



PACIFIC LITTLE LEAGUE 2010 FARM DIVISION RULES

Before the Game:

1. Team rosters will be set by the Player Agent and will generally consist of players Little League ages 7 and 8.
2. Coaches, Assistant Coaches, and willing parents from both teams should participate in preparing the field for play. This includes setting up the pitching machine, setting up the bases, raking, and chalking the field.
3. In the event a team has less than nine players at the start of a game, the opposing team shall lend them the necessary players, providing each team will have (at least) nine players to start the game. After the first inning, the player loaned will be determined by the player that made the last out of the previous inning. The loaned player shall be placed by the Manager borrowing the player.
4. The pitching machine will be set at a speed on the single wheel jug machine to prevent the pitch from "dropping-off" as it approaches or crosses home plate. Both coaches should jointly check and agree on the speed and location of the ball crossing the plate before the game to ensure the ball is consistently in the "strike zone" appropriate for farm league age kids. The machine may be checked and adjusted at the top of each inning in the presence of both managers. Practice pitches should/can be taken when a new baseball is introduced into the game.
5. The home team as indicated on the schedule shall occupy the 3rd base dugout.
6. There shall be one Manager and three assistant coaches only, on the field of play and in the dugout.
7. Coaches and umpires must wear a baseball hat while on the field. Players must wear long pants and the league provided cap and shirt during play. Shirts should be tucked inside the pants. No shirts allowed over the top of the jersey. Players may not wear coats while on the field. All male players will be required to wear an athletic supporter and a hard plastic protective cup.
8. Each team shall exchange game day batting order. Changes are generally not allowed to the batting order after this time, except for illness, injury, bathroom, a player needing to leave the game early (or arrive late), etc. All changes must be reported to the opposing manager.
9. Time limits will be strictly enforced. For weekday games, no new inning shall start after 1 hour 30 minutes from the time the game was officially scheduled to start. All games must end at 1 hour 40 minutes (HARD STOP) regardless of where you are in the game, weekday and weekend. There is a 1 hour 55 minute game time limit for the last game of the day. Remember, a) the lights go off at Lynndale at 9pm and b) the clock on your game starts at the time your game is scheduled not when you actually start playing. Managers must work together to ensure that games start at the scheduled time.
10. The entire season will be machine-pitch games using official Little League baseballs. In the event of inclement weather, rubber "Jugs" balls may be used.

During The Game:

1. There shall be one coach in the dugout at all times. Only the offensive coach feeding the pitching machine, a first base coach and a third base coach shall be allowed on the field during play.
2. The offensive coach feeding the pitching machine may not direct any base runners. He/she may only instruct the batter regarding positioning in the batter's box. A warning will be issued for the first infraction. After the 1st warning, the lead runner will be automatically called out whether safe on the play or not.
3. Coaches will not be allowed in the outfield or infield during play to assist the defensive team.



4. Unlimited player substitutions will be allowed only between innings. The only exception is in the event of an injury to a player.
5. The philosophy of the Farm League is to be a developmental League, whereby all players receive quality playing time throughout each game. Accordingly, guidelines are established to ensure the consistency of this philosophy:
 - a. No player may be on the bench for more than two consecutive defensive innings per game.
 - b. With a game roster of eleven or more, each player must sit out at least one inning of a six-inning game.
 - c. No player shall sit three innings unless every player has sat for at least two full innings.
 - d. Players playing four or more innings in a game must play at least one inning in the outfield and two in the infield.
 - e. No player shall play the same position more than two innings per game, nor may they play the same position in two consecutive innings. A player may play a position a third time in the event of an extra-inning game.
 - f. All players shall bat in a continuous batting order. "Sitting out" does not affect the batting order. If a player is sitting on defense, he/she will take their turn in the batting order.
 - g. All players must play, as close as possible, the same number of innings per week.
6. Each team shall have the option to field ten defensive positions (four outfielders) Outfielders will be positioned at a minimum depth of 25' from the infield dirt. Four marks will be placed in the outfield at this depth as a reference point for the players, coaches, and umpires.
7. All players shall bat in rotation. It is the manager's option if the first nine (or 10) batters also start play on defense.
8. The first of either five runs or three outs ends a half inning. Unlimited runs shall be allowed in the 6th inning or any extra innings.
9. A reasonable circle (approx. 10' in diameter) will surround the pitching machine. This area is a "free hit zone". Any batted ball that comes to rest in this area or that hits the machine or adult operator is a single base hit and the ball is dead. The adult operator must make a reasonable effort to avoid contact with the live ball. Any other base runner(s) will advance to the next base from their position at the time of the dead ball. An umpire is allowed to rule this play.
- 9a. A batted ball that passes through the pitching circle without obstruction (doesn't come in contact with the machine, coach or umpire), or that is deflected off of a defensive player and subsequently hits the machine, is a live ball.
- 9b. A defensive player is positioned on the outside of the circle (assuming the defensive position of a pitcher) and must have at least one foot positioned in contact with the circle (one foot in or on the circle, one foot out). A defensive player may be allowed to enter the circle if his momentum carries him/her inside the circle. An umpire is allowed to rule this play.
10. Coaches & teams should make every attempt to keep the game moving along at a good pace. Catchers should be identified in advance of their assigned inning, get geared up, and be ready play when their team takes the field. The umpire will remind coaches of this requirement, as needed. A courtesy runner shall be used for the catcher scheduled for the next half inning is he/she is on base with two outs. The courtesy runner will be the player that made the last out in the current at-bat.
11. Each player will receive five machine pitches to put the ball into play. If pitches are obviously unhittable (in the dirt/ over their head) when the ball crosses the plate, it the managers must agree to make and



adjustment. In the event the batter fouls their 5th pitch, they will continue to receive pitches until they put the ball in play or strike out. In other words, the at-bat will not end on a foul ball.

12. All base runners must stay on the base until the ball crosses the plate. There is no stealing, leading off or “running” leads and there is no taking an extra base on an overthrow. Runners may be called out for being off of the base early, subject to the judgment of the umpire. Generally, they should be sent back to the base of origin.
13. There is no on deck circle. No swinging bats except by the batter. The batter may take some warm-up swings at home plate prior to the first pitch. The batter must be aware of catcher prior to taking any warm-up swings. Batters will wear Little League approved helmets.
14. A batter will not advance to first on a machine pitched ball that hits the batter.
15. Chalk hash marks will be placed 20 feet (1/3 the distance) from the first base, second base, and third base. The purpose of the hash marks is to help determine the advancement of the base runner(s) on balls hit to the outfield. This judgment call will be made by the umpire(s) at the end of the play based on the position of the runner at the moment the ball either touches the infield dirt or a defensive player in the infield. The umpire shall raise his hands at this instant merely as a signal for the ruling at the end of the play. If the player was not beyond the hash mark at the time of the touch, he/she will be returned to the previous base (assuming they were not tagged out trying to advance). If the player was beyond the hash mark, he/she will be allowed the next base, again assuming they reached it successfully during the play. NOTE: The play does not automatically stop when the ball touches the infield (or infielder). Play continues until time is called, at which time the umpire will rule as to which base the runner is entitled to. Base runners advance at their own peril, and players should be coached to finish the play on offense and defense. Runners may be tagged out by a defensive player when trying to advance, and if they over-run, over-slide, or wander off the base.
16. There is no bunting or infield fly rule.
17. Players may tag up and advance on balls hit to the outfield, subject to the hash mark rule above.
18. If a player throws a bat, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.
19. Unsportsmanlike behavior, including but not limited to verbal abuse, physical threat or intentional breach of any of these rules by any umpire, player, coach, parent or spectator will not be tolerated. Please report any instance to a PLL Board member. Infractions of the above will be dealt with quickly and severely. Penalties may include dismissal from the game, the park or from the League.

After the Game:

1. Both teams shall demonstrate good sportsmanship by cheering and congratulating the other team.
2. Team players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings.
3. If the last game of the day, all field equipment should be put away, making sure the equipment box is locked and the field properly raked. Each team is responsible for cleaning the dugouts and its bleacher area.