

# FARM DIVISION

## FARM TIME LIMITS

- A. **Drop Dead Time:** 1 hour and 30 minutes, (*exception: when the umpire calls last inning*)
- B. **No New Inning After:** 1 hour and 15 minutes
- C. **Night games:** cannot continue past 9:30 PM - not in previous bylaws so added this time
- D. **Minimum Innings:** 4 innings (unless time stop has been met or umpire calls last inning)
- E. **Maximum Innings:** 6 innings (unless a tie and hard stop has not been met or umpire calls last inning)
- F. **A called game ends at the moment the umpire terminates play Per Little League Rulebook 4.00**  
EXCEPTION: The umpire has the right to call "last inning" based on time. **No scores will be reverted due to an incomplete inning.**
- G. Playoffs: 4 innings must be played outside of mercy, playoff games cannot end in a tie.
- H. **Final Score is determined when the umpire has "called the game". All pitches thrown during the game count towards the pitch count- Per Little League Rulebook.**

## FARM RUN LIMITS/MERCY RULE

- A. **Run Limits:** Five (5) runs max per innings first three innings and open at the start of the fourth (4) inning
- B. **Mercy Rule:**
  - a. 15 run lead after 3 innings
  - b. 10 run lead after 4 innings
  - c. 8 run lead after 5 innings

## FARM GAME RULES

- A. **Mandatory Play:** Teams shall use a continuous batting order that includes all players listed on the team roster for the entire season. Any player arriving after the start of the game shall be added to the bottom of the batting order without penalty, provided the player's spot in the batting order has not yet occurred. This shall not be considered batting out of order. All mandatory play requirements shall be governed by the current Little League Official Regulations and Playing Rules.
- B. **Pinch/Replacement Runner:** With two (2) outs in the inning, a courtesy runner may be used for the catcher for pace-of-play purposes and shall be the last batter who made an out. If a runner is injured and unable to continue, the injured runner shall be replaced by the last batter who made an out and shall be removed from the game.
- C. **Ties:** Game can end in a tie
- D. **Restroom Break:** Player up to bat and in restroom is treated as an out - no pausing the game
- E. **Infield fly rule:** Not applicable in Farm Division
- F. **Home Plate:** Open after mid-point of the season and can be stolen
- G. **Coach Pitch:** Refer to the rules below
- H. **Drop Third Strike:** does not apply (including playoffs)

***The use of a widened strike zone will be in effect for Farm Division Players in order to encourage batting development.***

## **FARM: FIRST HALF OF SEASON: COACH PITCH ASSISTANCE RULES**

Coach pitch assistance is allowed for the first half of the season; in accordance to the rules below. (exact transition date to be announced by Player Agent).

- A. If three strikes are not achieved during Kid Pitch, the pitch count will transition to Coach Pitch, with the strike count carrying over from Kid Pitch
- B. In case of four called balls during Kid Pitch, the coach will pitch a maximum of three pitches
- C. No walks are allowed the first half of the season during Coach Pitch (unless player is hit by Kid Pitch)

## **FARM: AFTER MID SEASON: PLAYER PITCHING RULES (KID PITCH)**

- A. No coach pitch allowed in the second half of the season, only Kid Pitch.
- B. Farm pitchers must be of League age nine (9) or below.
- C. For safety reasons, ten (10) year old players cannot pitch in the Farm division.
- D. No pitcher can pitch more than three (3) innings per game.
- E. A batter will be called out if the third ball is missed.
- F. Foul balls on the third pitch do not count as the final pitch.
- G. Home plate is open and can be stolen