

2026 CHLL Local 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. 1st base will be a double base for safety reasons. When setting up the field, please ensure 1st is a double base. The orange base should be placed on the foul line.
3. Games will be 6 innings. No new inning can start after 1 hour and 45 minutes. Every new inning starts upon the 3rd out or fourth run scored in the bottom.
4. Any game tied at the end of 6 innings (or at the end of an earlier inning when no new inning can be started due to time) will be recorded as a tie.
5. Field Set-Up/Breakdown: Home team sets up the field and breaks down the field, including fences if they were the last game played. Both teams are responsible for cleaning out their dugout.
6. No Infield Fly Rule and no stealing or leading off.
7. The home team will provide the official scorekeeper. Both teams must submit lineups to the scorekeeper 15 minutes before the start of the game.
8. Teams must have 7 players to play the game.
9. When kid pitch is activated, 6-year-old players may not pitch, and they may not be pitched to. Coaches will pitch to 6-year-olds.
10. Farm playoffs will be 6 innings of pitching machine with no time limits or ties. Overthrows will be in place for playoff games.
11. Only the team manager may approach/speak with the umpire about a call. Must call time before approaching.
12. On any batted ball that remains in the infield, all runners may advance one base only. The play is considered dead once all runners have reached their awarded base, regardless of whether a throw is made.
13. Pitching machine settings shall not be adjusted during a game except if the machine is malfunctioning or if contact with the machine results in deviation from initial setup, and any adjustment requires agreement from both managers; operators must use the agreed ball-loading method and address batter differences by repositioning the player in the box rather than altering machine settings. Necessary adjustments should only be made at the top of the inning.

Offense

1. When on offense, there will be a maximum of 5 coaches (including the 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 in fair territory will be considered a home run and the batter is not subject to the 3 base maximum.

4. From game 1 to game 13 (games before live pitching), the runners may not advance on an overthrow.

5. As of game 14, a runner may advance one base on an infield overthrow at their own risk. The defensive players may tag the runner out if the runner attempts to advance. Each runner may make only one overthrow advancement per batter.

6. When a ball hits the coach, the machine, or any on-field equipment, a batted dead ball occurs, and consequently, the batter and the 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 must remain 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 the batter is out. If the 5th (or subsequent) pitch is fouled, the batter may continue the at-bat. The umpire may declare any pitch a "No Pitch" and not count it as a pitch to the batter.

9. 4-run max per half-inning (Final inning will be the open inning).

10. Continuous batting is used throughout the game, and each half-inning ends when 4 runs are scored, or 3 outs are made.

11. No bunting and no "On-Deck" batter (this is a safety concern, only the current batter at the plate may have a bat in their hands).

12. If the ball going under the fence should be treated as a ground rule double. All Runners may advance 2 bases.

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. Playoffs will be machine pitch the entire game at 38 mph.

2. Live pitching begins as of game 14 (Date to be released when schedules are released) 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 catch a fly ball or throw the ball to make an out.

3. Once a fielder attempts to make a throw from the outfield for a play, all runners may continue to advance to their respective next base at their own risk, it is a live ball and they may be tagged out. To proceed to the next base, the runner must have clearly passed the previous base prior to the ball leaving the OF hand. If the umpire determines the player attempted to advance after the ball had left the outfielder's hand, they are allowed to return to the base without risk of being tagged out.

4. If the ball is hit and an infielder attempts to make a play but errors and the ball goes to the outfield, the play should be considered an outfield play and the runners may advance until the ball has left the outfielder's hand.

5. The defensive pitcher position must stay 3 feet away from the pitching machine for safety reasons. The position is not meant to be an infield "cutoff" in front of SS or 2B.

6. No player may play more than two innings at the same position. 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 before the start of the game.

The following are references and reminders to Little League regulations and rules and are included here for ease of reference. They are not considered local rules.

Batted Balls - For all batted balls, the play shall remain live, and runners may continue to advance (up to 3 bases) until the ball is controlled and/or a throw is made under the conditions below. No judgment regarding a player's attempt to field the ball shall be used to determine when play is stopped.

Infield Contact - If a batted ball is contacted by an infielder but not controlled (including deflections, bobbles, or errors) and continues into the outfield, the play shall be treated as an outfield play. Runners may advance until an outfielder gains control of the ball and makes a throw.

Outfield Play - For any ball in the outfield, play shall remain live until an outfielder gains control of the ball and makes a throw toward the infield. The throw does not need to reach the infield; the act of throwing ends the play.

A batter-runner who overruns first base may not be tagged out if they immediately return to the base. A runner who turns left and moves into fair territory is considered not to be immediately returning to base and may be tagged out. Little league rule.

Players must make a reasonable effort to stay within the baseline when advancing, and fielders without possession of the ball must avoid blocking a runner's path; intentional contact is prohibited. Incidental contact may occur, but if, in the judgment of the umpire, a play creates unnecessary contact or safety risk, time will be called and runners awarded the base they would have reasonably reached.