

FARM BASEBALL

The Farm division will play by the official Little League Minor League Rules and Regulations, except as follows:

1. Age Alignment. The age alignment for the Farm Division is 8 years old. A player must meet these ages as set forth in the rules and regulations of the Little League rulebook.
2. Game length. A game will start no later than 15 minutes from its scheduled start time. No game will last longer than 2 hours from its scheduled start time. All games must be stopped at 2 hours, no exceptions.
3. Scorebook. No scores will be reported and no standings will be kept. However, each team should keep an accurate scorebook for the purposes of recording outs, runs, position in the batting order and player pitch counts.
4. Adult Volunteers. Only a total of four league approved adults, are allowed in the dugout (or designated dugout area) during a game. **Only league approved adult volunteers with a valid Alderwood Little League ID badge may be in the dugout or on the field at any time. Dugout gates MUST be closed at all times while play is underway. Except coaches designed to coach a base, or assist in the field, all others MUST be inside the dugout with the gates closed.** One adult must be in the dugout or designated dugout area at all times.
5. Volunteers on the field.
 - a. Offensive Team. The team at bat shall position one coach in the first and third base coach's boxes, respectively, and one coach feeding the pitching machine.
 - b. Defensive Team. A defensive team is not permitted to have any coaches on the field at any time.
6. Umpires. The home team will provide the plate umpire and the visiting team will provide the base umpire.
7. Baseballs. Regulation baseballs provided by the league are to be used at all games and practices.
8. Batting. A pitching machine shall be the primary source of pitched balls to the batter the first three innings of each game. In the event of machine failure due to inclement weather or machine malfunction, pitching will revert to coach pitch. No players will be permitted to pitch during the first three innings in the Farm Division.
9. Pitching Machine. The pitchers plate (rubber) will be set at 46 feet. The pitching machine is to be placed 3' in front of the rubber. The defensive team will provide a player to play the pitcher position. All live balls hit to the pitcher's position must be fielded by a player, not the coach. The coach is never to be involved in any live play!
10. Player Pitching guidelines.
 - a. Little League pitch count rules will apply (this includes days of rest requirements per the Little League rule book).
 - b. A player may pitch up to two innings per game, provided they do not exceed the pitch count limit for their respective age.
 - c. All managers must submit a pitch count in the League office immediately after each game
11. Playing Rules.
 - a. A continuous batting order as described in rule 4.04 of the Little League rulebook shall be use
 - b. Each team will have 3 outs or 5 runs per inning. This will complete each teams time at bat
 - c. While the pitching machine is in use, the batter is out when, a) receiving three strikes before hitting a fair ball (umpire will call strikes, however the third strike will be a swinging strike), or b) failing to hit a fair ball in 5 pitches. A batter will always receive another pitch if the last pitch was hit for a foul. Walks are not permitted during machine pitch.
 - d. While the players are pitching a batter will reach base either by, putting the ball in play, walking, or hit by a pitch. They shall be retired on a play in the field or strike out.
 - e. No base stealing will be allowed while the pitching machine is in use. Stealing is permitted during player pitch.
 - f. Bunting is not allowed. An attempted bunt shall be called an out.
 - g. Base runners **may** advance on an overthrow, to any base.
 - h. If a batted ball hits the pitching machine, the play will be declared dead and all runners, including the batter, will advance only one base.
 - i. If a thrown ball hits the pitching machine, the play will be declared dead and all runners, including the batter, will advance no further than the base they are going to.
12. Playing Time Rules.
 - a. Catchers are to be limited to three (3) innings per game.
 - b. Ten (10) players are allowed on the field for defense. Four of the players must play in the outfield. If only nine (9) players are on the field, three players must play in the outfield. The outfield is defined as 15 feet behind the edge of the infield dirt. There can never be less than 9 players on the field.
 - a. Each player must play at least four defensive innings, if possible. One of the innings (i.e. three consecutive outs) must be played in an infield position, (i.e. first base, second base, third base, or shortstop). A player shall not play the same position more than 3 total innings in a game.