

Farm League 2018 Rules

This Division is primarily designed for Children who are Little League ages 6, 7 and 8 **AND** who are in First or Second Grade. Farm is divided into two leagues American and National leagues – first and second grades, respectively. Kindergartners who are Little League age 6 and have played one year of Little League Sponsored T-ball are eligible to play in Farm if and only if there is space available after the First and Second Graders are placed in the league. Parents of Little League age 6 players who have played a year of T-Ball may request to move their child to Farm. Such requests will be considered by the Commissioner and will depend on coach evaluations and available roster spaces. It is highly likely that these participants will spend three years in Farm (K-1-2), regardless of talent/experience. It is EXTREMELY RARE for a 2nd Grader to play in Minors (kid pitch).

Additionally, within 1 week of the last game, coaches will be expected to send evaluations of each player to the Farm commissioner.

Rules Common to both Farm Leagues

General

- There are under no circumstances any practice swings. There are no bats in the dugout. No one, except the current hitter should ever have a bat in his/her hand.
- Games are 3 innings or 2 hours. Games that move quickly can extend beyond 3 innings at the decision of both coaches. Games may not extend beyond 2 hours.
- The home team coach will make the decision on cancelling games due to rain.
- There are no umpires. Coaches should make safe/out decisions.
- No score is kept.
- Players should remain in the dugout on the bench throughout the game. Sitting with parents/siblings rather than teammates should be discouraged.

Positioning of Players

- All players play in the field every inning – there are no bench players. Typically you will play with the standard 5 infield positions (1B, 2B, SS, 3B,

- P). It is up to the coach whether he/she would like to play a Catcher. The remainder of the players should be placed in the OF.
- Each player should play at least 1 inning on the IF each game. In reality, each player should spend an equal amount of time in the OF. At the farm level we are most concerned with general development and enjoyment so equal numbers of opportunities are critical. Similarly, everyone should get a chance to play P and 1B unless there is a risk of injury.
 - OF players should be at least 15 feet beyond the IF. These players should also throw the ball into the IF rather than running the ball into the IF.

Game Play

- The play is over when the ball is back in the IF. The ball does not need to be at the pitchers mound, only on the IF. The runners may continue to the next base if they are more than half-way to that base before the ball is returned to the IF.
- If a team records 3 outs, the bases are cleared. However, the team will continue to hit until every player has had an opportunity to hit. After every player has hit one time, the half inning is over.
- There are no walks.
- There are no strikeouts.
- Players who throw their bat should be warned. If a player repeatedly throws his/her bat, an out should be recorded to help the player learn to drop the bat.
- All hitters and baserunners must wear a helmet. Purposely removing the helmet should result in a warning. Repeated offenses should be recorded as an out to help train the player to not remove the helmet purposely.
- There is no stealing or leading. Players must stay on the base until the ball is hit.
- The last batter is **not** a “home run”. The play is stopped when the ball is back to the pitcher/IF.
- Tagging up is only allowed from third base.
- Players should be encouraged to slide when there are plays at 2B, 3B, or home plate. If a player does not slide, he/she should be coached to slide in future cases but an out will not be recorded.

1st Grade Specific Rules

- All of the rules listed above apply to the 1st grade Farm Division. The following are additional rules for this specific level.

- There is no advancing on overthrows to any base.
- It is the decision of the coaches how far players can advance on a well-hit ball. We encourage coaches at the 1st grade level to restrict base advancement as many children struggle to get the ball back to the IF at this age.
- The entire season is coach pitch. There should be no kid pitch in 1st grade farm. Coaches pitch to their respective teams.
- The number of pitches thrown to any individual batter should be limited to 10. After 10 pitches, the player should hit the ball off of a Tee.

2nd Grade Specific Rules

- All of the rules in the common section apply to the 2nd grade Farm Division.
- There is no advancing on overthrows of 1B, but there is advancing on overthrows of 2B and 3B.
- It is the decision of the coaches how far players can advance on a well-hit ball. We encourage coaches at the 2nd grade level to allow real advancement until the ball is returned to the IF.

Pitching Rules

- The first half of the season is Coach Pitch. Each coach will pitch to his/her respective team.
- Each player will receive a maximum of 6 pitches from his/her coach. After 6 pitches, the ball will be placed on a Tee.
- Player pitching should be introduced during the second half of the season beginning with game 5.
- Players are limited to 5 pitches per batter. After 5 pitches, the hitter will receive a maximum of 6 pitches from his/her coach.
- A player who pitches is limited to 5 batters per week. These 5 batters should all be faced within a single inning. Coaches should discuss before hand the batters who the pitcher will face. There will be players who are uncomfortable facing kid-pitch. An effort should be made to ensure that only those players who are comfortable hitting off of kid-pitch do so. Typically, these should be the stronger hitters on the team.
- With kid pitch, hit by pitch rules do apply. Hitters are awarded first base and if a pitcher hits two batters in an inning, he/she is removed from the game.

- Only one player will pitch during any specific inning. The remaining batters in the lineup will face coach pitch.