

# Farm Baseball - 2021 Playing Rules

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Managers and coaches should familiarize themselves with the official baseball regulations as published by Little League International. The following items are intended to clarify those rules and to identify local Mukilteo Little League rules.

## 2021 Farm Baseball Playing Rules

### 1. Game Preliminaries (Supplements LL Rule 3.00)

- 1.1. The philosophy of the Farm Baseball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
  - 1.1.1. No player may be on the bench for more than two consecutive defensive innings per game.
  - 1.1.2. No player shall sit out three innings unless every player has sat for at least two full innings.
  - 1.1.3. Players shall not play more than two (2) innings at the same defensive position, and each player must play two (2) innings in the infield. Exception: If a team does not have enough players willing to play the catcher position, a catcher may play up to three (3) innings at that position.
  - 1.1.4. All players should play, as close as possible, the same number of innings per week.
- 1.2. All male players are required to wear a protective cup.
- 1.3. Umpire Coverage: The Home team should provide the plate umpire, the Visiting team should provide the base umpire.
- 1.4. Managers shall provide the home plate umpire and opposing manager a completed lineup card. Each batter shall bat in the order in which they are listed. All ineligible pitchers must be included on the lineup card
- 1.5. Teams shall have the option to field ten (10) defensive positions (six infielders & four outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines
- 1.6. Unlimited player substitutions are allowed.
- 1.7. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played and pitches thrown. Player's names will be recorded in the scorebook with last name and first initial. The home teams scorebook shall be the official record of the game.

### 2. Starting & Ending the Game (Supplements LL Rule 4.00)

- 2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
- 2.2. Games will consist of a maximum of 6 innings.
- 2.3. The first of either three (3) outs or five (5) runs ends a half inning. If the sixth inning is played and time remains, there is no run limit.
- 2.4. In compliance with Little League Rule 8.03. Coaches & Umpires must strive to minimize downtime between half innings to one (1) minutes or less.
- 2.5. If it is apparent by the general pace of the game, impending darkness or time limits that a full six (6) inning game cannot be completed, the home plate Umpire will advise both Managers before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended and the final score will revert to the previous inning's score. All pitch counts shall be recorded for incomplete innings.
- 2.6. The 10/15 run rule (4.10(e)) shall not be used.
- 2.7. One adult manager, coach or parent must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.
- 2.8. Time Limits: No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.
- 2.9. At the end of the game managers must exchange pitch counts. The home team must report pitch counts to the League within 24 hours of the completion of the game.

### **3. Putting the Ball in Play – Live Ball (Supplements LL Rule 5.00)**

#### 3.1. Pitching Progression

3.1.1. All innings will be coach pitch for the first two (2) weeks of the season.

3.1.2. After the first two (2) weeks of the season coaches will pitch the first two (2) innings and players shall pitch for the remaining four (4) innings of the game.

3.1.3. Starting June 1<sup>st</sup> players shall pitch all innings of the game.

#### 3.2. Coach Pitch Innings

3.2.1. The manager, coach, or other adult designated by the manager shall pitch to his or her own team. The adult pitcher shall not coach his or her offensive players, distract the defensive players, or interfere with play while on the field of play.

3.2.2. The adult pitcher must pitch from a distance no closer than 40' from home plate. To provide the best pitch recognition development experience, adult pitchers must throw overhand and should throw from a kneeling position.

3.2.3. There are no called strikes. However, a batter still gets a strike if he or she hits a foul ball or swings and misses a pitch. A batter can strike out if he or she swings and misses a third strike.

3.2.4. A batter cannot be walked and will not be awarded first base when struck by a ball. A batter will be awarded first base if the catcher interferes with his or her swing.

3.2.5. Each player will receive up to eight (8) Coach Pitches to put the ball into play. In the event the batter fouls their 8th pitch, they will continue to receive pitches until they put the ball in play or strike out.

3.2.6. The adult pitcher must make a reasonable effort to avoid contact with the live ball. A batted ball that strikes the adult pitcher is a dead ball and the batter and any base runners will advance one base. A batted ball that passes through the pitching area without obstruction (doesn't come in contact with the adult pitcher) is a live ball.

#### 3.3. Player Pitch Innings

3.3.1. There are no walks granted, upon the occurrence of ball four (4), a coach shall enter the game and pitch up to three additional pitches to the batter. Strikes on the batter carry forward to coach delivered pitches.

### **4. The Batter (Supplements LL Rule 6.00)**

4.1. The infield fly rule (6.05(d)) will be enforced

4.2. The dropped third strike rule (6.05(b)) shall not be used

4.3. If a player throws a bat, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.

4.4. Bunting is allowed only during player delivered pitches. Bunting Foul on a third strike is an out. A Batter will be called out for illegal action if he/she fakes a bunt and then takes a full swing.

### **5. The Runner (Supplements LL Rule 7.00)**

5.1. A player may steal bases per normal little league rules with the following exceptions:

5.1.1. Base runners cannot advance on pitch legally caught by the catcher

5.1.2. Base runners cannot advance when the ball is being returned to the pitcher from the catcher

5.1.3. There is no stealing during coach delivered pitches

5.2. The runner shall be declared safe if a defender is standing or otherwise obstructing first base causing the running to slow down to avoid a collision. This a judgment call by the umpire.

5.3. For overthrows that go outside the field of play (dead balls), runners may advance only to the next base. The award is made based on the position of the runners at the time that the ball leaves the field of play

5.4. A special pinch runner is allowed for a catcher that gets on base or is on base with two outs to help expedite the game. The special pinch runner will be the player that made the last out in the current at-bat.

5.5. Sliding is allowed (Feet first only, LL Rule 7.08(a)(4))

### **6. The Pitcher (Supplements LL Rule 8.00)**

6.1. Pitch counts must be recorded for all innings pitched.

6.2. Pitchers are restricted to 35 pitches per day.

- 6.3. Managers must remove pitchers when the player reaches the pitch limit. The player may remain in the game in another position. If a pitcher reaches his limit while facing a batter, the pitcher may continue until that at bat is complete
- 6.4. All Regulation VI (d) rest rules apply (Regulation VI (d) Exception also applies).
  - If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed
  - If a player pitches 1-20 pitches in a day, no (0) calendar days of rest is required
  - NOTE: Under no circumstances shall a player pitch in three (3) consecutive days
- 6.5. Balks shall not be called; however, the pitcher shall be instructed on the elements of a balk when it would have occurred.
- 6.6. The mound visits rule (8.06) will be enforced. Visits to a pitcher are restricted to twice in one inning or three times in a game.
- 6.7. A Pitcher who delivers 41 or more pitches in a game cannot play the position of Catcher for the remainder of that day (Regulation VI(a))
- 6.8. 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. The Catcher receiving one pitch to a Batter in the fourth inning constitutes having caught four (4) innings. (Regulation VI(a))
- 6.9. No twelve year old players can pitch in the Farm Baseball Division