**FARM DIVISION PRIMER (2015)**

**“FARM  1 Primer”:**

**General Info:**

\*Predominantly 1st graders

\*We don’t keep score

\*League provides hats & shirts

\*Parents need to purchase fielding glove, cleats, pants & long sleeve under shirt.

\*Most kids bring their own helmets (but leage provides).

\*There are always enough bats to go around.

**Batting/Pitching:**

\*Pitch about 40 feet from home plate.

\*6-8 pitches then bring out the Tee.

\*The Tee should be nearby so an assistant coach can quickly run out

\*Do not slow down the game by waiting for the catcher to retrieve every ball. Simply keep 6-8 balls on the mound & have assistant coach/catcher round up balls when you run out.

**Batting order:**

\*9 batters per inning or 3 outs.

\*Make sure you have a batter “on-deck” but don’t let him/her swing the bat.

\*The 9th batter does not run the bases. (This isn’t tee-ball)

**Fielding:**

\*Maximum of 9 positions players.

\*Do your best to rotate players around.

\*Your 1st Baseman is one of the most important/dangerous positions. Don’t put a player at 1st base that can’t catch or doesn’t play attention.

**Base running:**

\*Infield hits - 90% of the throws to 1st base will not be caught. Therefore, don’t advance your runner.

\*Outfield hits – Runner should stop once the outfielder “controls" the ball.  Inside-the-park home runs aren’t cool unless the batter legitimately crushes the ball past everyone.

\*No leading off.

\*No stealing

**Game Times:**

\*Get your team there 15-20 minutes before game time.

\*If another game is in session, warm up beyond foul territory with no disruption.

**Field Related:**

\*Home team preps the field (rake, set up bases, etc)

\*Home team take 3rd base dugout.

\*Home team provides 6 game balls.

**Warm ups:**

\*Players should play catch on right/left field foul lines. All throwing same direction.

\*Each team can do a quick round-the-horn of infield grounders if enough time.

**Rainouts:**

\*Assume the game is on unless the two managers contact each other in advance.

**Innings/etc.**

\*A game is 6 innings.

\*Games are limited to 90 minutes.

\*A game can end earlier by mutual agreement of both managers. No new inning shall be started after 90 minutes….Games automatically end at sunset.

**Number of Players:**

\*If a team has less than 9 players, the opposing team can lend them a player for defensive purposes only, and the loaned player will play an outfield position.

----------------------------------------------------------------------------------------------------

**"FARM 2 PRIMER”:**

**Game Times:**

\*Get your team there 20-30 minutes before game time.

\*If another is in session, warm up beyond foul territory with no disruption.

**Field Related:**

\*Home team preps the field (rake, set up bases, etc)

\*Home team take 3rd base dugout.

\*Home team provides 6 game balls.

**Warm ups:**

\*Players should play catch on right/left field foul lines All throwing same direction.

\*Each team can do a quick round-the-horn of infield grounders if enough time.

**Keeping Score & outs:**

\*There are no umps or scorekeepers. So keep score amongst yourselves.

\*Call your own players out on close plays.

\*Extra bases (see base running below). Let’s make sure the kids are learning the game but it's not cool if a really good team is aggressively crushing it on the bases. So let’s use common sense.

**Rainouts:**

\*Assume the game is on unless the two managers contact each other in advance.

**Innings/etc.**

\*A game is 6 innings. Each half inning will consist of three outs or five runs. Games are limited to 90 minutes. A game can only end earlier by mutual agreement of both managers and no game shall go less than 75 minutes unless 6 innings have been completed. No new inning shall be started after 90 minutes….Games automatically end at sunset.

**Number of Players:**

\*No minimums apply. If a team has less than 9 players, the opposing team can lend them a player for defensive purposes only, and the loaned player will play an outfield position.

**Base Coaches:**

\*No players. Managers only.

**Mandatory Play:**

\*At a minimum each player must play 6 defensive outs & have 1 at bat.

\*The batting order shall be continuous and include all players on the team roster present for the game batting in order. Each player is required to bat in his/her respective spot in the batting order.

\*Six (6) pitches per batter. Three (3) strikes results in the batter being out. The batter shall have 6 pitches to put the ball in play; if not done, the batter is out, unless the 6th pitch is a foul ball. Then the batter shall continue until the ball is put in play,      third strike, or no swing on the next pitch. Any fair ball is in play (no minimum distance). The infield fly rule does not apply. Bunting is not allowed; the batter shall return to the plate and the pitch shall be counted as a foul ball.

**Defense:**

1. Nine players in the field including a catcher. Extra infielders are not permitted to play; outfielders should play a reasonable distance from the infield. It is the manager’s responsibility to have the outfielders play in the outfield.

2. —Short fielders∥ and playing directly behind second base is not allowed.

3.  All players shall play a minimum of 3 innings per game.

4. Defensive coaches must coach from the dugout, not the field.

**Base running:**

1. No leading off or stealing.

2. Overthrows: any throw that goes out of play is a dead ball and the runners will be awarded the base they were going to plus one more base. On any ball still in play on an overthrow, runners may advance at their own risk.

3. On balls returned to the infield (from outfield) the runners must stop when an infielder is in possession and control of the ball. If an outfielder has the ball, baserunners may run until the ball is returned to infield and a player has possession.

4. These rules apply even for the last batter in each half inning. The last batter should not keep running for home with 9 defensive players chasing after him/her. It creates a dangerous situation at home plate, and players can get injured.

5. Fielders may not obstruct runners in the baseline.

6. Runners may not interfere with fielders attempting to field a ball, even if they are in the baseline.

7. Any runner attempting to avoid a tag and running more than 3 feet out of a direct line between the bases is out.

**Run limits & Last inning:**

1- Last year we decided to have a 5 run max inning

2- Lat year we decided that that last inning was unlimited. The logic was we didn’t want games to end after 5 innings. It was fun to have a some potential 6 inning drama.

**Playoffs**

1- All teams make the playoffs

2 – The brackets are decided by each teams win-loss record

3 – Last year we had a double elimination tournament. It was super fun.