

ARROYO GRANDE VALLEY LITTLE LEAGUE



The rules listed below do not make up the entire rules for a Division, but an overview of key rules. Use the QR code to download the

Official Little League Rulebook App on your smart phone. **Little League Rulebook App**

<https://www.littleleague.org/playing-rules/little-league-rulebook-app/>

DIVISION RULES - 2026 SEASON FARM DIVISION GENERAL

- Players league age 7 and 8. If spots permit, some league age 6-year-olds may be selected to this division, if approved by Farm Division Representative and Player Agent.
- Farm is a non-competitive division. No game score or division standings are kept. Coaches will serve as umpires when necessary.
- Team formation will be determined by the Farm League Division Representative. Teams will be made up to 12 to 13 players.
- A coach may have three (3) designated coaches (approved volunteers) to assist during game days.
- Games will run a maximum of 75 minutes or 6 innings. Play will be stopped at 75 minutes regardless of how many outs are recorded OR where the offensive team is in their lineup. Coaches of both teams should try their best to end the game at a “good” stopping point, before the 75 minute hard cut-off.
- Coaches should meet at home plate PRIOR to the game start to confirm both teams understand the rules and play of the game.
- Coaches will pitch for the first half of the season. The coach will pitch overhand to his/her players from a distance of approximately 35-feet. Each player will get five (5) chances (pitches) to put the ball in play. If the fifth pitch is fouled off, then the player will receive an extra pitch. No walks are allowed. The league wants to encourage kids to swing the bat.
- The second half of the season kids will have the opportunity to pitch (per coaches discretion). The pitcher will pitch to the batter until there are four (4) balls called by the coach/umpire, then at this point the coach will pitch three (3) hittable pitches to the batter.

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- The batting order will consist of all players in the game. Once play begins, the lineup cannot be changed except to remove a player due to an injury. A late arrival shall be added to the end of the lineup. Throughout the season, it shall be a priority to rotate the batting order so that all players have an opportunity to bat from each position in the lineup.
- Teams will switch sides after three (3) outs are made in the field OR when half of the team up to bat has had a turn. The last batter will continue advancing bases until all bases are clear if not put out.
 - For example: Half the team will bat one inning, followed by the second half of the team batting the next inning. With a team of 12 players, the first six (6) players will bat the first inning and the remaining six (6) players will bat the second inning. The first six (6) players will then bat again in the third inning and remaining six (6) players will bat the fourth inning.
- The defense is composed of all players present. The infield positions shall consist of a traditional baseball infield with the remaining player(s) occupying space behind the infielders in the outfield. It shall be a priority of the manager that each player spends equal time at all positions in the field.
- The defensive team may have up to two (2) coaches in the field. The offensive team may have up to two (2) adult base coaches and one coach in the dugout.
- There will be NO stealing of bases, and NO head first sliding.
- Under the USA Bat standard, certified T-Ball bats (26" and shorter) shall feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED T- BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Approved T-Ball bats may also be used for coach pitch and machine pitch divisions only with the use of approved T-Balls.