

Section 6.02 Farm Division Ground Rules

1. The first 3 weeks of the Farm division will be machine pitch (see attached ground rules Section 6.05 for machine pitch games) The remainder of the season will be all kid pitch. (No coach pitch except in the event of a walk. See rule 10)
2. Pre-season practices are limited to three (3) per week. Practices are to be a maximum of 2 hours in length.
3. Each game will consist of four (4) innings or 1 ½ -hours, whichever occurs first. If the bottom of the 4th inning occurs before the 1 ½ hour time limit has been reached, the home team will bat even if they are winning. However, three (3) completed innings will constitute a regulation game. There is no mercy rule in place in Farm.
4. No over hand catch is allowed between a coach or any adult and any Little League player.
5. During pre-game warmups, only players may catch for the coach. Said player must be wearing a catcher's helmet and mask. Coaches or any other adults may NOT catch for the coach warming the players up.
6. When playing on any field, the pitcher will pitch from the rubber on the designated pitching mound. Managers/Coaches will pitch from the rubber on the pitching mound. Player occupying the position of pitcher will remain reasonably close to the left or right of the manager or coach that is pitching.
7. Umpires will wait 15 minutes after scheduled game time before calling the game a forfeit. A team must have a minimum of 9

players in order to play a game.

8. The player occupying the defensive position of catcher MUST wear full protective equipment, including a catcher's mask and helmet (with throat guard), shin guards, long model chest protector, and catcher's glove. All male players must wear a protective hard cup.
9. The offensive team will be retired once the team has scored four (4) runs or three (3) outs. Unlimited runs are allowed in the last inning, with the last inning being the 4th inning.
10. There will be no walks. Once ball four (4) has been pitched to a batter, the Manager/Coach will resume the count (not to exceed 4 pitches). For example: The batter's count is 3 balls one strike, the batter has 2 swinging strikes remaining. A foul ball is considered a strike, with the exception of strike 3. A foul ball on the 3rd strike shall be treated as stated in the Rules and Regulations Hand Book. A foul ball on the 3rd swinging strike shall be treated as stated in the Rules and Regulations Hand Book. The Manager/Coach who pitches to the batter must do so from the rubber on the pitching mound.
11. Runners may advance only one base on an overthrown ball, at their own risk. (This is one base per batted ball.) No leading off. The defensive team may have ten (10) players on the field. The tenth player (rover) will play in the outfield grass area only. There will be free substitutions in the Farm Division with the exception of the position of pitcher.
12. Use of hitting sticks is prohibited during game time.
13. Stolen bases are not allowed with the exception of stealing

home. Steals are not allowed when the coach is pitching.

14. Batter must keep one foot in the batter's box at all times.
15. The Farm Division is allowed to have four (4) adults (Manager and 3 Coaches) in the dugout/field area during games. Only adults who are on the team roster and have cleared background checks and approved by the Board of Directors are allowed in the dugout/field area. One Manager/Coach must remain in the dugout at all times.
16. Each player must play a minimum of 1 inning in an infield position. Failure to play a player in the infield 1 inning will result in that player playing an infield position for the entire next scheduled game. After a second infraction, the Manager will be suspended one game. In the event the game lasts less than 4 defensive innings, rule is waived.
17. Each player must play a minimum of 1 inning in an outfield position. Failure to play a player in the outfield 1 inning will result in that player playing an outfield position for the entire next scheduled game. After a second infraction, the Manager will be suspended one game. In the event the game lasts less than 4 defensive innings, rule is waived.
18. Bunting is allowed only when an opposing pitcher throws the pitch. No bunting is allowed when a Manager/Coach is pitching.
19. One (1) Manager or Coach may be positioned in the outfield for defensive coaching. Offensively, two base coaches are allowed onto the field. One coach may be positioned outside the dugout while the team is on offense per the umpire's

discretion. (buckets are not allowed on the field at any time).

20. Farm Division will bat through the entire line up.
21. Every player must play, at minimum, 6 outs on defense.
22. Managers must report pitcher and catcher changes to the official scorekeeper.
23. Fly balls that land on the outfield grass area are considered live balls, and runners may advance to all bases at their own discretion and risk. Ground balls that touch the infield – the runners may advance at their own risk for a maximum of 2 bases.
24. Maximum pitch count for 7 & 8 year olds is 50 pitches. 6 year olds are NOT allowed to pitch. Please refer below for “days of rest” guidelines.
 - 1-20 pitches – No (0) calendar day of rest is required
 - 21-35 pitches – One (1) calendar days of rest must be observed
 - 36-50 pitches – Two (2) calendar days of rest must be observed
25. Team must provide the current pitching log to the scorekeeper at every game. Failure to provide the pitching log will result in Manager suspension for one game.
26. Team Manager must remain on the field/in the dugout with the team at all times. In the event of an emergency, Manager will notify the umpire, Board member on duty, and his coaches prior to leaving the game.

Section 6.05

Farm Pitching Machine Rules

1. The pitching machine speed will be set at 38 mph from a distance of 46ft from front of machine to back of plate.
2. A 14 ft circle (pitcher's circle) will be drawn around the pitching machine. The circle will be divided with a line even with the anchor bar of the pitching machine. The player pitcher may not cross this line until the ball has been released by the machine.
3. A play will be considered over when a player has control of the ball inside of the pitcher's circle. Runners may advance at their own risk until the ball is controlled within the pitcher's circle
4. The ball is dead if it strikes the pitching machine or a coach on the field, or if it comes to rest inside the pitcher's circle. In the event of a dead ball, the batter is awarded first base and all other base runners advance one base.
5. A coach from the hitting team will feed the pitching machine. Batters will not walk and will not be awarded first base if hit by a pitch.
6. The placement and settings of the pitch machine shall be established prior to the start of the game by both managers and the Umpire. Once set, only minor adjustments may be made by the managers.
7. If the Umpire determines a full reset is required, then the umpire will call both managers to the pitch machine to conduct the reset. The Umpire will determine when the machine is set to proceed
8. In the event of a failure of the pitching machine, the Umpire may allow the game to continue with coach pitch.
9. Each batter shall receive a maximum of five pitches, except as noted in the following
 - (i) No batting count will be kept, and there will be no walks. Each at bat will continue until the batter has three swinging strikes, puts the ball in play, or reaches the maximum number of pitches

- (ii) If the batter hits a foul ball on the 5 pitch, the batter will receive another pitch until such time that the batter puts the ball in play or fails to hit a subsequent pitch
- (iii) Home plate is CLOSED. A base runner may ONLY advance to home on a batted ball

10. 4 run limit applies to each inning except the 4th inning where runs are unlimited.

11. All other Farm Ground Rules apply