

**WESTERN LITTLE LEAGUE  
FARM LEAGUE RULES  
2006 SEASON**

**I. GAMES**

- A. Games will begin at 5:45PM during the week (Monday through Friday) until Memorial Day. Games will start during the week at 6:00PM after Memorial Day. Saturday games will begin at 9:00AM, and any subsequent games will start on two hour increments afterwards (regularly scheduled games or make-ups).
- B. Batting orders and line-ups must be turned over to the opposing coach 10 minutes prior to game time. All players arriving late must be added to the end of the batting order. If a player formally submitted or added to the lineup misses an at bat during the game (FOR ANY REASON), one out will be recorded.
- C. No new inning may begin later than two hours from the start of the game.
- D. Coaches will mutually agree to cancel games due to rain or wet diamonds. Coaches will call or email players when games are cancelled. Players should assume games are not cancelled unless called by their coaches.
- E. All make-up games should be played as soon as possible following the cancelled game. It is up to the individual coaches involved to mutually agree upon the time and date for any make-up games. Coaches should confirm diamond availability before rescheduling games.
- F. Each team must provide one new baseball per game. Western Little League will provide the coaches with a supply of new baseballs to be used.
- G. Raking and chalking the field is the responsibility of the home team coaches each game day. The Visiting team will put away the bases and check the mound and batters boxes for repair. If repair is needed the visiting team coaches will apply the mound building material we have in the shed to the mound and batters boxes. This is to prevent holes developing at either place.
- H. The home team will furnish the plate umpire for the game, and the visiting team will provide the umpire for the bases.
- I. The visiting team will have the field 20 minutes before the start of the game for 10 minutes, the home team will then take the field for the 10 minutes prior to the start of the game and will stay on the field for the start of the game.

## II. FARM LEAGUE RULES

Regular Little League Baseball Rules will apply with the following modifications for Farm League Play:

- A. 12 year old players will not be allowed to pitch.
- B. No pitcher may pitch more than 3 innings per game nor more than 6 innings in a seven day period. Any portion of any inning will be counted as one inning for this limitation. All pitchers must have one day rest between outings. NOTE: The start of the end of the season league tournament will be considered the start of a seven day period.
- C. A pitcher, once removed as a pitcher, may not return as a pitcher later in the same game. All innings pitched must be consecutive.
- D. No balks will be called against pitchers.
- E. There will be a limit of 5 runs per inning for the first 5 innings of each game. After a team has scored 5 runs in an inning during the first 5 innings, the team at bat will cease batting regardless of the number of outs or number of people on base. In the sixth inning, each team may score as many runs as possible until three outs have been recorded.
- F. A game that is halted due to rain or darkness will be considered a complete game if at least 4 innings have been completed or if 3 and ½ innings have been completed and the home team is leading. If the score is tied at the end of the last complete inning (4<sup>th</sup> inning or later), the game shall end in a tie. A game halted before 3 and ½ or 4 innings will be rescheduled and the game will start at the point at which play was forced to stop. If a game is halted due to weather or darkness part way through an inning after four innings of play, the score will resort to the score at the last completed full inning of play.
- G. All players present at a game will bat in the batting order whether or not they are playing in the field that inning. For example, if a team has 13 players, all 13 players bat before the leadoff batter bats a second time.
- H. Each player will play a minimum of three innings in the field.
- I. Ten players will play in the field, the tenth player as a fourth outfielder.
- J. There will be free unlimited substitutions during or at the end of each inning except for pitchers. Pitchers may be replaced, but see Rule C for restrictions on who may replace the current pitcher.
- K. A base runner may not leave a base until a pitched ball has passed home plate. One warning will be issued to the team after which the next occurrence will result in the runner being called out. There will be no pinch runners except in the case of injury.

- L. The infield fly rule will not be used. On any fly ball with less than 2 outs, a runner must tag up his/her base if the fly ball is caught in order to advance.
- M. The batter and runners must wear helmets at all times, from the time they leave the dugout until they return to the dugout. A warning will be issued to the teams after the first occurrence of removing the helmet early. After the warning, any subsequent violations of this rule will result in the assessment of one out on the violating team. The player who removed the helmet is not out; it is a team out.
- N. Runners will be awarded the base you were running to plus one on an overthrow that goes out of the field of play. There will be no limit on an overthrow that remains in the field of play.
- O. A batter will automatically be out if he or she strikes out, even if the catcher drops the third strike.
- P. If a batter hits a foul tip with 2 strikes and the catcher catches the ball, the batter will be considered to have struck out.
- Q. No bunting will be allowed.
- R. All games are scheduled for a total of six innings. The two hour time limit will apply. If a team is up to bat in the top of an inning and the two hour time limit has gone into effect, they will continue to score as many runs as possible since it would be considered the last inning. The team batting in the bottom of the inning will also be allowed to score as many runs as possible. If the game is called because of darkness or weather, the score will resort to the end of the previous full inning completed.
- S. Runners will be allowed to steal any base, including home. However, a runner can not attempt to steal on a catcher's throw back to the pitcher, whether fielded or not.
- T. There will be no limit on the number of runs that a pitcher may walk in during an inning. Also, an unlimited number of runs can be forced in on batters hit by pitch.
- U. A speed up rule applies for catchers when there are two outs and the catcher is on base. Any player on the bench may be used to run.
- V. The slide rule applies at all bases where the ball beats the runner to the bag. Except on the play at first when the batter is running through the bag on an infield grounder. If the runner does not follow the slide rule he or she is out.