

Farm Division Rules

Board Approved 2026

Unless indicated below or by the DPLL Board of Directors, the Little League Rule Book should be utilized at all times. Listed below are some of the more important LL rules and Local Rules, which are modified LL rules.

Pre-Game and During-Game Warm-Ups: All pre-game warm-ups must occur in a safe area. For reasons of safety, no warm-ups or playing catch with hardballs are allowed in the corridors between fields or in the open space between the snack shack, big field and parking lot. Warm-ups may take place beyond the outfield fences or in the meadow if it is safe to do so. Any time one kid on the team is holding a bat, all players in the vicinity must have a helmet on.

Playing Time: All players are in the batting order and must not sit out defensively for more than one inning consecutively, no player will sit out a second inning until every player has sat out one inning. Players must play at least one inning in the infield (by the end of the 4th inning) and one inning in the outfield per game. Plan your line up for a 5 inning game. The catcher position is not considered an infield position.

Violations of these rules may result in suspension of the manager by the Board of Directors. We will play with 3 outfielders, who will play on the outfield grass until the ball is put into play (hit).

Pitching Machine:

- Farm Division will be a machine pitch division.
- There will be no pitch limit. The umpire will call balls and strikes.
- The speed of the pitching machine shall be determined by agreement between the home team and visiting team managers or a coach designated by the manager to make the decision. The speed and angle must be agreed upon before the first pitch is made to the first batter. The speed shall not be adjusted for an individual batter and shall remain the same for the entire game unless adjusted by agreement of the managers. If the pitching machine speed or angle needs to be adjusted for any reason during the game, time is to be called and both managers will agree on the adjusted speed and/or angle of the machine. It is suggested that this change should be made at the top of the inning.
- If a batted ball hits, touches or deflects off the pitching machine or the person running the machine, the ball is a live ball. If the ball deflects off the pitching machine or the person feeding the pitching machine and goes out of play on the fly, one base is allowed (i.e. the ball gets stuck in machine, ball goes into the dugout or out of play). In such case the batter shall go to first base and any runners shall advance one base.

- The person operating the pitching machine shall not block or interfere with the defensive player's attempt to make a throw or play on a ball. If the person feeding the pitching machine interferes (intentionally or unintentionally) with a defensive player, the offensive player on whom the play was attempted is out.
- There is no bunting.
- The home team will provide a new game ball.

Pitcher Positioning:

The pitching machine should be positioned on the front side of the mound so that the front legs are at the front of the mound in the dirt - but not too far forward. If the machine is too far forward, the pitcher cannot get around the machine for a ball hit on the opposite side of the machine (usually the pitcher will be on the first base side). The pitcher must be even with or behind the machine and have one foot on the mound when the ball is being pitched.

Stealing/Advancing:

- No stealing under any circumstances. This is to encourage and allow for force outs.
- One base on an overthrow. Players advancing to the next base are “live” and can be tagged out. However, no additional base is allowed should a second overthrow/error be made.
- Ball is dead (runners stop advancing) when infielder has ball. In this case, a catcher is considered an infielder.
- We need to avoid teaching the kids to turn and throw it to the pitcher from the outfield just to end the play. They need to get the ball to the cutoff man or to a base, and then to the pitcher. We also don't want kids running the bases erratically.
- No advancement on balls thrown from the catcher to pitcher.
- We are playing INFIELD FLY RULE.

“Half-way rule”: A runner who is past the half-way line when the umpire declares a dead ball may advance to the next base. A runner that is not half-way when a ball is declared dead must return to the previous base. A runner who is tagged out between bases, before the umpire has declared a dead ball, will be called out.

Dugout Coaches: Four coaches (this includes the manager) with an approved Little League Volunteer Background Check Application 2023 on file with the DPLL Board of Directors, may be in the dugout. Two coaches will be for bases, one running pitching machine and one for the dugout.

Game Length: A game is official after 3 innings (2 ½ if home team is ahead) or if the game exceeds the 1 hour and 45 minute. No new inning may begin after 1 hour and 45 minutes. There is no 10-run “mercy” rule.

Five-Run Rule: If an offensive team scores five runs in an inning, the at-bat will come to an immediate end and no further runs will count.

Thrown Bats: After hitting the ball and the play has ended, a batter who has thrown rather than dropped the bat, will be warned once. Further thrown bats by the same player in that game will result in the batter being called out and all runners returning to their bases.

Sliding: Player cannot slide headfirst while advancing. Player can slide headfirst when retreating to a base. It is not required for a player to slide at a base, including home. Rule 7.08(a)(3) — “Any runner is out when ... the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag;” If the runner does not slide with a play being made, he/she must attempt to get around the fielder.

Scorekeepers: Games may not begin without two scorekeepers, one from each side and they must sit together. Scorekeepers shall inform the umpire immediately when a team is batting out-of-order and the umpire will bring the correct batter to the plate. The new and correct batter will inherit any pitch count. If the scorekeeper fails to notify the umpire when a team is batting out-of-order, Little League rules are in effect.

Suspended Games: Scores of games suspended prior to completion of the bottom of an inning revert back to the score at the top of the inning, unless the Home team is ahead. Suspended games that are official in length are not completed later.

Umpire: It is highly encouraged for each team to provide an umpire. If only one umpire is available. The umpire will be positioned behind the pitcher’s mound. Umpire Volunteers with an approved Little League Volunteer Background Check Application on file with the DPLL Board of Directors, should be provided with a copy of the rules, and a conference should be held before the start of the game with both team managers and the Umpire to review the rules.

Fill-In Players: Teams must play if they have only 8 players. However, if a team has 7 or 8 players and the opposing team has 9 or more players, the team with more players must select one or two to play defensively for the shorthanded team. These Fill-In players should alternate every inning or two, will bat for their real team, and should be substituted for immediately when they are “in the hole” or due up third in the inning. Teams with 8, but not 7 players, may choose not to use a Fill-In player.

Championship: League Championship and seeding for the tournament will be determined based on league play. Trophies/rings will be awarded to league champion. Tiebreakers for seeding are 1) Head to head, if then still tied 2) Least amount of runs allowed during season, 3) Coin Flip. During the last two weeks of the season teams will play in a double elimination tournament. Medallions (or trophies) will be awarded to tournament champion and second place tournament team.

Tie Games will not be completed at a later date and will be recorded as such in the standings.

Postponed Games will be rescheduled depending on significance and field availability.