

Aston-Middletown Little League

Farm League (Tee ball) House Rules

The Farm League consists of 4- and 5-year-old players. “Baseball age” may be different from the child’s actual age. Please use the [Little League Age Calculator](#) to determine a child’s baseball age.

All AMLL Farm League games are to be conducted in accordance with the latest edition of [Little League Baseball’s Official Regulations and Playing Rules](#) except as amended by the house rules listed below. (Some of the rules listed below merely clarify or emphasize certain official Little League rules.) All questions should be directed to the Farm League Commissioner.

COACHING STAFF

1. **Members**. Each team will have a coaching staff approved by the Board of Directors. Each coach must complete a Little League Volunteer Application and a current Criminal Record Check prior to assuming his/her coaching responsibilities; both the application and the record check must be completed annually. Any member of the coaching staff whose verification package is incomplete and did not receive approval for a special grace period, will not be allowed in the dugouts or on the field.
2. **Dugout**. Each team may have no more than four coaches – one manager and three assistants – in the dugout during a game. Apart from coaches, no non-players may be in the dugout during a game. In the absence of a coach, another adult may temporarily assist in the dugout. Two (2) defensive coaches may roam the outfield, behind the players, to make sure they are positioned properly and where the play is. They may not interfere or physically assist on any play.
3. **Base Coaches**. Base coaches must be members of the coaching staff.

GAME PLAY

1. **Fielding**
 - a. **Defensive Requirements**: Every player will play defense each inning.
 - b. **Mandatory Position Rotation**: Managers must rotate positions.
 - c. **No Catcher**
 - d. **Outs are not recorded**: If an *offensive* coach wants to enforce outs (i.e. remove runners from the bases when an out is recorded), he/she can. Regardless, all batters will bat, even if three outs are recorded.
2. **Batting**
 - a. **Type of Ball**: A “Safe-Soft 1” or “Safe-Soft 5” ball will be used.
 - b. **No “On Deck” Swings**: Under no circumstances shall on deck swings be permitted inside or outside the dugout. Managers must enforce this.
 - c. **Everyone Bats**: Every batter will bat every inning
 - d. **No Strikeouts**

- e. Must Mix Up Batting Order: Manager must mix up the batting order so no player bats last every game/inning.
- f. USA Bats: In accordance with Little League, all bats must be stamped with the “USA Baseball” logo.

3. Baserunning

- a. One Base at a Time: The batter and all runners advance 1 base per hit. You may allow the last batter of the inning to “hit a home run” and run all the way around the bases.
- b. No Infield Fly Rule
- c. No Stealing

MISCELLANEOUS RULES

- 1. Inning/Time Limit. Games are 3 innings and should not exceed 60 minutes.
- 2. Cancellations. If a game is rained out or cancelled, the game may be played at a later date. The League Commissioner and the Scheduler will try to reschedule cancelled games.. It is possible, however, that rain-outs will not be rescheduled.
- 3. No Post-Season Play