. The half-inning will end after 5 runs have scored. However, if after 4 runs have scored, a play results in more than one run scoring, all runs shall be scored, up to a maximum of 8 runs. The exception is the 6th inning, in which there are unlimited runs.

BATTING/BASE RUNNING

20. Each team shall bat the entire lineup.
- If a player refuses to bat then the “batting out of turn” rules apply (green book rule 6.02 (c)).
21. When the legal batter does not bat in his turn, the penalty depends on whether a play has occurred or not.
- If the improper batter has not completed the at-bat, the proper batter will take his place and assume the current pitch count; there is no other penalty.
 - If a play has taken place, and the improper batter is noted before the first pitch to the next batter, the proper batter is declared out, the play is nullified (no advance of runners or scoring). The next batter is the one after the proper batter.
 - If a play as taken place and the improper batter is noted AFTER any pitches to the next batter, the results shall stand, and the improper batter becomes the proper batter.
 - For a complete discussion of this complex situation, see Little League Rule book, 6.07 for detailed rules and discussion.
22. Bunting: Farm: Bunting is NOT permitted
23. Penalty for using an illegal bat is an automatic out and:
- 1st offense the Manager shall receive a warning
 - 2nd offense the Manager shall receive a 1 game suspension
 - 3rd offense penalty/ discipline shall be at the discretion of the BOD
24. Base stealing is permitted in upper divisions; however, the runner cannot leave the base until the pitched ball crosses home plate.

Farm: Base stealing is NOT permitted.

25. Walks

Farm: No walks allowed

- After 5 pitches from the coach, the batting tee will be presented for the batter.
- The batter will only receive a maximum of three (3) swings from the tee.

- c. If on the third swing, the ball is missed or does not travel a minimum of 15 feet, or is batted foul, the batter will be called out.
 - d. When a ball is put into play from the tee, ALL base runners may advance only one base, even on an overthrown ball
 - e. The catcher must play back when the tee is set up.
 - f. The pitcher must have at least one of his feet on the pitching rubber when the batter is hitting from the tee.
26. When the pitcher has possession of the ball, all base runners must immediately proceed to occupy a base (i.e., no “dancing around off of the base.”). Base runners remain live and may be picked off or may advance on the throw. Once the base runners occupy a base and the pitcher has possession of the ball, the play is dead and the runner may not leave until the next pitch crosses the plate. The umpire may give warning if necessary.
- Farm: The runner(s) may not advance when the ball in play is returned to the infield, or when the Umpire has called for time.
27. Overthrow rule
- Farm: A runner may NOT advance one base on an overthrow
28. Tagging up. A runner may advance to the next base at his own risk once a fly ball is caught/touched by a fielder.
- Farm: A runner may “tag up” when there is a fly ball to the outfield. There is no “tag up” on fly balls in the infield.
29. Base runners are to avoid collisions with defensive players whenever possible.
30. Headfirst slides are not permitted and will result in an automatic out. The only exception is when a runner is returning to a base.
31. Defensive players shall keep clear of their base / base path if there is not a play imminent.
32. Catchers' shall stand considerably in front of or behind home plate if there is no play imminent.
33. “Fake” tags by defensive players to induce a runner to slide are not permitted.
34. Players shall slide at second, third base or home plate if a defensive player has the ball and is waiting to make a tag or when a play is imminent. The runner will be called out if they do not slide and the umpires shall have ultimate judgment.
35. Intentional walks are allowed (Minor and Major). Farm: No Intentional Walks

DEFENSE

36. No player will sit out 2 consecutive innings.
37. All players must play at least 1 inning of defense in the infield each game.
- Farm: All players must play at least 2 innings of defense in the infield each game.
- Players must be rotated to different positions to encourage skill development.
38. *Players who do not play the minimum defensive requirement will make up the requirement by starting the next game in the infield and may not be removed until their minimum play time is fulfilled.
39. *The infield is defined as the following positions:
- a. Pitcher
 - b. First base
 - c. Second base

- d. Third base
- e. Shortstop
- f. Catcher (but not for Farm)

40.*Nine players are required to field each inning

Farm: The offensive team will supply a coach behind the plate to back up the catcher

Farm: Ten players are required to field each inning. Four outfielders are required, playing at least 30 feet beyond the infield dirt

If an outfielder fields the ball in the infield and puts the runner out by force or by throw, the runner is deemed safe.

41.“In-field fly rule”

Farm: there is no infield fly rule

42.Dead ball rule applies when one of the following occurs:

- a. Ball is thrown out of play i.e., in dugout or over the fence.
- b. If a pitched ball touches the batter’s body or clothing while standing in the batter’s box.
- c. If a foul ball is not caught.
- d. A ball touches a runner in fair territory.
- e. Farm: a batted ball hits the coach during coach pitch
- f. Farm: as soon as the ball enters the infield, the play is dead.

PITCHING: FARM RULES

43.The Manager/Coach shall pitch overhand from the front of the pitcher’s mound. Although not utilized in games, coaches should develop players’ pitching skills during practice sessions in preparation for the Training Division.

44.Pitcher/Player must be safely positioned on the mound standing with at least one foot on the dirt.

HEALTH AND SAFETY

45.Any player missing 5 or more consecutive days due to injury, not illness, (on or off the playing field) may not return to any baseball practice or game without a copy of a doctor’s release given to the Manager.

46.Manager must submit a copy of the doctor’s release to the Safety Officer within 48 hours.

TOURNAMENT/PLAYOFFS

Farm: There will be no end-of-season tournament.

UMPIRING

47.Farm: The Manager/Coach or parent will act as umpire

T.L.L. SECURITY

Rule #1 at T.L.L. is to ensure that every player, parent, and spectator is provided a safe environment in which to enjoy Little League Baseball.

Typically, the last individuals to leave our Facility are the parents who have volunteered to work in the Snack Shack. Their security is of paramount importance. Therefore, each Manager will be provided with a schedule that dictates when they or their designee are responsible for closing security as part of the Manager on Duty (MOD) responsibilities. The individual responsible for the closing security must check-in with the Snack Bar Coordinator as soon as possible after arriving at T.L.L. Once their game has concluded, they should once again check in with the Snack Bar Coordinator to see what duties must be performed prior to closing the complex. The person responsible for closing security should be the last person to leave the T.L.L. Facility. We cannot stress how important this responsibility is. To punctuate that point, if a Manager does not fulfill their security responsibility on their designated day, that Manager will be suspended for their next scheduled game. We understand that these are extreme measures but we hope that you too understand the seriousness of this responsibility.

Any TLL Board Member may stop a game or practice if they deem it a health/safety issue, due to conduct of anyone in/at/or near the game, to protect TLL, from liability or for a serious issue which cannot be resolved on the field. Board Members will need to report to Board and Division Commissioner why they took such action. Board may support ruling or not support ruling as acceptable. Games may be allowed to continue at a future date or another action may be taken based on Little League, Local or District rules or practices.

FIELD SET-UP AND CLEAN-UP

- 1) The managers of **BOTH TEAMS** are responsible for setting up (prior to each game) and cleaning up (after each game), the field, dugouts and bleachers. Managers of teams completing a game will be responsible for preparing the field for the next game so that the next Managers can prepare their teams for play. For weekday games, the fields will need to be both set up and cleaned by the teams playing.
- 2) To **Set Up** the field (please do the following):
 - a) Drag the infield, base lines and home plate area **taking special care not to get dirt on the grass** (use drags not rakes).
 - b) Rake the mound
 - c) Place the bases
 - d) Chalk the fields and lightly water the dirt areas.

Note: When chalking the infield, use the string line for the base paths and the pipe template for the Home Plate Area

- 3) To **Clean Up** the field (please do the following)
 - a) Drag the infield, base lines and home plate area.
 - b) Rake the mound
 - c) Chalk the fields and lightly water the dirt areas, if a game follows.
 - d) Heavily water the dirt area after every game when no game is scheduled after yours
 - e) Put away the bases and umpire's equipment into the storage shed and lock the shed, if no game follows.
- 4) **Dugouts and Bleachers** - Each Manager is responsible for dugout/bleacher set up & cleanup on one side each field.
 - a) Removing the trash from the fields, dugouts and stands. The stands should be swept as a courtesy to the fans of the following game.
 - b) Team Parents are encouraged to provide a sign- up sheet for stand and dugout cleanup
 - c) Parents bringing snacks could also be responsible for bleachers after the game
 - d) An announcement to the stands before and after each game will serve as a reminder to the fans to clean up after themselves.
- 5) Clean up should begin immediately after the game ends.

Please Note: These fields are our responsibility so take sometime before and after each game to ensure that these rules are followed. In the event that you must leave immediately following the game, ensure that you designate a coach or parent to take care of ALL field responsibilities or make arrangements with the other manager before arrival to switch responsibilities.

IT IS NOT IMPORTANT WHO DOES IT. IT IS IMPORTANT THAT IT GETS DONE!

As challenges arise during the season, contact the Farm Division Commissioner for resolution.

APPENDIX B - Torrance Little League 2019 Code of Conduct

Torrance Little League 2019 Code of Conduct

- All persons participating in Torrance Little League (TLL) must abide by a Code of Conduct, which includes the provisions that follow.
- No one shall use tobacco products, alcohol or drugs on the Torrance Little League facility, including not only the stands and the field but also all adjacent areas to the field such as the parking lot and restroom. When present at a practice session for a TLL team whether at a park school or batting facility, No one shall use such products around or near the team or anywhere in that locale where the use of such products might be seen by the team.
- No one shall provoke a manager, coach, player, umpire or spectator.
- No one shall use profane or abusive language.
- No one shall show repetitive or violent disapproval of an umpire's decision such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out.
- The "Code of Conduct" shall also pertain to the use of online systems and resources.
- All decisions of the umpires or other game officials shall be accepted as being fair and called to the best of their abilities.
- Any violation of the above will be reviewed by the Torrance Little League Board of Directors for appropriate action.
- Notwithstanding the preceding items, no participant whether manager, coach, player, fan, guest, visitor or bystander, shall physically contact any umpire, manager, coach, player or spectator. Violation of this rule will result in the manager, coach, player, fan, guest, visitor or bystander being immediately removed from the Torrance Little League facilities **and** being subject to possible disqualification by the Board from future participation and/or attendance at Torrance Little League.

Thank you for your cooperation
Torrance Little League