

XXI. A (FARM) DIVISION RULES

Purpose of the A (Farm) Division: A transitional step between tee-ball and competitive baseball that is a combination of instruction and **moderate** competition to better prepare players for later years of baseball. Division standings will not be kept for the first portion of the season but kept for the second portion. The first portion of the season should be used as a transition from tee-ball to machine pitch baseball with the emphasis being on instruction and allowing players to rotate between the infield and outfield. The second portion of the season should still primarily focus on instruction and position rotation with the addition of **moderate** competition. There will be bracket style tournament at the end of the season. Every team within the division is eligible for the tournament. The tournament championship game will be played on closing ceremony. There will be no time limit for tournament games.

1. Games will be six (6) innings subject to time limitations, darkness, or weather.
2. A Reduced Impact Factor (RIF) ball #5 is used for games and practices.
3. Managers must make sure that all equipment is kept off the field once the game has started.
4. Each player must play a minimum of six (6) defensive outs during his/her team's first four defensive innings, nine (9) defensive outs during his/her team's first six (6) defensive innings, twelve (12) defensive outs during his/her team's first eight (8) defensive innings, etc... until the game is concluded. To accomplish this requirement, substitutes must be inserted into the defensive lineup no later than the beginning of their team's third defensive inning.
5. Players may not play more than two (2) innings in the infield before the 4th inning, and will only be allowed to play one (1) additional inning in the infield before the end of the 6th inning.. All players must play infield once by the fourth inning and twice by the sixth inning and may not play consecutive innings after the 4th inning. A player may only play catcher during one inning per game. Additional innings may be played in the infield if a lack of players attending the game forces a manager to do so. In these cases the manager must continue to rotate players to the full extent of his/her ability to do so, so as not to allow one (1) or more players to dominate infield play.
6. Pitching will be an assigned coach for the team that is batting at the time, and the coach must adhere to the following:
 - Six (6) pitches are allowed to each batter. It is recommended that three (3) balls be available.
 - The sixth pitch if not put into play will be considered an out, no exceptions.
 - Walks are not allowed.
 - Coach must pitch from a minimum distance of 30 feet from home plate.
 - Coach "pitcher" must throw overhand.
 - Coach "pitcher" may throw from one knee or the standing position.
 - The area for the "player pitcher" is the pitching area, while not in front of the coaches release point. A clear view for the pitcher and batter must be maintained.
7. The adult pitcher is not considered part of the playing field and play will not continue if a ball strikes the adult pitcher or if he/she interferes with a player or throw. The adult pitcher shall make every effort not to interfere with play.
8. The only adult allowed in fair territory is the adult pitcher. Managers and coaches are not allowed on the playing field, in the foul areas down each foul line, or beyond the outfield fence line.
9. Prior to the season, a meeting between division director and managers should occur to make a decision that will be made by a majority vote of the managers with the division director breaking ties.
10. It is common for three (3) balls to be used by the adult pitcher. Except for the ball that is in use, all other balls must be kept off the ground.
11. Infielders, including pitcher, play in regular defensive infield positions. Catchers must be in a squat stance in the traditional position in close proximity to home plate until the pitched ball reaches home plate.
12. A lined arc will be located thirty (30) feet behind the infield dirt area. The four (4) outfielders are required to remain behind the lined arc until the ball is hit. Once the ball is hit, outfielders may not enter the infield dirt area as they are not allowed to make infield outs. Should the outfielder make a play within the infield boundaries the affected offensive players will be ruled safe.
13. An adult manager or coach shall be positioned behind the catcher and return balls to the adult pitcher to speed up play. This person shall not assist on any defensive play nor interfere with play.
14. An adult must be present in the dugout at all times.
15. The umpire shall stop play once the ball is controlled in the infield area (within the foul lines and dirt confines of fair territory) and the fielder with the ball is not making a play. If, in the umpire's judgment, the runner has advanced at least halfway to the next base before the ball is controlled, the runner will be awarded the base. If, in the umpire's judgment, the runner has not advanced halfway to the next base, the runner must return to the previous base. Runners may advance at their own risk on a batted ball.
16. The infield fly rule is not enforced.
17. Bunting is not permitted
18. Base stealing is not permitted.
19. The outfield fence line shall be one-hundred-fifty (150) feet from home plate and clearly marked.
 - A fly ball hit over the fence line is a home run.
 - A ground ball untouched by a fielder that travels beyond the fence line is a triple.
 - A ground ball touched by a fielder that travels beyond the fence line is a double.
20. Managers and coaches will be allowed in each coach's box. Unless otherwise allowed, other coaches must remain in the dugout.
21. Until the sixth inning a team will be limited to the Little League Rule 2.00 five-run limit per inning. Beginning with the sixth inning, run scoring is unlimited, but each team's at bat terminates at either three (3) outs or when its entire batting order has made a plate appearance, whichever occurs first, regardless of number of players participating.
23. On an overthrow from any infield position to any base, no runners will be allowed to advance to the next base.