

# MORADA LOCAL LEAGUE RULES - FARM

1. Players must be league age 5-7, with prior Tball experience (spring season) based on the Little League Age calendar and have played 1 year of Tball for League age 5-6.
2. Players will be designated to teams by the player agent.
3. Teams will consist of up to 13 maximum players and a minimum of 10.
4. Game time will consist of 6 innings or a drop-dead time limit of 1 hour and 15 minutes
5. Farm will not have an official score book but the home team will be responsible for an official scorekeeper for the purpose of ensuring the minimum playing requirements are met. GameChanger is the preferred method.
6. Farm will use Tball issued baseballs.
7. There will be a 3-run rule in place for all innings or 3 outs. Whichever comes first.
8. Defense: All players should rotate positions every inning. 10 defensive players will be in the game at one time. Infield should be set traditionally with a catcher and 4 players are to be spread throughout the outfield. (left field, left center, right center, and right field)
9. It is expected that managers and coaches teach these young players proper fundamentals and sportsmanship to the best of their ability. If you are a first-year coach and would like some help developing a practice plan to get you started, reach out to any board member for assistance.
10. Offense: All players in attendance will hit in a continuous lineup. Batting order should be rotated each game so all kids get an opportunity to be the first and last batter at some point.
11. Coaches will pitch to their own team. In the first 4 games players will get 5 pitches from the coach and if they do not get a hit then they get to hit off the tee and play the ball live off the tee.
12. Mid season and going forward - Players will get a maximum of 5 pitches. A foul ball on the 5<sup>th</sup> pitch will receive additional pitches until the ball is put into play or is called a strike then the batter will be out. If the coach throws an unhittable ball on the last pitch, give the batter 1 more pitch.
13. A player cannot advance on an overthrow. A player can only advance 1 base at a time. NO SLIDING allowed at this level. Players cannot advance on an overthrow. A player cannot advance more than 2 bases at any time. Example; A ball hit past the outfielders a batter can go to second base for a double.
14. There are no walks at this level.
15. A batted ball that results in hitting the coach or pitching machine on the mound will be a dead ball and the batter will be rewarded first base.
16. We have no umpires at this level so we ask the coaches on the field to make the calls. Do the best you can. There are no winners and there are no losers!

Have fun and enjoy watching these young players learn the game!

Revised 11/13/2025