



FARM LOCAL RULES

RECOMMENDED LEAGUE AGES: 7-8

* Age 9 players should only play Farm if no previous play.

GENERAL RULES:

1. 60-foot base paths to be used for all games.
2. Game time limit is one (1) hour and thirty (30) minutes, or six (6) completed innings, whichever occurs first. No new inning may start after the time limit is reached. If the time limit is reached during an inning, the home team will be allowed to complete their inning. There is no minimum inning requirement for an official game. The umpire will determine when the open inning starts.
3. Taunting players (“chatter” or “hey batter...” or yelling at a player who is making a play) is prohibited.
4. The Home Team Manager and Coach(s) are responsible for pitching machines, bases, and field care; before and after each game. If your game is the last scheduled game on the field, the Home Team Manager is responsible for ensuring the bases and any field equipment is secured back in the Pyramid.
5. There will be at least one (1) umpire in Farm. Balls are not tracked, and no bases will be awarded after four (4) balls. Strikes, outs, and runs are tracked.
6. The home team provides an adult scorekeeper for each game. No children are allowed in the scorekeeper’s booth without adult supervision. NO EXCEPTIONS. The home team will be required to use Gamechanger to keep the score, the away team is encouraged to do the same.
7. The home team will keep the official scorebook and must enter the final score in the Sports Connect app upon completion of the game.
8. No team may score more than five (5) runs per inning. If a team scores five (5) runs in their inning, the side is retired and the inning changes, except for the last inning which is open.

OFFENSE:

9. The first week of the season will consist of scrimmages which will not count towards the regular season record.
10. All players are in the batting lineup, in a pre-stated batting order. Managers will exchange lineup orders prior to starting the game. The batting lineup will remain the same throughout the current game. The side is retired when the defense collects three outs, or the offense scores 5 runs.
11. The next offensive inning will begin the batting order with the player left “on deck” from the last offensive inning.
12. No leading off or base stealing allowed.



13. Runners may not advance bases on overthrows to first base. Runners may advance one base on overthrows to second and/or third base.
14. On balls hit to the outfield, runners may advance until the ball has been returned to an infielder. If the infielder is in a cutoff position (shallow outfield), runners may advance until the ball has been returned to the infield by an infielder.
15. Head-first slides are not allowed, except when a player is returning to a base. Non-base-returning head-first slides will result in an automatic out.
16. If a batted ball hits the pitching machine, it is declared a dead ball, the batter will be awarded first base, and all forced runners will advance one base.

DEFENSE:

17. All players play each inning in the field, simultaneously.
18. The defensive team must utilize “standard” infield positions; one player per position. All remaining players will play in the outfield, and must be positioned in an umbrella formation, at least 15 feet off the infield dirt. Use of a short fielder or “rover” is not allowed. Fielding positions must be included in the lineup, to include names and jersey numbers, provided to the opposing team’s coach and scorekeeper and the beginning of the game.
19. All Players must play at least one (1) inning in the infield, per game. Exceptions may be made for purposes related to player safety (with approval of the Rules Committee Chair and notification to the Player Agent(s)).