

# FARM DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters, San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the Farm Division of Claremont American Little League:

2. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the league representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the a player. No score will be kept.
3. Ten (10) players can be on the field defensively. Four (4) of the players must be placed in the outfield equally spaced on the grass (no rover). All outfield players must be at **least ten feet off the infield dirt**. A legal game may be played with nine (9) players, including three (3) outfielders, if ten (10) players are not available.
4. Substitute players will play alternate innings in the field. No player will sit out more than one inning in a row (Rule 3.03 and 4.04). Consequence to not meeting requirements 1<sup>st</sup> written warning, 2<sup>nd</sup> 1 game suspension to manager.
5. Teams will bat their entire roster of players consecutively throughout the game. Player(s) arriving late must be placed at the end of the batting order (Rules 3.03 and 4.04).
6. Two (2) adult base coaches are allowed. A team may have a total of four (4) adults in the dugout area and coach boxes (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of Stairs when players are in the dugout).**
7. When a team has completed five (5) runs in its half of the inning, three (3) offensive players shall be deemed to have been legally put out. That team shall then take the field and the opposing team becomes the offensive team (Rule 5.07). No official score will be kept.
8. The infield fly rule will not be called. Infield fly balls must be caught to be an out (Rule 6.05 (d)).
9. A pitched ball is considered dead unless the batter puts the ball in play by hitting it. There shall be no base stealing (Rule 7.13).
10. **For Infield Hits. Play Stops** when the pitcher receives the ball on the mound (within the dirt circle of the mound). **For Outfield Hits. First Half Play Stops** when the outfielder relays the ball into the infield dirt. **For Outfield Hits. Second Half Play Stops** when the pitcher receives the ball on the mound (within the dirt circle of the mound). Base runners will be sent back to the base they were running from if they are not more than halfway to the next base when the pitcher receives the ball on the mound or the ball is relayed to the infield dirt (Rules 5.02 and 7.01) (halfway lines will be marked in paint on the edge of grass).
11. **PITCHING – See attached Addendum A.**

## NOTES ON RULES:

- A. In the event of injury to a player, the volunteer umpire(s) shall stop play immediately. After the injured player has been tended to, the volunteer umpire(s) shall authorize the completion of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.

- B. Volunteer umpires are encouraged to utilize a generous strike zone when calling strikes for the farm division.
- C. Manager and coaches may not be on the infield to provide instruction during the game(s) except when pitching (Regulation VIII (d)). Two coaches may be in the outfield to assist with instruction during the game.
- D. During First Half Play, all runners may only advance one base at a time on a hit to the infield.
- E. The infield Pitcher position will play on the pitchers mound either to the left side or right side of the rubber (location will be marked by paint).
- F. Sliding is only allowed in the second half of the season.
- G. Each player cannot play the same position more than one inning in a row.

**LOCAL LEAGUE ALLOWED RULE MODIFICATIONS:**

- Reg X(c): No new inning after 1 hour 30 minutes from start of game. Game stops at 1 hour 45 minutes (drop dead).
- Rule 4.04: A continuous batting order will **BE** in effect
- Rule 4.10(e): The 10-run rule does not apply
- Rule 5.07: The last half-inning suspension of the 5-run rule does not apply
- Rule 6.02(c): The one-foot-in-batters box rule will **NOT BE** in effect
- Rule 6.05(b)(2): The dropped third strike rule does not apply
- Rule 9.01(d): The unsportsmanlike conduct on sign stealing will **NOT BE** in effect

**Addendum A – Machine Pitch The Entire Season**

During the season, a pitching machine will be used and each player will get “**at most**” 4 pitches or can work a foul ball on the last pitch until in play or the batter swings and misses the ball. There will be no walks. A coach will be designated as the official umpire for the game.