

## FARM DIVISION RULES

Except as expressly set forth below, the playing rules for all baseball games shall be those covered in the most current edition of the Babe Ruth Cal Ripken League playing rules.

1. Both teams are responsible for field maintenance. The home team must prepare the field before the game (drag the field, water the field, pound the dirt) and the visiting team shall do the same after the game, for every game.
2. The home team is listed first on the schedule and will occupy the 3rd base dugout and the visiting team will occupy the 1st base dugout.
3. No infield use before games. Home team may use left field line for pre game warm ups, visitor may use right field line. No use of pitchers mound for pre game. For the safety of the players and spectators, batting practice is NOT allowed during the warm-up time . Whiffle balls can be hit a safe distance from the infield.
4. Should an umpire not arrive for the game, one should be chosen from among the parents of the participating teams with dual consent of the respective coaches.
  - 4 (a). It is the responsibility of the head coach of the Home team to notify the Farm Coordinator of the absence or late arrival of any umpire.
  - 4 (c). Umpires cannot be pulled from another game if your umpire does not show up.
5. For the coach pitch portion of the season: First (2) two weeks of season. Both the Home team and the Visiting team will supply two (2) baseballs to the umpire in charge of the game before the start of play.
  - 5 (a). For the kid pitch portion of the season: Both the Home team and the Visiting team will supply two (2) baseballs to the umpire in charge of the game before the start of play.
6. All players are placed in the batting order. Team's batting lineups must be exchanged between coaches prior to the start of the game.
7. Each team shall supply an adult to monitor the lineup in order to track the maximum number of runs in an inning and to assure the proper batting order of participants.
  - 7 (a). If a player bats out of turn, the coaches should work together to re-insert the player who missed an at-bat without taking an automatic out. If the coaches cannot agree, the umpire will decide the issue.
8. There will be a five run limit per inning. The number of runs scored in a given inning will be monitored only for the purposes of determining when the five run maximum has been met.
  - 8 (a). This is an "instructional" league; while competition is part of any sport, it is not the primary objective in the Farm division. Please keep this in mind when dealing with kids, umpires, parents and opposing coaches .
9. Farm teams are to play ten players in the field; six in the infield and four in the outfield.
  - 9 (a). Teams must field a minimum of eight players at the beginning of the game. If a team is unable to field eight players, the game will be forfeited, unless the opposing team wishes to allow one or more of its players to play in the field for the other team. (The loaned field player will bat his own spot for his own team, and just field for the opposing team; the last out from the prior inning should be the player loaned to play in the field for the opponent.) Coaches are encouraged to make such arrangements if necessary so as to have the games proceed when at all possible.
  - 9 (b). All outfielders must start each play on the outfield grass.
10. Games will consist of six innings or one hour and thirty minutes, whichever occurs first. No new inning shall start after 1:30 has passed since the first pitch. An inning starts at the moment of the third out of the prior inning.

11. No player will be kept from playing defensively for more than one consecutive inning and not more than two innings in a six inning game . The only exception is for disciplinary reasons or illness.

12. Pitching rubbers will be set at 40 feet.

13. During the coach pitch portion of the season, a batter shall receive a maximum of five pitches. If the batter swings for three strikes at or before the fifth pitch, the batter strikes out. If the batter fails to hit a ball into fair play by the fifth pitch, the batter is out, unless the fifth pitch and all successive pitches are foul balls, which shall warrant another pitch.

13 (a). A ball that is hit into fair play and strikes the coach during coach pitch, is deemed a dead ball and the batter and all base runners advance one base only. There are no bean balls in coach pitch. Any pitch from a pitching coach that hits a player counts as a pitch, unless it is the 5<sup>th</sup> pitch. If a batter swings at a coach pitch that hits the kid that is considered a strike. There are no walks in coach pitch.

13(b). For the player pitch portion of the season: Player pitch baseball will have a pitching mound at 40 feet from home plate. There are no walks in player pitch Farm Division baseball. If a batter receives four balls before there are three strikes in any at bat, no matter what the number of strikes, the batter will receive two coach pitches.

13 (c). If a batter is struck by a player-thrown pitch, the batter has the option of choosing to receive two coach pitches or continuing the at-bat with player pitch. Once coach pitch begins for a batter, there will only be two coach pitches, regardless of whether they are balls or strikes. The only exception is for foul balls (if a batter hits a foul ball on the second coach pitch, the batter shall receive another pitch, and this shall continue for however many foul balls the player hits before either hitting a fair ball or suffering a ball or strike pitch).

13 (d). Coach pitch is performed by a coach of the batter's own team. The coach shall stand/kneel on the mound and pitch to the batter.

14. A batter who hits the ball into play on coach pitch cannot advance past second (2nd) base.

14 (a). Base runners who are already on base when a batter hits a fair ball during the (2) coach pitches can advance as far as they choose, including all of the way home.

14 (b). A player can not advance home on an over thrown ball. A player must be hit home to score from 3rd. base.

15. Farm Division players are limited to two innings of pitching per game, and six innings per week.

16. Teams cannot choose to forgo the kid pitch and go directly to coach pitch; rather all Farm teams must let their players pitch in each inning of each game for the player pitch portion of the season. There are no walks.

17. Players are prohibited from swinging a bat in the dugout or dugout area, and there are no deck circles.

18. There is no infield fly rule in Farm.

19. Players must slide on all close tag plays. The umpire may call a player out for not sliding on a close tag play. Headfirst slides are not allowed.

20. Any attempt to "run over" a defensive player by the base runner will be called out and may be ejected.

21. Runners more than halfway to a base when the defensive or offensive pitcher obtains the ball may advance to that base. If they are not halfway, they must go back. If there is any doubt, please instruct your players to go back to the prior base.

22 . Play is stopped when a defensive player has the ball and is within approximately six feet of the pitcher's mound.

22 (a). All base runners who are one-half or more to the next advancing base at that point can continue to advance to that next base, but must stop once they reach the base (no further advancement) if the defensive player holds the ball. If a base runner is less than half way to the next base when a defensive

player has the ball within six feet of the pitcher's mound, the base runner must return to the base from where he came. Close calls are to be resolved as the base runner returning to the base from where he came. The batter advancing to first base can always advance to first base.

23. All batters and base runners must wear helmets at all times.

24. Catchers are required and must be in full catcher's gear, though they are not required to wear catcher's mitts.

25. The distance between bases is 60 feet. The home run line is approximately 150 feet from home plate. These distances will be measured as best as we can and coaches should not complain about slight discrepancies.

26. There is to be ABSOLUTELY NO badgering of opposing teams players (i.e., "hey batter batter"). Players are free to cheer for their own teammates as they wish, but must stop when the pitching coach presents the ball to be pitched.

27. All players on a team's roster will bat in rotation in every game. The batting order cannot be changed once the game begins except to add late players to the bottom on the line up. Again: Coaches are to allow for corrections of batting line up errors as a show of good sportsmanship, unless abused.

28. Defensive substitutions are allowed during the course of an inning. The offensive team may have an adult coach on the field of play, one at first base, one at third base. Any other offensive coaches must stay in or directly adjacent to the dugout occupied by their team.

29. A minimum of one or maximum of two defensive coaches are allowed to coach from behind the home run area when their team is playing defense. They must stand out of the field of play. Defensive coaches coaching from their own dugout need to restrain themselves from coaching too loud or talking too much, as it may disturb the opposing team's batter (umpire's discretion).

30. Hits over the fence (outfield line) on the fly are homeruns. Hits that bounce or roll over/under the outfield fence (outfield line) are ground rule doubles. There are no contested doubles.

30 (a). No in park home runs.

31. On a coach pitch, the batter may only advance to 3rd. base unless hit over the fence on a fly which will be considered a homerun. Base runners other than the batter may advance as many bases as they can on a coach pitch or player pitch, at their own risk. **On overthrows, runners must stop at 3<sup>rd</sup> base.**

32. If any offensive coach (pitcher, base coach, etc.) touches an overthrown or misplayed ball while standing on the field or in the dugout, etc., the ball is dead and play comes to a halt. All base runners will return to their prior bases unless the umpire's judgment the ball would have gone out of play prior to being touched, in which case base runners will advance one base.

33. Players, coaches and parents may not badger, mock, or taunt the umpire or the players, coaches, or parents of the opposing team in any manner during the course of a game. Players, coaches, and parents who are disruptive to the progress and/or purpose of the game (or games) will forfeit the privilege of participation in the game (or future games) at the discretion of the umpire and/or Board. Under no circumstances are the coaches, players and/or parents to argue with umpires, coaches or parents of the opposing team. Any one doing so shall be reported to the Board and will be subject to forfeiture of the privilege of participation in future games .

34. Fresno Unified School District rules prohibit the use of tobacco products and/or the consumption of alcohol any time while on school property. Use of cigarettes, cigars, or other tobacco products and/or the consumption of alcohol while on school property will result in the offending person or persons being asked to leave the school grounds.

35. No pets or animals of any kind are allowed on school property, unless a person is being aided by said animal.

36. No player shall play with a cast (hard or soft).

37. NO PROTESTING – Umpires' decisions are final. Should a dispute arise during the course of the game, the two head coaches and the umpire should reach a mutual understanding regarding the dispute. They should be done quietly and quickly. Remember, there are no standings in Farm and Rookies.

38. "Base runners shall not leave their bases until the ball had been delivered and has reached home plate." See Page 11 of the official Playing Rules book for the "Cal Ripken Division Special Base Running Rule."

39. There is no stealing during coach pitch play.

39 (a). Stealing of second or third will be allowed only during player pitch. The steal can not start until the pitch crosses home plate.

39 (b). No stealing of home base.