



## 2011 SPRING SEASON – FARM DIVISION RULES

<b>Official Game:</b>	6 innings or Time Limit (whichever comes first).
<b>Time Limit:</b>	No new inning can start after <b>1 hour, 50 minutes.</b>
<b>Pitching:</b>	<b>SEE PITCHING LIMITS BELOW.</b>
<b>Batting:</b>	Everyone bats. Five runs or three outs, whichever comes first.
<b>Substitution:</b>	10 defensive players. No child sits twice until everyone on the team has sat once.
<b>Mercy Rule:</b>	12 runs after 3 ½ (visitor) or 4 (home) innings.
<b>Minimum Players:</b>	8 team players needed to start game. Up to two players may be borrowed from a AAA team to make 10. Borrowed players must bat last and can play anywhere but pitcher and catcher. During the regular season, a team may call up the same player twice and, during the Playoffs, only once.
<b>Scoring:</b>	Each team has a scorekeeper. Verify scores and pitch counts with the umpire after each half-inning. Managers must submit scores to the Commissioner within 24 hours of the game.
<b>Field Maintenance:</b>	Both teams are responsible for raking the infield, mound, home plate area and base paths.

### Offense

- An inning consists of five (5) runs or three outs, whichever comes first. The five-run cap per inning is in effect except for the sixth inning.
- **Only one base on an overthrow and only one overthrow per play.**
- Bunting is allowed.
- No leadoffs or stealing.
- No infield fly rule. A runner may tag up on a fly ball to the outfield only. No tagging up on infield flies or pop-ups.
- If there are two outs and the catcher is on base, he/she **MUST** be substituted for by the player who made the last previous out to speed up play.
- One offensive time-out per inning to be strictly enforced.
- If a player leaves for any reason other than a legitimate injury during the game, the next time up in the batting order, he/she shall be considered out. If that player's turn in the order comes up a second time, it will NOT be considered an out.

### Defense

- Maximum of 10 players. No player may sit twice until every other player has sat once.
- Four (4) outfielders are used on defense.
- **Rotating players. Even if it is not required, it is encouraged. At this level, it doesn't have to be infield/outfield every inning but no one should be stuck playing one position an entire game.**
- No outfielder may field a ball and run to the base for a force out or to tag a runner. An outfielder must throw the ball to an infielder.
- There are 6 infield positions (P, C, 1B, 2B, 3B, SS). All others play the outfield.
- **The play is dead when the umpire calls time. Note: Players cannot kill the play by throwing it to the pitcher.**
- The catcher is NOT allowed to block home plate without the ball. There is no mandatory slide rule. If the catcher does not have the ball and is not blocking the plate, the runner does not have to slide.
- There is a 1-minute time limit between innings so send all defensive players out to their positions quickly! Ideally, players should know their defensive positions **before** the offensive half of their inning concludes.



## Coaches

- Maximum of four (4) adult coaches at least 18 years old are allowed in the dugout.
- The defensive team is required to place a coach behind the catcher area to retrieve passed balls / wild pitches in an effort to move the game along. The coach CANNOT coach from that spot, only to be utilized as a ball retriever.
- Only managers may talk to the umpires. Managers may not argue or question an umpire's judgment call but may ask for time to discuss a rule interpretation. A ZERO tolerance policy exists in manager interactions with the umpire. Do not raise your voice in speaking with them.
- At the conclusion of the game, please gather your equipment and clean and vacate the dugout immediately. Prepare the field for the next game. If you choose to hold a post-game team meeting, please do so off the field so the next teams can get ready for their game.
- Both teams are obligated to jointly handle post-game maintenance duties. See the ELL Handbook on the ELL website for instructions. Children/players shall NOT participate in field maintenance.

## Safety

- No on-deck batters allowed.
- No child may hold a bat unless he/she is at the plate. Players may NOT take swings in the bullpen areas.
- All batters and runners must wear a batting helmet with a NOCSAE-approved face mask.
- Batting donuts, hitting sticks or other weight devices are not permitted at the complex.
- **Players must use a 2011 Little League approved bat. All bats subject to the current Little League International moratorium on composite bats are prohibited.**

## Pitching

- Pitch limit during **pre-season** games = **MAX OF 35 PITCHES** or **TWO INNINGS** per pitcher per game, whichever comes first.
- Until notified, there are NO WALKS. Once a batter receives 4 balls, an offensive coach will come in and pitch to the batter. Depending on the count (ie 0 strikes, 3 maximum pitches - - 1 strike, 2 maximum pitches - - 0 strikes, 3 maximum). Walks will begin counting during the season (exact timing to be discussed)
- Pitch limit during **regular season** and **playoff games** = **MAX OF 50 PITCHES** or **THREE INNINGS** per pitcher per game, whichever comes first.
- One pitch thrown constitutes an inning.
- The pitcher may complete an at bat without exceeding the pitch limit (i.e., pitcher must face a new batter with 34 pitches or less during the pre-season; 49 pitches or less during regular season or playoffs)
- Base umpire to keep track of pitch limit. Each manager should verify pitch counts at the end of each half-inning but, in case of a dispute, the umpire's count is official, whether right or wrong.
- Intentional walks are NOT allowed.
- A pitcher must be removed on the 2nd visit in an inning or a 3rd combined visit in a game.
- A pitcher who hits two batters in one inning or three batters in a game must be replaced by a new pitcher.
- Eight (8) warm up pitches prior to each inning or for a relief pitcher during an inning.

*Last updated: February 20, 2011*