

# 2009 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:

1. 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.
2. 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.
3. 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).
4. 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).
5. Two (2) adult base coaches are allowed. A team may have a total of three (3) adults in the dugout area and coaches boxes (Rule 4.05 Paragraph (1)).
6. No new inning shall start after one hour and thirty minutes (1:30) of play in a given game. Three and a half innings constitutes a complete game (Rule 4.10 (e)). There will be a drop dead time of one hour and forty-five minutes (1:45).
7. When a team has scored 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).
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. No walks are allowed. A player has three strikes to put the ball in play (Rule 2.00).
11. Play stops when the coach receives the ball on 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 coach receives the ball on the mound (Rules 5.02 and 7.01).

## NOTES ON RULES:

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

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- 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)). One coach may be in the outfield to assist with instruction during the game.
- D. In the first half of the season, batters are only to take one base on a hit. All runners to advance one base at a time. If a batter hits to the outfield, then two bases can be taken at the coach's discretion. In the second half of the season, more than one base can be taken on a hit.
- E. Sliding allowed only in the second half of the season.

(Rev 4/20/09)