



## Maidu Single A (Farm) Division Rules

The following is a summary of some of the rules in the Single A (Farm) Division in Maidu Little League Baseball. These rules are in addition to official Little League rules found in the Little League rule book. All managers are required to have a copy of these rules with them at games.

### 1. Team Formation

- a. Every attempt is made to honor both friend and coach requests in the Farm Division. These requests aren't guaranteed but are dependent on player registration numbers and number of teams.
- b. Teams are formed around the 1<sup>st</sup> of March each year.

### 2. Players

- a. Playing age 6 thru 7 are eligible to play in the Farm Division. Playing age 7+ players will need to receive a waiver to play in the Farm Division. Refer to the current Little League age chart to determine league age for the current year.

### 3. Parents

- a. Parents must sign and agree to the Little League Parent's Code of Conduct.
- b. Parents must sign and submit a Medical Release form for each player.

### 4. Managers/Coaches

- a. Medical Release forms and Parent Code of Conduct forms must be kept with the Manager at all games and practices.
- b. Each team may have three named coaches (including the manager) in the dugout or on the field during defensive play.
- c. All managers and coaches must agree to and pass a background check prior to participating in the dugout or on the field with players.
- d. Each manager and coach represents Maidu Little League and are expected to exhibit exemplary sportsmanship at all times. They are responsible for leading the sportsmanship of all players and parents associated with their team.
- e. All managers are required to attend MLL mandatory safety clinics, field prep clinics and coaches clinics as communicated.

### 5. Game Prep

- a. The home team is responsible for providing 2 new game balls at the beginning of each game. They should collect these balls following the game to use as practice balls.
- b. The home team is responsible for prepping the field for play including dragging the field and putting bases out. Special attention should be placed on removing any obstacle that may cause injury or negatively affect the game play.
- c. A chalk "pitch line" should be drawn at approximately 35 feet.



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### 6. Game Time

- a. Games are a maximum of 6 innings
- b. No new inning will start after 1 hour and 20 minutes from first pitch. Each team will bat an equal number of times.
- c. Transition between half innings should be done quickly to speed up the game. Line up cards should be prepared prior to the game to insure this as well as equal play throughout the season. Also, catchers should be identified and suited up ready to take the field in their half inning.

### 7. Equipment

- a. Each manager will be supplied catcher gear and a set of batting helmets.
- b. Only the designated batter may have a bat in hand.
- c. All players must wear a protective cup during games and practices.
- d. All batters must wear a protective batting helmet while on the field.
- e. The catcher must wear full catcher gear including a helmet with a mask, chest protector and shin guards. The catcher may use either a catcher's glove or their own fielder's glove.

### 8. Game

- a. Game Basics
  - i. The visiting team occupies the 1st base dugout and the home team occupies the 3rd base dugout.
  - ii. The visiting team bats in the top half of the inning and the home team plays defense.
  - iii. The half inning ends when either three outs are recorded or 7 batters have batted.
- b. Pitching
  - i. All pitching is performed by an offensive manager or coach.
  - ii. All pitching is done either standing or from a kneeling position from the 35 ft chalk line. It should simulate the velocity and trajectory of a live pitch. "Lob balls" or softball pitches are strongly discouraged. The Player Agents will work with managers and coaches to insure the coach pitching is meeting the development needs of the players.
- c. Offense
  - i. Offensive coaches will act as 1st and 3rd base coaches.
  - ii. Batting
    1. There is no "on-deck" circle. Players may not take warm up swings either inside or outside the dugout. Only the current batter may have a bat in hand.



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2. "1<sup>st</sup> Half"\* - All players will receive up to (not more than) 3 "coach pitches" during an at bat. If the 3<sup>th</sup> pitch is a foul ball they will receive another pitch. If they don't hit they will hit from a tee.
3. "2<sup>nd</sup> Half"\* - All players will receive up to (not more than) 3 "coach pitches" during an at bat. If the 3<sup>th</sup> pitch is a foul ball they will receive another pitch. If they don't hit they will hit from a tee.

### iii. Base Running

1. Stealing is not allowed.
2. Base runners must not leave a base until the ball has been hit.

1. Doubles are allowed on a hard hit ball to the grass. Base coaches are encouraged to use best judgement in sending players. The goal is to teach players to pick up the coach and follow prompts.

2. Triples and homeruns are not allowed under any circumstance with one exception:

i. The 7<sup>th</sup> batter of the inning on a hit can advance through all of

d. Defense the bases.

3. Base Runners are not allowed to advance on an overthrow or error.
4. Sliding is not recommended at this level.

### i. Defensive Coaches

1. "1<sup>st</sup> Half"\* - Three defensive coaches are allowed in the field to assist players with proper positioning and to prompt them to back up the play appropriately.
2. "2<sup>nd</sup> Half"\* - Defensive coaches are not allowed in the field and will be required to instruct defensive players from the dugout.
3. For the full season a defensive coach is allowed behind the catcher to instruct and assist with past balls in order to maintain game flow.

### ii. Infield

1. Teams will play the infield with only six players (pitcher, catcher, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and shortstop) playing at the appropriate location on the field. No defensive "shifts" are allowed.

### iii. Outfield

1. "1<sup>st</sup> Half"\* - The outfield will be played with all remaining players.



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2. "2<sup>nd</sup> Half"\* - The outfield will be played with 4 outfielders (LF, LCF, RCF and RF) if you have 12 players and played with 3 outfielders (LF, CF and RF) if you have 11 players. (One player should not be left on the bench alone.)
3. All outfielders must start the play on at least the edge of the grass.
- iv. Outs are recorded on the bases and base runners are removed from the field.
- e. Rotation
  - i. Managers/coaches are encouraged to maintain an organized rotation of players to insure each player has the opportunity to play every position on the field equally.
  - ii. Players may play a given position only once per game.
  - iii. Each player should be rotated from infield to outfield as evening as possible.
  - iv. Each player must play at least one inning in the infield and one inning in the outfield per game.
- f. Umpire
  - i. There is no umpire for this division. Managers and coaches make the called outs on the field. Calls too close to call will be in favor of the offensive team. Managers are encouraged to work together to teach players from both teams the game of baseball in a positive manner.
- g. Scorekeeping
  - i. Scores, win-loss records and league standings are not kept.



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- i. No individual statistics will be kept.
- ii. There will not be any emphasis placed during the game of who is winning or losing.

### 9. Post Game

- a. The visiting team is responsible for field clean up at the end of the game. This includes putting away the bases and securing the sheds and lock boxes.
- b. Each team is responsible for clean-up of their respective dugouts.

### 10. Post Season

- a. There is no post season for the Farm Division.

### 11. Discipline

- a. Managers/Coaches/Parent/Players
  - i. If anyone is removed from a game by an umpire they are automatically suspended from the next game.
  - ii. If anyone is removed from a game a second time they are automatically suspended for the remainder of the season.
  - iii. The board will take additional action as appropriate to insure the appropriate baseball environment is maintained for the players and families of Maidu Little League.

\*The Player Agent will identify the "1<sup>st</sup> Half" and "2<sup>nd</sup> Half" games once the schedule becomes available and instruct the managers accordingly.



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