

Farm Rules 2018

1. A regulation game shall be 5 innings or 75 minutes, whichever comes first. An inning may not start after 70 minutes of play, but once started, an inning may continue as long as daylight permits. An additional inning may be played if agreed upon by both teams and time permits (e.g., there is not another game following).
2. Batting order shall consist of all players present.
3. Machine pitch is a training and development division. The Blue / Black Flame pitching machine shall be used at a Power Block setting of "4" (28 mph) at approximately 30-35 ft. Micro Adjust will be set at "3" and Release Block at "3". Micro Adjust and Release Block settings may be adjusted prior to the start of game by home and visiting coach to achieve a good pitch.
4. The pitcher must be positioned to the sides or behind the pitching machine prior to the pitch.
5. Coaches shall not advance runners on overthrows.
6. The avoid contact rule shall be in effect for all games.
7. No base sliding is allowed.
8. The offense is retired when 3 outs are recorded, all players have batted in an inning, or 5 runs have scored.
9. There are no walks. Each player receives 5 swung at pitches. If the player fouls the last pitch, another pitch will follow.
10. No score is kept.
11. Base stealing is not allowed.
12. No player can sit out for consecutive innings.
13. Home team coach will set up and line the field prior to each game.
14. Home team will set up and align the pitching machine.
15. Visiting team will drag the field after the game.

ANY RULE NOT COVERED ABOVE; REFER TO THE LITTLE LEAGUE BASEBALL RULE BOOK