



# SENIOR FARM (KID PITCH) BASEBALL RULE BOOK

OFFICIALLY ADOPTED BY:



**The purpose of our league is to promote and develop good sportsmanship, fair play, skill, ethics and maintain the highest integrity among all teams and all individuals participating.**

**OFFICIAL BASEBALL RULES SHALL BE USED TO GOVERN PLAY EXCEPT AS MODIFIED HERE IN.**

The basic concept of this league is to make the game safe, fun and interesting for our young players by using safe equipment and keeping their interest active in playing baseball. Some of the rules used for this league may be viewed as “untraditional baseball”, but at this age level, keeping all the kids safely involved in the game and preparing them for higher levels of competition is our main concern and goal.

## ARTICLE I: ELIGIBILITY

1. This is a 9 and 10 year old division. If a player has reached his/her eleventh birthday prior to May 1, he/she is ineligible to play in the Sr. Farm Division.
2. A player must have reached his/her ninth birthday prior to May 1 to be eligible to play.
3. Exceptions to “play up” to the next age group must be approved by the Baseball Coordinator or Athletic Director upon receipt of a written request from the parent. “Playing up” as a 8 year old is strongly discouraged and should only be allowed on an extremely limited case-by-case basis for players who have clearly demonstrated the talent to play safely at the Sr. Farm level.
4. Use of players not on official team roster will result in forfeiture for every game in which the ineligible player has played. A one game suspension of the coach will be imposed on the teams next game played.
5. A player must be attending school or be participating in an approved home school program. Individuals who are suspended or expelled from school will not be allowed to play until they are officially reinstated.
6. Players must also maintain a “C” average or higher in school to remain eligible to play.

## ARTICLE II: GENERAL RULES

1. No alcoholic beverages are permitted on or around playing fields during games or practices.
2. Smoking is not allowed within the confines of the playing fields during games or practices.
3. Profanity will not be tolerated on or around the game site. Violators will be removed and are subject to dismissal from the league.

4. **The League Commissioner will determine Postponement or cancellation of games.** In case of inclement weather, coaches should call the League Commissioner or Athletic Director for cancellation information, call the league weather cancelation line, visit the league web site or Facebook page. The League Commissioner reserves the right to reschedule postponed games at their convenience in order to catch up with the schedule. The Commissioner is authorized to cancel games due to excessive rain or conditions beyond their control.

### ARTICLE III: EQUIPMENT

1. Shoes with metal cleats are prohibited. The only authorized shoes that can be worn during games or practices are rubber soled or rubber cleated shoes.
2. It is mandatory for each batter and runner to wear a baseball helmet, face shield optional. The helmet will cover both ears and temples and if desired have a metal or plastic face shield attached to the helmet. It is illegal to wear any other headgear.
3. Helmets must be worn by players while they are: at bat, running bases and returning to the dugout following a play where they are called out. If an offensive player is on the field of play they must have a helmet on.
4. It is mandatory for all catchers to wear facemask with throat protector unless they are using a hockey style mask that extends to the throat area, helmet, chest protector, shin guards and a protective cup. If the umpire observes any violation of this rule, the violation must be corrected before play can resume. If the violation cannot be corrected the umpire will declare the game a forfeit.
5. Bats are to be no longer than 33 inches in length and no more than 2 ¾" in diameter. Bats are to be smooth and round, made of wood or aluminum. Aluminum bats shall have a BPF (bat performance factor) of 1.15 or less.
6. Players may not wear watches, rings, pins, earrings or jewelry of any kind.
7. Pitcher's glove shall not be white or gray in color and the pitcher will not wear sweatbands on wrists or batting glove on throwing hand. If a pitcher wears a long sleeve (under armour) shirt it can NOT be white or gray.
8. The home team will provide one new game ball and one acceptable ball (practically new) to the umpire prior the start of the game. Game ball will weigh 5-5<sup>1</sup>/<sub>4</sub> ounces and measure 9-9<sup>1</sup>/<sub>4</sub> inches in circumference. Game balls must be leather, no synthetic or plastic cover balls are allowed.

## ARTICLE IV: PLAYING FIELD

1. The distance between all bases shall be 60 feet.
2. The distance between the point of home plate and the front side of the pitcher's rubber shall be 46 feet.
3. The home team will occupy the first base bench, visiting team the third base bench. The home team will be listed last (right) on the game schedules.
4. A batter's on-deck circle will be designated. Only one batter will be warming up with a bat at a time and will be wearing a batting helmet. All other players will be seated in the dugout.
5. Pitchers and catchers may warm up outside the fence during an inning provided they are supervised and are wearing protective gear.

## ARTICLE V: GAME TIMING

1. There will be **NO GRACE PERIOD**. Teams will be at the game site a minimum of 30 minutes before game time. The first game may start early if both teams are ready, but no later than scheduled.
2. It will be a regulation game when **SIX** innings have been played or one hour 30 minutes has elapsed. Once an inning has started, it must be completed. A new inning may not be started once the one hour 30 minute time limit has elapsed. In the regular season, if the game is tied after **six** innings or the time limit has elapsed, the game will be recorded in the official record book as a **TIE**.
3. The official scorer (home team) will log in the scorebook the official time the game starts. This will be taken from the umpire. It is best practice for both teams to log the official game time announced by the umpire in each team's scorebook. The umpire will maintain the official time and all of their decisions in regards to time limits are final and cannot be protested.
4. It will be a regulation game if it is called by the umpire on account of **DARKNESS, RAIN OR OTHER CAUSES**, which in the umpire's judgment interferer's with further play providing four or more innings have been played. **For this rule, three and one half innings** will constitute a regulation game if the home team has the lead after 3 ½ innings.
5. When rain/darkness forces a game to be terminated and the game has not reached regulation status per paragraph 4 the game will be rescheduled and played from the beginning.
6. When rain/darkness forces a game to be terminated prior to the time limit and it is a regulation game per paragraph 4, the final score of a shortened game will be the score at the end of the last completed inning.
7. At any point after **Three and one half innings** the home team is ahead by **TEN** runs the game will be terminated by the umpire.

**ARTICLE VI: RECORD OF GAME**

1. The home team will be designated as the official scorer. They are responsible for furnishing the scorebook and ensuring umpire signs the scorebook at the end of the game. It is recommended the visiting team also uses a score keeper and check frequently with the Official scorer to avoid the possibility of mistakes.
2. The scorebooks of home and visiting teams must be filled out with player's names and uniform numbers. In the event of a protest and this information is not provided the protest will be denied.
3. The winning team is responsible for calling or e-mailing the League Commissioner with the winning score. When calling, give the following information:
  - Date played
  - Team names
  - Score
  - Field played on
4. It is very important that winning coaches call in/email the scores so that accurate records of the standings can be kept up-to-date. In the event of a tie, request one or both team coaches call in or e-mail the scores.

**ARTICLE VII: COACHES RESPONSIBILITIES**

1. Coaches are responsible for seeing that their players meet the age requirements in conjunction with their league's directors.
2. Coaches are responsible for maintaining proper sportsmanship and conduct among their team, fans and parents at all times.
3. Any coach who knowingly plays an over age player in violation of the eligibility rules shall be suspended. The Executive Board will determine the length of suspension, possibly indefinitely.

**ARTICLE VIII: UNSPORTSMANLIKE CONDUCT**

1. Any player or coach ejected from the game by an official for fighting shall automatically be suspended for a minimum of the next two LEAGUE games to be played by their team. No official notice of this suspension shall be necessary. The head official will notify the League Commissioner and Athletic Director of the ejection.

2. Any player or coach ejected from the game by an official for unsportsmanlike conduct shall automatically be suspended for a minimum of the next LEAGUE game to be played by their team. No official notice of this suspension shall be necessary. The Head official will notify the League Commissioner and Athletic Director of the ejection.
3. In the event a player or coach deviates from this ruling and is present at the next game, it will constitute a forfeit of that game and the team not at fault will receive credit for a win. Additionally, the player or coaches who deviated from this rule will be suspended an additional game.
4. Any team assistants, team parents, family, spectators guilty of unsportsmanlike conduct toward an official on city property will be subject to ejection by the official and must vacate the premises immediately.
5. Any player, coach or spectator guilty of striking an official in any manner on city property during or after a game shall be suspended indefinitely from participating in all League events sponsored by the Parks and Recreation Department in accordance with Community League Parks and Recreation Departments bylaws.
6. The following are examples of unsportsmanlike conduct:
  - Boos, hisses, jeers and other taunts targeted at players, coaches or officials. This applies to making purposefully distracting noises during pitcher's delivery or batter's attempt to hit.
  - Any intentional acts that may cause injury to another player.
  - Any arguing, loud or animated discussion that projects unfavorably on the spirit of sportsmanship.
  - Any use of foul, vile or profane language or gestures on or within the immediate vicinity of the playing field.

## ARTICLE IX: PROTEST

1. Coaches protesting must immediately notify the umpire at the time of infraction and it will be announced that the game is being played under protest. The score keeper will note on the official book the following: the inning, exact time, players on base, batter, pitch count, number of outs and score. The GAME MUST CONTINUE. All protest involving league play will be submitted by the Head Coach in writing to the League Commissioner NO LATER THAN 48 HOURS after the incident. The Commissioner will discuss the protest with individuals involved and make a final determination on the submitted protest.
2. All matters of an arbitrary nature in connection with a player's eligibility may be protested at any time during the season by the Head Coach. All eligibility protest will be submitted in writing to the Executive Board.

**ARTICLE X: PITCHING**

1. A pitcher will not be allowed to pitch more the FOUR (4) innings per game.
  - **It is the responsibility of both coaches to record the number of innings pitched by each pitcher.** The umpire is not responsible for keeping track of the number of innings pitchers have pitched.
2. If a player pitches to one batter, he/she has pitched a full inning for the purpose of the FOUR-inning rule for pitchers.
3. If the pitcher is taken out of the game he/she cannot return to the mound that inning. Within an inning a pitcher can be removed from the mound and play another position. A pitcher who has been removed from the mound may go back and pitch any other inning until he/she pitches FOUR (4) innings.
4. A coach may visit the mound one time during an inning. A second visit necessitates the removal of a pitcher.
5. A pitcher must be replaced if he/she HITS TWO (2) batters in any one inning. The player may return to the pitcher position as early as the next inning provided they have not reached 4 total innings pitched.
6. If a pitcher hits 4 total batters within a game he/she must be removed and may not return to pitch that game.
7. Pitchers will take only FIVE (5) warm-up pitches between innings. New pitchers in the middle of an inning are allowed a reasonable number of pitches to properly warm-up at the umpire's discretion.
  - **NOTE:** The umpire will determine if a batter was hit due to the pitcher's action, or because the batter did not actively avoid contact with the pitched ball.

**ARTICLE XI: PERSONNEL/SUBSTITUTIONS/MINIMUM PLAY**

1. 8 players minimum to play a game. If a team has 8 players, an out will be called in the ninth batting spot. 7 or fewer players is a forfeit.
2. A spot in the batting order vacated during a game will be called an out. If a team ends up with 7 batters due to an injury it will constitute a forfeit at the point the 8<sup>th</sup> player is deemed unable to return.

3. All players may be freely substituted during a game. Any player leaving the game may return to the game and play in any position designated by the coach.
  - **Exception:** No player is allowed to pitch more than FOUR (4) innings per game or return to pitch if in violation of another pitching rule.
4. The batting order cannot change. If a player bats out of order (enters the batter's box and takes a pitch), the player will be called out.
5. A player arriving after the start of the game will be added to the end of the batting line-up and must be reported to the opposing team.
6. Any player substituted for another player in the field does not change their position in the batting order.
7. Each team's batting line-up will consist of every player in uniform that is in attendance. The batting order will remain the same for the whole game.
8. All players in attendance for a game must play at least two full innings in the field. The two-inning rule is based on a complete SIX (6)-inning game. Players on the bench must be placed in the field for their first required inning no later than the 3<sup>rd</sup> inning.
9. At the coaches discretion a player may be benched for disciplinary reasons such as not attending practices with no notification or reasoning. Parents may have disciplinary reasons that prevent a player who is present from playing as well. If this is the case the opposing coach and umpires must be notified prior to the game.

## ARTICLE XII: LEAGUE SPECIFIC RULES

1. Bunting is allowed.
2. Players must drop the bat after swinging. Failure to do so could result in an out. Each player is allowed one (1) warning per game for throwing the bat in a dangerous manner, second offense by the same batter at any point in the game is an out. This is an umpire judgment call and it cannot be protested.
3. A base runner may steal second (2<sup>nd</sup>) or third (3<sup>rd</sup>) or home base provided he/she does not leave the base that he occupies until the pitched ball passes home plate. Penalty for the runner leaving the bag early – runner is out (no warnings).
4. Tagging up is allowed on bases.

5. There is no infield fly rule. All batted balls must be played. All runners may advance at their own risk.
6. A fielding team will consist of nine (9) players of which three (3) must be played in the outfield beyond the normal configuration of the infield.
7. A team may score a maximum of (7) runs in their half of an inning. After the seventh run is scored, the team at bat must take the field/outfield.
8. All third strikes are outs. No dropped third strike rules apply.
9. Collision avoidance. This rule is in force for any runner at any base, **THE RUNNER MUST SLIDE OR ATTEMPT TO AVOID A COLLISION WITH A FIELDER.** If not, the runner is declared out for not sliding even if the contact was not intentional or malicious. When the defense is blocking a base or home plate without the ball or not making a move to catch the ball the umpire will call obstruction and award you the base but you will never direct a base runner to intentionally run into a defensive player. This is an umpire judgment call, the intentional collision as well as the obstruction.
10. No head first slides permitted while the runner is advancing. A runner may "dive" back to a base to beat the throw or avoid a tag.
11. A live ball situation exists between a pitcher and catcher until the pitcher is on the rubber with the ball in hand.
12. A runner leading off must return to the previous base occupied if not progressing towards the next base when the pitcher has possession of the baseball and steps on the pitching rubber.
13. The base runner may lead off the base until the pitcher steps on the rubber with possession of the baseball (live ball).
14. Once a base runner makes any motion back towards the base he/she occupied (without a play being attempted), he/she must retreat to that base and remain there until after the next pitched ball passes home plate.
15. If a defensive player attempts to make a play at the runner leading off the base, then the runner may advance at his/her own risk even if a move back to the base had been made.
16. In the event of a walked batter: "The batter is awarded first base and may advance past first base at his/her own risk. This is not a dead ball situation." The ball is not dead until the pitcher is back on the rubber with the ball.

**ARTICLE XIII: SPEED UP RULES IN EFFECT**

1. The catcher will keep his catching gear on, except mask, at the completion of each inning, unless he is to be the number one, two or three batter.
2. With TWO outs and the catcher on base, it is mandatory to have a courtesy base runner inserted for the catcher; the courtesy runner must be the last batter in the scorebook to record an out.
3. There will be no hidden ball tricks or anything to encourage a delay. The umpires will inform players to put the ball into play immediately and make every effort to keep the game moving.



**Established 2010**

(Founding Members: Arrowhead-Point of View, Creeds, Courthouse, Kempsville, Larkspur Salem, West Kempsville, Woodstock)