

Lorain County Hot Stove - Farm Major Rules 2008

Managers are responsible for passing out this set of rules to umpires and field managers.

Field Dimensions: Pitching: 40 ft
 Bases: 60 ft (hashmarks halfway between bases)
 Pitching circle: 8 ft radius

Equipment:

Home team supplies a new Baden SAF10S ball and a good used Baden SAF10S ball or equivalent. Catchers must wear full protective gear, including throat protector and cup. The -7 bat restriction will not be in place.

Roster rules:

1. League Classification for Farm Major is for players of age 7 and 8 born on or between June 1, 1998 and May 31, 2000. Communities may transfer (release) players to adjoining communities. Players who are younger than 7 years old need a release to play up an age class.
2. Releases must be provided for all released players. These players also require a release to be completed and signed by the community's personnel director and the player's parent or legal guardian.
3. There is no limit on the number of players on a team.

Playing rules:

1. On defense, a team may have as many as 10 players on the field (i.e. 4 outfielders). Outfielders must be distinct from the infielders (umpire's discretion).
2. At most 2 coaches may be on the field for defensive instruction.
3. Each player must play at least 2 consecutive innings in the field, or 12 consecutive outs. A player may be benched for disciplinary reasons (player still is in the lineup, but not on defense).
4. Each team will have a continuous batting order, i.e. every player present for the game will be in the lineup. Players arriving late are to be placed at the end of the lineup.
5. Games will be 7 innings. A 2-hour time limit is also in effect. The first 3 innings will be pitched by the coaches, and the final 4 innings will be pitched by the players.
6. For the coach pitch portion, a coach of the team at bat will pitch each half inning of the game. (Relief pitching coaches are allowed). The defensive pitcher will stand alongside the coach that is pitching. Each batter will receive at most 6 pitches from the coach. If the batter fails to hit the ball in fair territory after receiving 6 pitches, he shall be declared out (a strikeout for scorekeeping purposes).
7. Maximum of 10 batters per inning, and, during the player pitch portion, the 10th batter cannot walk. If the 10th batter receives a walk, the batter stays up at bat, and the batter's coach will pitch to him. The at-bat then proceeds as in the above rule 6. 5 runs per inning or 3 outs. 7th inning only; unlimited runs may be scored. **NO MERCY RULE.**
8. When the 10th batter comes to the plate, any out ends the inning.
9. Pitchers are allowed 2 innings maximum per game. An out constitutes one-third (1/3) of an inning.
10. Strikeouts and bunting are allowable. In addition, during the player pitch portion of the game, walks are also allowed (except 10th batter in an inning can't walk).
11. During any at-bat pitched by a coach, balls and strikes will not be called.
12. The ball is dead from catcher to pitcher.
13. Stealing bases and leading off bases are not permitted. Runners may advance only on a hit ball, batter hit by pitch, walk, etc.
14. Balks and the dropped third strike rule will not be in effect. Also, no protests will be allowed.
15. If a batted ball hits the coach that is pitching, it is a live ball unless the coach catches the ball (out of reflex). In this case, the ball is dead, the batter is awarded first base, and forced runners advance one base.
16. Coaches must make every attempt to avoid interference with play once the ball is hit.
17. The coach that is pitching is not allowed to give any instructions to his runners.
18. When the pitcher has control of the ball inside the 8-ft circle around the mound, the ball is dead, and runners that are not at least halfway to the next base must retreat to the base they came from. A fake throw to a base does not constitute a play. Marks indicating halfway points between bases should be chalked in.
19. The infield fly rule will not be in effect.
20. **No arguing, please.**

Umpires:

1. Two 13-14 year-old umpires may umpire games, or one adult may umpire games.
2. Coaches are allowed to explain rules, situations, etc. during games (coaches must use discretion)
3. Weekday games start at 6:30 PM, weekend games start at 6:00 PM. Managers may agree to start at a different time.