

# WALL Farm Rules (AA)

1. A game consists of six (6) innings or one (1) hour and forty-five (45) minutes on weekdays and Saturdays.

The weekday games shall start at 5:30pm with 1 hour and 45 minute time limit. On Saturdays the Minor/Farm Teams will play 1 hour and 45 minutes. The top of an inning shall not start with less than five (5) minutes. If the game starts early, time will be added as bonus time. There is a 5 run rule per inning. No new inning will start after 6:50pm during the week.

2. Five (5) runs or three (3) outs end an inning.

3. Each team shall field ten (10) players (four outfielders) with no less than eight (8).

4. First half of the season shall be machine pitch; the second half of season will be player pitch. The executive board of directors will evaluate level of play after game 4.

**(KID PITCH)** After the second half of the season begins; stealing of 2nd and 3rd base is permitted. The runner on third must be forced or batted home. No stealing of home, no advancement to home on a passed ball, or an inaccurate throw back to pitcher from catcher. No stealing of any bases on a catcher to pitcher throw. A runner cannot advance to third on a steal attempt at second base.

The player pitcher is allowed 5 pitched balls. If an out is not recorded then the coach will come out and pitch a maximum of 2 pitches. If the batter has one strike on him the coach will get two (2) pitches. If the batter has one (1) strike the coach will get two (2) pitches. The coach will pitch from 32'.

Pitch counts are in effect as per green book rules. 7-8 yr olds 50 pitches per day with 2 days rest.

9 yr olds 75 pitches per day with 4 days rest.

5. Teams will use a continuous line-up.

6. Each runner on the first overthrow can earn a maximum of one base. After one base is earned, ball is dead.

7. All runners not sliding at home plate, if a play is being made at home, are ruled out. An attempt to slide should be made. Green book rules are in effect: Slide, go around, or give up.

8. An infield hit is defined as any batted ball not reaching outfield grass and remaining on infield dirt whether or not an infielder touches or diverts the travel of such batted ball. Ball stays on dirt; infield hit. Ball reaches grass outfield hit.

9. Any outfield hit is ruled a maximum of a double. (Not automatic) Runner may advance to third on an overthrow. No in the park home runs.
10. Runner at second base cannot advance to home on an infield hit with no runner at first. Even with an overthrow. However, if there is a runner at second and first, then the runner at second is forced to third on a hit and may run home on an overthrow.
11. There will be no overthrows to pitcher from any infielder. Ball is dead. Runners may not advance.
12. Possession is obtained and time is called when an infielder has possession within the baselines or an infielder throws the ball to the pitcher. Runners may not advance. A thrown ball from an outfielder towards the infield is not an attempt to obtain possession. Ball is still live. Outfielders must attempt to use cut-offs.
13. Home team will be allowed to finish batting if time limit expires during their time at bat. If visitors are batting and limit expires then game will revert to last complete inning.
14. The top of an inning shall not start with less than five (5) minutes left in the game.
15. Only board approved and background checked volunteers are allowed in the dugout.  
Parents must sit in the stands and refrain from coaching their children.
16. Sports drink, water, and seeds are allowed in the dugouts, players, coaches, and managers  
are responsible for cleaning up after the game.
17. Coaches and managers must remain in the dugout or in their designated coach's box.  
Roaming the field is not allowed. Time out must be called for a coach or manager to proceed onto the playing field.
18. Only the manager of the team can call timeout to speak with the umpire on rules interpretation. Judgment calls will not be discussed.