

2024 CHLL Farm Rules

The main emphasis in this division is to educate the players on the basic rules and ideas of baseball, improve their individual and team skills while making sure they enjoy the game. Although score is kept and official standings and playoffs occur, the main focus should not be on winning. All teams make the playoffs. The main focus should be on player improvements, team unity, sportsmanship, and competitive fun.

General

1. The season will consist of 20 regular season games and at least 1 playoff game.
2. Games will be 6 innings. No new inning can start after 1 hour and 45 minutes. Every inning starts upon the 3rd out of the bottom.
3. Any game tied at the end of 6 innings will be recorded as a tie.
4. Field Set-Up/Break down: Home team sets up field and breaks down field, including nets *if they were the last game played*. Both teams are responsible for cleaning out their dugout.
5. No *Infield Fly Rule* and no stealing or leading off.
6. The home team will provide the official scorekeeper. Both teams must have lineups to the scorekeeper 15 minutes prior to the start of the game.
7. Teams must have 7 players to play the game.
8. 6-year-old players may not pitch and they may not be pitched to.
9. Farm playoffs will be 6 innings of pitching machine with no time limits or ties.

Offense

1. When on offense, there will be a maximum of 5 coaches (including manager) supporting the team. This will consist of no more than 3 coaches in the field (one coach at 1st, one coach at 3rd, one coach on the pitching mound), and 2 people (declared coaches/team parent) in the dugout to facilitate batting order. All field and dugout coaches are subject to background checks and other state regulations.
2. In the final inning, (Open Inning): if the visiting team is ahead by 10 or more runs they can only bat once through their lineup. If the visiting team goes up by 10 in the final inning, they only bat through the order one more time after the 10th run is scored.
3. 3 bases maximum on hits to the outfield. Any batted ball that goes over the fence in the air will be considered a home run.
4. From game 1 to game 15 (games before live pitching) the runners may not advance on an overthrow.
5. As of game 16, a runner may advance one base on an infield overthrow at their own risk. The defensive players may tag the runner out if they try to advance. Only one overthrow advancement can take place per batter.
6. When a batted dead ball occurs (hits a coach or pitching machine) only the batter and consequently forced runners will be awarded one base. Example: Runners on 1st and 3rd, and the batter hits a ball that hits the pitching machine. Only the batter and the runner on 1st will be awarded a base. The runner on 3rd will have to stay on 3rd.
7. No other coaching from the pitching machine, except to talk to the batter. The pitching coach may not help any baserunning even once the ball is hit and running to 1st.

8. Maximum of 5 machine pitches. 5 pitches or 3 failed swings and batter is out. If the 5th pitch is fouled, the batter may continue the at bat. The umpire may declare a "No Pitch" and allow another pitch to the batter.
9. 4-run max per inning (Final inning will be the open inning).
10. Continuous batting is used throughout the game and an inning ends when 4 runs are scored, or 3 outs are made.
11. No batting out of order, no "On-Deck" batter, and no bunting. Players that have a legitimate excuse (injury, emotional, bathroom, etc.) may be skipped and the AB will not be made up.

Pitching

1. The pitching machine will be 40 feet from home plate and set at 36 MPH. The coach who is operating the pitching machine must remain at the pitching machine at all times until relieved by the opposing team's coach. As of game 10, the pitching machine will remain at 40 feet distance from home plate and pitch speed will increase to 38 mph.
2. Live pitching begins as of game 16 (May4) and will only occur in the 5th and 6th innings.
3. Players can only pitch 1 inning per game. (One inning shall be defined as 3 outs or a complete inning in the scenario where less than 3 outs are recorded.)
4. If a pitcher hits two batters, the pitcher shall be replaced.
5. There are no walks in the Farm division. After ball 4, the batter's coach will pitch to them. The number of pitches will be determined by the amount of strikes on the batter; 0 strikes = 3 pitches, 1 strike = 2 pitches, and 2 strikes = 1 pitch. If the last pitch is fouled, the batter may continue the at bat. Coach must overhand pitch and can ask ump for up to 2 practice pitches.
6. The coach shall pitch no closer than 20' (approx. halfway) from the plate.

Defense

1. The defensive team may have 2 coaches in the outfield.
2. 10 players max on defense, 4 of them are OF, no rover is allowed behind 2nd base. All outfielders must be at least 30 feet from the baselines and cannot tag runners or bases for outs. Outfielders must throw the ball to make an out.
3. Once a fielder attempts to make a throw from the outfield for a play, the play is 'dead' however all runners may continue to advance to their respective next base at their own risk. In order to proceed to the next base, the runner must have clearly passed the previous base prior to the ball leaving the OF hand.
4. The defensive pitcher position must have one foot inside the dirt of the mound and be at least one step behind the coach.
5. No player may play more than two innings at the same positions. All players must play at least one inning in the infield per game. Catcher is considered an infield position. Any player with a safety reason for not playing infield must be documented by the league through the player agent prior to the start of the game.