

FARM BASEBALL SUPPLEMENTAL RULES – SNLL/SSLL 2007

A. Batting Order

All players present shall bat in order as determined by the manager, even though some players may not be currently playing defense. This batting order shall be maintained throughout the entire game while the team is at bat. All players must play a minimum of six consecutive defensive outs.

B. Defensive Roster

Ten (10) players are allowed on the field each defensive inning in the following positions: catcher, 1st base, 2nd base, 3rd base, short stop, pitcher, and four (4) outfielders. No other people are allowed in the outfield.

3. Inning Limitations

The team at bat shall be retired after one of the following events occurs:

- a. Three (3) outs are made.
- b. Until 3 outs have occurred, play continues until the end of the play in which the 5th run occurs. No more than five runs may be scored per inning
- c. There is no ten-run rule.

4. Pitching Rotation

The Farm division uses a combination of coach and player pitching. The intent is to give players early training in pitching fundamentals in a low-pressure environment.

- a. The first two innings of each game shall be pitched by a coach pitcher from the batting team. No other adult volunteers or older players may pitch. After two weeks of play, the managers and division director shall meet to discuss the quality of play in the Farm division. If agreed upon by majority vote, the program can be changed such that the first three innings of each game shall be pitched by a coach pitcher. It is fine if the managers and division director wish to reverse this decision later in the season.

Note - It is important to keep these rules adaptable. In seasons with a high caliber of overall play, more player pitching should occur. But in seasons with lesser caliber play, player pitching will be detrimental to hitting and defense development.

- b. During the coach pitch portion of the game, there is no base on balls. The batter will receive six pitches to either strike out or put the ball in play. Strikes will be called and strikeouts may occur. The at-bat shall not end on a foul ball. The coach pitcher shall stand 40 feet from home plate, the same as player pitchers. The coach should attempt to throw a flat pitch. The goal is to match the speed of the pitching that the players will see later in the game.

Note - Slow, arcing pitches may induce less fear in players, but they are counterproductive to good hitting.

- c. When a coach is pitching, the defensive player pitcher is positioned to one side of the mound with one foot on the mound.
- d. During the player pitch portion of the game, there will be both walks and strike outs. Once three batters have been walked the coach pitcher will come in and finish the inning under the six pitch rules used in the coach pitch portion of the game.
- e. A given player shall pitch a maximum of two innings per game, and is subject to the standard pitch count limitations. If a player pitcher hits two batters in a row, or three batters in the course of a game, the pitcher shall be replaced and may no longer pitch in the game.
- f. The player pitcher may not pitch closer than 40 feet from the plate.
- g. In practice, Farm coaches should train all willing players to pitch. In games, only players with a reasonable skill level should pitch.
- h. The strike zone should be generous, 3 – 4 inches off the plate on both sides and from the bottom of the knees to the letters. The object of this is to get the players to swing at anything close, and put the ball in play.

One or more umpires are required: one umpire is positioned behind the plate to call balls and strikes; one umpire acts as base umpire. No protests are allowed.

The ball is declared dead if it hits or is caught by the manager or coach pitcher. The batter receives a hit and all runners advance one base.

Bunting is not allowed.

The pitched ball is declared dead if it touches the ground before

passing the batter. Runners may not advance.

A 1-hour and 30-minute time rule for games is in effect. No new inning shall start after that time. A new inning starts with the called third out of the preceding inning. Scorekeepers shall mark down the official start time of each game, and verify this time with the umpires

No stealing will be allowed during any exchange between the battery (pitcher and catcher) during a batters at bat.

Once the ball is held aloft above the head by an infielder the ball is dead, and any runner that is not half way to the next base, must return to the previous base.

A manager, coach, or player may coach a base.