



## FARM DIVISION RULES

### Spring 2023

<b>Official Game:</b>	6 innings or Time Limit (whichever comes first).
<b>Time Limit:</b>	All <b>Farm</b> games will end with an Unlimited Runs Last Inning, per the following guidelines: At the start of the first inning that begins <i>after</i> the 1 Hour, 25 Minutes mark has been reached, “Last Inning” will be announced by the umpire and one final inning with <u>unlimited runs</u> will be played. <b>Example:</b> if the 3rd inning concludes at 1 Hour, 37 Minutes, the 4th inning will be the last inning of the game and will allow for unlimited runs. <b>Note: (1) Games may end in a tie; (2) Saturday games have a Drop Dead at the 2 Hours.</b> At 2 hours, the final score reverts to the score at the end of the last completed inning. <b>IMPORTANT:</b> Managers should discuss this information with the umpire <i>prior</i> to the start of each game so there is no confusion. It is important to stress to the Umpire that Managers have to be notified <i>prior</i> to the start of the unlimited runs last inning.
<b>Field:</b>	Games should generally be played on the ELL Farms field or other field set up for 42/60 (i.e. 42 feet from pitching rubber to home plate and bases 60 feet apart).
<b>Pitching:</b>	<b>SEE PITCHING LIMITS BELOW.</b>
<b>Batting:</b>	Every player bats. An inning consists of five runs or three outs, whichever comes first.
•	Every player bats in the batting order submitted to the opposing team by the manager. Prior to the start of each game, managers must provide his/her team’s batting order to one another. If a team bats out of order, the opposing manager may inform the umpire at the completion of that at bat (but before the first pitch of the next batter), and such will result in the proper batter in the lineup being called “out” and to nullify the results of the play. There are no limits to the number of outs a team can receive for batting out of order. See LL Baseball Rule 6.07 for further details.
<b>Substitution:</b>	10 defensive players. No player sits out twice until everyone on the team has sat out once.
<b>Minimum Players:</b>	8 rostered players are needed to start a game. Up to two players may be called up from AAA to make 10.
<b>Mercy Rule:</b>	The game is officially over if: (1) the Visiting team is down by 12 or more runs at the conclusion of the top of the 4th inning (or any subsequent inning), or (2) the Home team is down by 12 runs or more at the end of the 4th inning (or any subsequent inning).
<b>Scorekeeping:</b>	Please refer to <u><b>Pitch Count Tracking/Enforcement Procedures</b></u> below.
<b>Field Maintenance:</b>	Both teams are responsible for raking the infield, mound, home plate area and base paths. Both teams are responsible for cleaning (and, or last game, closing) the score booth and dugouts.



## Offense

- An inning consists of five (5) runs or three (3) outs, whichever comes first. The five-run cap per inning is **not** in effect in the called “Last Inning”, which has no run limit.
- Base runners may only advance one base on an overthrow to a base or to the pitcher. There is only one overthrow per play (i.e., if there’s an overthrow at 1st and 1B then overthrows to 2B, the batter may only advance to 2nd base). The one overthrow per play rule applies to throws to the pitcher or to a base (i.e. batters may advance only one base when an incoming throw is not received by the pitcher). For example, if there is an overthrow to 1B, 1B retrieves the ball, and throws it past the pitcher, the batter/runner may not advance past second base. If a runner is tagged out trying to advance on the first overthrow, the runner is out. If a runner is tagged out trying to advance to a subsequent base, the runner is out. If a runner safely makes it two bases, they are sent back to the previous base. This overthrow rule does not apply to an overthrow from the outfield to the cut off.
- Bunting is allowed. No “slash bunts” are allowed.
- No leadoffs or stealing allowed:
- 1). In the event the umpire(s) decide(s) a runner leaves the base early, the play will continue as normal. After the play ends (or pitch if no play occurs), time is called and the umpire will offer to the manager of the team on defense the choice of either: (A) No Play - The batter and runner(s) return to their respective places from before the pitch, and the pitch thrown does not count towards the pitcher’s pitch count nor against the batter; or (B) The Play (or Pitch) Stands - The result of the play or pitch stands.
- 2). Once a team on offense has been called for leaving early, regardless of the decision of the opposing team's manager, the team on offense will have been considered to have received a warning for the remainder of that game. For the second and any subsequent infractions the manager of the team on defense has the choice of either: (A) Dead Ball and Automatic Out for the runner that committed the infraction, and the batter and other runner(s) return to their respective places from before the pitch (unless the third out is the result of the infraction, whereby the half inning will be over), and the pitch thrown does not count towards the pitcher's pitch count nor against the batter; or (B) The Play (or Pitch) Stands - The result of the play (or pitch) stands.
- There is no infield fly rule. A runner may tag up on a fly ball to the outfield only. A runner may not tag up on infield flies. If a runner tags up on an infield fly, he/she will be called out during the course of the play.
- If there are two outs and the catcher is on base, the catcher **MUST** be substituted by the player who was called out on the previous play. This rule is to maximize the amount of playing time during the game. If a catcher is on base with 2 outs and is removed for a courtesy runner, that player (the courtesy runner) must play the position of catcher for the entire following half- inning (unless injury forces player from the game).
- One offensive time-out per inning will be strictly enforced.
- If a player leaves for any reason during the game, the next time that the player is up in the batting order, he/she will be called out. An out will be recorded only one time no matter how many subsequent times that player’s spot comes up in batting order. An injured player may reenter the game if able to do so. An out will only be recorded once in the game so long as that player does not reenter and leave the game again.



- If a runner does not slide and runs through a base, the runner is not allowed to push or forcibly move the defensive player out of the way. Examples of such conduct includes, but is not limited to: pushing a player with one's arms, shoulders, or any party of the body. If this occurs, the player will be called out. It is within the umpire's discretion to immediately remove the player from the game. It is within the Board's discretion to suspend the player from further games.

### Pre-Season Rules Only

- **NO WALKS.** After the umpire calls ball four, a manager/coach from the team who is at-bat will pitch to the batter who is at-bat. The coach will pitch with at least one foot on the pitching mound dirt. **The batter may receive up to three (3) pitches from the coach – every pitch counts (even non-hittable pitches).** If the batter fouls off the third pitch, the batter will receive another pitch until the batter either is called out or makes it on base.
- Hit by pitch: The batter has the option to be pitched to by the coach or to take first base should the batter be hit by a pitch.

### Defense

- Maximum of 10 players. No player may sit twice until every other player has sat once.
- Four (4) outfielders are used on defense.
- **Rotating players is strongly encouraged. At this level, the rotation need not be infield/outfield every inning, but no one should play the same position for an entire game.**
- An outfielder may NOT field a ball and run to the base for a force out or to tag a runner. An outfielder must throw the ball to an infielder to record an out. Notwithstanding the above, an outfielder may record an out in the infield in connection with a rundown play.
- There are 6 infield positions (P, C, 1B, 2B, 3B, SS). All others play the outfield.
- **A play is dead when the umpire calls time. Players cannot stop the play by simply throwing the ball to the pitcher.**
- The catcher is NOT allowed to block home plate without the ball. There is no mandatory slide rule. If the catcher does not have the ball and is not blocking the plate, the runner does not have to slide.
- **RULES for Pitchers/Catchers:**
  - If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs:
    - (1) that batter reaches base,
    - (2) that batter is retired (called out), or
    - (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter.
  - **If a player delivers 41 or more pitches and does not meet one of the 3 conditions above, the player may not play the position of catcher for the remainder of that day.**
  - **Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.**



- **Note:** The catcher receiving one pitch to a batter in any inning constitutes having caught that entire inning.
- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day may not return to the catcher position on that calendar day.
- **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur:
  - (1) that batter reaches base,
  - (2) that batter is retired, or
  - (3) the third out is made to complete the half-inning or the game.

### **Coaches/Maintenance**

- Maximum of four (4) adult coaches at least 18 years old are allowed in the dugout.
- The defensive team is required to place a coach behind the catcher area to retrieve passed balls/wild pitches in an effort to expedite play. **This coach cannot communicate with batters or fielders from behind the catcher.**
- **Warning for non-compliance:** In the event the coach positioned behind the plate communicates with batters or fielders, the umpire will issue one warning for non-compliance with this rule. After issuance of the warning, the umpire has discretion to remove the non-complying coach from the field and require him/her to return to the dugout. Another coach who is already in the dugout may replace the offending coach on the field. No volunteers from the stands may enter the field to replace the offending coach or take the position of another on-field coach.
- The defensive team may have one coach out of the dugout for defensive positioning. That coach must be positioned in foul territory on the grass and in the vicinity of either the right or left fielder.
- **Except for the coach behind the plate and the defensive-positioning coach, all other coaches must remain in the dugout.** This rule will be strictly enforced.
- Only managers may talk to the umpires. Managers may not argue or question an umpire's judgment call; however, may ask for time to discuss a rule interpretation. A ZERO tolerance policy exists with respect to manager interactions with the umpire. A manager must not raise his/her voice when speaking to an umpire.
- Any manager, coach, player or spectator who is ejected from a game must leave the ELL complex immediately, and will also be suspended from participating and attending the team's next game.
- At the conclusion of the game, please gather your equipment, clean, and vacate the dugout immediately. Please prepare the field for the next game. If you choose to hold a post-game team meeting, please do so off the field so the next teams can get ready for their game.
- Both teams are obligated to jointly handle post-game maintenance duties. See the ELL Handbook on the ELL website for instructions. Children/players shall not participate in field maintenance.

### **Safety/Illegal Bat Rules**

- No on-deck batters allowed.



- No player may hold a bat unless he/she is at the plate. Players may not take swings in the bullpen areas.
- All batters and runners must wear a batting helmet with a NOCSAE-approved face mask.
- Batting donuts, hitting sticks and other weight devices are not permitted at the complex.
- **Players must use a USA Baseball stamp/approved bat or a wood bat. Refer to the complete bat rule (LL Baseball Rule 1.10) which can be found on the ELL website for further information.**
- A challenge to a bat's legality may not be initiated until the at bat is over. Only the opposing manager may challenge the legality of the bat. No challenges may be initiated by an umpire. The challenge must occur before the next pitch; otherwise, the play stands.
- If the batter reaches base (whether by walk, error, hit, hit by pitch, etc.), the opposing manager may call time and challenge the legality of the bat. If the bat is determined to be illegal, then the bat is removed from the game and the batter is called out. If runners advanced (including advancing via a home run), all runners will be ordered to return to the base occupied prior to the at-bat.
- If the batter puts the ball in play but does not reach base (including but not limited to: being tagged out, caught fly-ball, sacrifice bunt, etc.): After the play has concluded, the opposing manager may call time and challenge the legality of the bat. If the bat is determined to be illegal, then the bat is removed from the game, and all runners who advanced as a result of the at bat will be ordered to return to the base(s) occupied prior to the at-bat. The batter will be deemed out.

### **Call Ups**

- Players from AAA cannot be called up for any game where a team has 10 or more rostered players.
- Up to two players may be called up from AAA to make 10 players.
- A called-up player must bat last, but can play any position other than pitcher or catcher.
- During the regular season, a team may call up the same player twice. During the playoffs, a team may call up a player only once. Each time a player is called up, it is the Manager's responsibility to notify the commissioner immediately.
- Any player who has been called up to make a game roster of 10 players **and is listed on the official line-up card** must be allowed to play even if a rostered player shows up in time for the game or within the late arrival period allowed below. In those situations, the manager must play that game according the substitution and minimum play rules based on the total number of eligible players, including the player called up. Any player who is called up cannot sit twice until every other player has sat at least once.

### **Player Eligibility, Late Arrivals**

#### ***Preseason and Regular Season***

- A player **must** be listed on the official line-up card submitted to the umpire at the beginning of the game in order to be eligible to play. Any player not listed on the official line-up card at the time the game begins (i.e., the first pitch is thrown) is ineligible and will not be allowed to play.



- Any player who is listed on the official line-up card and arrives late to the game will be allowed to play so long as that player is on the field or in the dugout before his/her spot comes up in the lineup.
- If a player who is listed on the official line-up card is not on the field or in the dugout at the time his/her spot comes up in the lineup, that player will be deemed ineligible and an out will be recorded for that player. The ineligible player will be removed from the lineup and no further outs will be recorded when his/her spot comes up again.
- The start of the game shall not be delayed for the arrival of any player.
- **If you think a player will arrive late to a game, insert him/her at the bottom of the official line-up card to maximize his/her ability to play.**

### ***Postseason***

- To be eligible to play in a postseason game, the player **must**
- (1) be listed on the official line-up card submitted to the umpire at the beginning of the game, **and**
- (2) be on the field or in the dugout at the time the game begins (i.e., the first pitch is thrown).
- If a player is listed on the official line-up card submitted to the umpire at the beginning of the game but is not on the field or in the dugout when the game begins, that player will be deemed ineligible and an out will be recorded the first time that player's spot comes up in the batting order. The ineligible player will be removed from the lineup and no further outs will be recorded when his/her spot comes up again.
- **No late arrivals will be allowed** and the start of the game shall not be delayed for the arrival of any player.
- **Do not be late to a playoff game. Any child who is late will not play.**

### **Pitching**

- Intentional walks are NOT allowed.
- A pitcher must be removed on the 2nd visit in an inning or a 3rd combined visit in a game.
- Example: If a manager visits a pitcher once in the first inning and once in the second inning the next visit, regardless of which inning it takes place in, will result in the removal of that pitcher.
- A pitcher who hits three batters combined in a game must be replaced by a new pitcher.
- Eight (8) warm up pitches prior to each inning or for a relief pitcher during an inning.
- Pitching limits are based on the number of pitches thrown during a game. The limits and rest requirements are as follows:

- **ELL FARM PITCHING LIMITS (combined with rest requirements):**



Division	Ages	Pitches Allowed Per Day <u>PRESEASON</u>	Pitches Allowed Per Day <u>REG./POSTSEASON</u>
Farm	8-9	35	50

- **ELL FARM REST REQUIREMENTS**

Number of pitches in a day	Number of calendar days of rest before pitching again
36-50	2
21-35	1
1 to 20	No day of rest required

**Important Note:** The pitcher may complete an at bat without exceeding the pitch limitation. For example, a pitcher commences an at bat with 33 pitches, throws 7 pitches during the at bat, and then is immediately removed after the at bat. The pitcher will be eligible to pitch after one (1) day of rest because he started the at bat with less than 35 pitches. Similarly, a pitcher who has 49 pitches at the commencement of an at bat may finish that at bat regardless of the number of pitches thrown.

**Pitch Count Tracking/Enforcement Procedures**

- The **HOME** team is responsible for designating a scorekeeper to track pitch counts for both teams **in addition to** an official scorekeeper to keep score on GameChanger.
  - Umpires will NOT count pitches.
- The **AWAY** team must designate an operator for the electronic scoreboard on the field. The keys to the score booth must be checked out at the Snack Stand prior to the start of the game and returned immediately after completely closing/locking up the score booth.
- A written form will be used to track pitch counts. Blank forms will be posted on the website.
- At the end of each half-inning, the scorekeeper will advise both managers of the pitch count for the last pitcher.
- At the end of the game, both managers are required to sign the written pitch count form. The home team manager will be responsible for depositing form in the green box outside the snack stand.
- The home team manager is responsible for reporting pitch counts and score for both teams on the ELL website the same day as the game occurred.
- VP of Baseball Operations will resolve disputes concerning pitch counts.