



# Berkeley Little League

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## XXXVI. FARM DIVISION RULES

A. Games shall be one hour and 45 minutes in duration. If a new inning starts before the one hour and 45 minutes mark, a drop dead time limit of 2 hours shall be enforced.

### B. Rules for Offense

1. The FARM division shall not have umpires assigned to games.
2. There shall always be a continuous lineup used.
3. Upon reaching three (3) outs (by strikeout or fielded plays) the half inning is over.
4. A manager/coach from the offensive team shall pitch from a knee at 33ft from the plate. The coach must come set, and throw a pitch, NO "Darts."
5. 1<sup>st</sup> and 3<sup>rd</sup> base coaches are allowed, provided there is one coach in the dugout.
6. It is recommended that game scores be recorded in Game Changer to document the game to prepare managers and coaches for MINORS. However, this is not required.
7. This division does not use the scoreboard as it should focus on instruction and not competition of winning or losing.



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8. There is a 10-run rule upon the trailing team's batters being retired in the 4th inning.
9. For coach pitch, batters shall receive up to 6 pitches until:
  - a) The ball is put in play
  - b) The batter strikes out (3 swinging strikes/fouled into catcher's mitt)
  - c) Unplayable foul balls shall not count against the batter on the 6<sup>th</sup> or greater pitch.
10. Exception to the 6 pitch rule in Section XXXIV, Subsection A.12:
  - a) Player shall be awarded an additional pitch if the batter fouls off the 6<sup>th</sup> or subsequent pitches.
  - b) If the batter continues to foul off pitches, they shall be awarded additional pitches until the ball is put in play or the batter strikes out.
11. Once a batter puts the ball in play, the result of the play shall stand.
12. Managers may conference to discuss any close calls, please remember this is instructional.
13. There are no walks.
14. Batters may not bunt.



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15. Hit batters may not advance to first base, since this is coach pitch, the pitch does not count.
16. Runners may advance one base on overthrows to second, third and home base. Runners may not advance on overthrows of first base.
17. Runners may advance as many bases reachable on a batted ball until the ball is secured by an infielder.
18. The runner must physically be beyond base to be considered advancing to next base.
19. There shall be no leads, straight steals, or stealing of home.
20. A 5 run rule shall be used for each half inning.
21. There shall be no on deck circle. Players must always be confined to dugout enclosure. At no time are they allowed to swing, while on deck, either within the field of play or outside the field of play. If a player violates this rule, the manager and coaches will get one warning. If it happens again, then the manager will be suspended for one game. This rule is in place to protect our players.
22. Players / Coaches are prohibited from using hit sticks outside the field of play.



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## C. Rules for Defense

1. There shall be no more than 10 players on defense, provided the 10<sup>th</sup> player is in the outfield. (No extra players in the infield)  
If less than 9 players are available, refer to Section XXIX, entitled "Pool Play Procedure", on how to proceed.
2. There shall be no shifts, nor shall the outfielders be positioned on the edge of the infield or on the infield (i.e., right fielder shifting to left center, etc.).
3. All FARM division teams shall have a catcher behind the plate (it is imperative to develop catchers at this level).
4. All players shall play a minimum 9 defensive outs (3 complete innings in the field).
5. Players may not sit more than two consecutive innings.
6. A helmet is optional for 1<sup>st</sup> baseman, but highly recommended.
7. One coach shall be allowed in the infield, and two coaches shall be allowed in outfield provided there is one coach in the dugout. If there are no players in the dugout all coaches may be out in the field.