

## EAST CHEROKEE BASEBALL

### FARM LEAGUE (age 5 / 6)

#### PARK RULES

1. Each team's batting order will consist of the team's full roster. Each player will be on the batting order. If a player gets to the game late, the coach will tell the other manager and the umpire that he is adding a player to the bottom of the batting order.
2. A team will field all the players on their roster.
3. A team must have at least eight (8) players for it to be a legal game. Less than eight (8) players will result in a forfeit. If a team starts a game with only eight (8) players, an automatic out will be recorded for the 9th spot in the batting order until and if the 9th player arrives.
4. If a team does not have eight (8) players present at game time, a 10 minute grace period will be granted on games played during the week that do not have a game behind it, and the first game on Saturday. No grace period on subsequent games.
5. A team may pull players from another 5/6 team to get their roster to nine (9) players. The pulled over player(s) must play in the outfield and bat last. Player(s) may not be pulled over if he has a game scheduled for his regular team in the next time slot of the same day. A player may only be pulled to the same team two (2) times during the season. All players being pulled over must be approved by the director on duty and recorded in the log book located in the concession stand before the start of the game. Pulled over players are not required to wear a matching uniform.
6. If a player can not finish the game for any reason, it will not be counted as an out unless the batting roster drops below nine (9) players.
7. The maximum number of runs that a team can score per inning is 6.
8. The player in the pitcher position must wear a heart guard device. NO EXCEPTIONS.
9. Outfield players must stay behind the grass line.
10. Game times are for the time limit or six (6) innings, whichever comes first. Game times are 1 ¼ hours on Saturdays and on evenings when there is only one game scheduled. Game times are one (1) hour on evenings with two (2) scheduled games.
11. In order to prevent a coach or player from intentionally stalling a game, the time clock for all games shall be stopped in the last fifteen minutes of each game for timeouts, protests, player injury, or any other delay of the game at the discretion of the umpire.
12. Games will not end in a tie at the end of regulation play. Any game tied at the end of six (6) innings or the time limit will continue play under the tie-breaker inning rule. Tie breaker inning rule: Both teams will have the opportunity to bat. The last official batter of the previous inning will be placed on 2nd base to start the inning. Both teams will follow this format and play a normal inning. This process will be repeated until a winner is determined.
13. If a game is stopped for weather or darkness prior to the completion of six innings or the time limit, the scorebooks will be marked and the game will be resumed using the same lineups for both teams. If a team is missing a player(s) who is in the lineup in the original game, that team will not have to take an out for the missing player unless their roster falls to eight (8) players. If only eight (8) players are present for the resumption of the game, an out will be recorded in the original lineup spot of the first missing player scheduled to come to bat. Any regular team members who were not present at the original game may be added to the bottom of the order. Only pulled up/over players on the original lineup may play in the game continuation.
14. Games that are cancelled due to weather shall be re-scheduled in the next available time slot. Only the Director of Scheduling shall determine the re-scheduled time and notify the affected teams.
15. Bats that are labeled "T-Ball" will be **legal** for use in the Farm League 5/6 age group.
16. NO sliding head first into a base unless you are returning to the previous base.