



Farm Division Rules

Game Time Limits

1. **Weekday Games:** No new inning after 2 hours.
2. **Weekend Games:** No new inning after 1hr 45mins, End ("drop dead") at 2 hours.
3. **Game Length:**
 - Games consist of 6 innings.
 - A game is considered official if 4 innings are completed (or 3½ if the home team is ahead).
1. **3-Out Rule Applies**
2. **Run Limit**
 - 4-runs per inning, except in the last inning if called as an "open inning" (teams can bat through the lineup (1) time with no run limit unless 3 outs are made). Last inning is determined and announced prior to start of inning by the umpire, or it will be the 4-run maximum rule.
3. **Equipment:**
 - Softballs will be used.
 - Catchers must wear all required protective gear but do not need to use a catcher's mitt.

Player Requirements (MPR - Minimum Play Requirements) (Blue Book Rule 3.03)

1. **Defensive Play:** Each player must play at least (9) defensive outs.
2. **Defensive Players:** A maximum of 10 defensive players are allowed on the field in proper positions, including 2 center fielders (center-left and center-right).
3. **Player Participation:** Every player must play infield at least 3 consecutive defensive outs (1 complete inning).
4. **Batting Order:** Continuous Batting Order (CBO) applies.
5. **Base Running:** Runners may only advance on a batted ball. Stealing is not allowed.

Coaching Staff

1. **Offensive Coaches:**
 - **There can be coaches at the following positions:**
 - Pitcher
 - First base
 - Third base
 - Two in the dugout.
2. **Defensive Coaches:**
 - **Up to 3 coaches are permitted:**
 - 2 in the outfield
 - 1 near the catcher.
3. **Pitching Baseballs:**
 - Coaches are limited to having 2 baseballs on the field when pitching.
4. **Stopping Play:**
 - To stop play, an infielder in fair territory and on the infield holding the ball must raise it in the air. The umpire will decide runner placement.
5. **Umpire Responsibilities:**
 - The home team is responsible for providing an umpire.
 - Fountain Valley Little League will not provide umpires.
 - Refer to the local rules for umpire requirements.
 - The game cannot begin until the umpire is on the field.



First Half of the Season:

1. Pitching:

- Adult coaches from the batting team pitch.
- Each batter gets up to 5 pitches.
 - Foul ball on the 5th pitch extends the at bat.
- Adult pitchers must pitch from within the 10-foot circle, not the grass. Violations result in a warning, followed by an out for the batter on the second offense.
- Adult pitchers must not interfere with balls in play. If the pitcher gets hit by the ball, the batter is out.
- Adult pitchers must leave the field of play once the ball is put in play.

2. Defense Coaches:

- 2 Coaches may be on the field but must stay on the outfield grass during play. 1 Coach allowed at catcher position.

3. Offensive Coaches:

- 1 Coach allowed at 1st and 3rd base. 1 Coach allowed as pitcher. 1 coach allowed in dugout.

4. Coach Obstruction:

- If a defensive coach is struck by the ball, the ball is dead, and runners advance one base.
- After a batted ball, the coach pitcher must leave the field promptly and avoid obstructing fielders. If the coach is struck or interferes with a play, the batter/runner is out.

5. Hit by Pitch:

- Hit batters do not advance to first base when a coach is pitching.

Second Half of the Season:

1. Rule Changes:

- Coaches are not allowed on the field during defensive play.