

Lorain County Hot Stove - Farm Minor Rules 2008

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

Field Dimensions: Pitching Distance: 35 ft (white line at 35')
Bases: 60 ft
Pitcher's circle radius: 8 ft
Dead ball radius: 20 ft
Hashmarks: Halfway between 1st and 2nd, 2nd and 3rd, 3rd and home plate

Equipment:

Home team will supply a new DeBeers B119 and a good used DeBeers B119 ball. Catchers must wear full protective gear, including throat protector and cup.

Roster rules:

Communities may transfer (release) players to adjoining communities. Releases must be provided for all released players. If a community has more than 1 Farm Minor team, the numbers of 5 and 6-year-old players must be divided equally among the community's teams.

There is no limit on the number of players on a team.

League classification Farm Minor is for players of age 5 and 6 born on or between June 1, 2000 and May 31, 2002. Players younger than age 5 need a release. Players 7 years old should be on a Farm Major roster. The -7 bat rule for Classes H and G will not be enforced.

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 infielders (umpire's discretion).
2. Every player must play at least 1 inning in the infield (we recommend at least 2 innings for every player in the infield).
3. At most 2 coaches may be on the field for defensive instruction.
4. Each player must play at least 2 innings in the field, or 6 outs. We **strongly recommend** that each player receives equal playing time, especially over the year.
5. 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.
6. Games will be 6 innings. A 2-hour time limit is also in effect. The first 3 innings of every game are tee-ball; the next 3 innings are coach pitch to all batters.
7. No score will be kept during the game. Both teams are considered winners.
8. When the ball is in the pitcher's possession while he has both feet inside the pitching circle, the ball will be declared dead. Runners that are not at least halfway to the next base will have to retreat to the base they came from. On the 10th batter of the inning, if a player is more than halfway to home plate when the ball is in the pitcher's possession while he has both feet inside the circle, the runner will be allowed to score unless the defensive team tags the runner out at the plate.
9. Maximum of 10 batters per inning. On the 10th batter, any out ends the inning, or if the pitcher has control of the ball inside the pitcher's circle (use good judgment).

Recommendation: Marks indicating halfway points between bases should be chalked in.

Tee Ball Rules:

10. Batter may stand anywhere in the batter's box.
11. When the ball is hit, the pitcher must have both feet in the imaginary box between the pitching rubber distance and a line marked at a distance of 45 feet from home plate. If the pitcher is ruled outside the box, and makes a play that results in an out, the batter will be awarded first base, and the runners forced to advance will be awarded the next base.
12. Catchers must be in the catcher's box when the ball is hit. If outside the box, it will be treated as catcher's interference.
13. No strikeouts, leadoffs, or stealing will be allowed.
14. The ball must pass the dead ball radius for it to be considered a fair ball. If a hit ball fails to pass the dead ball radius, the batter has another opportunity to hit the ball.

Coach's Pitching Rules (the 3rd and 4th innings):

15. 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 or after receiving 6 pitches, he shall be declared out.
16. The coach can move anywhere between the mound and the plate to pitch to his players (but must be at least 20 feet from the plate), and can use any motion to deliver the ball (i.e. either overhand or underhand, but overhand is recommended). The defensive pitcher can move with the pitching coach.
17. Players having their 6th birthday after May 31, 2008, may continue to bat off the tee (coach's discretion).
18. 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 batter is awarded first base, and the forced runners advance one base.
19. The coach that is pitching is not allowed to give any instructions to his players.
20. Bunting will be allowed while the coach is pitching.
21. Any pitched ball that is batted in fair territory is in play.
22. The ball is dead from catcher to pitcher.
23. Stealing bases and leading off bases are not permitted. Runners may advance only on a hit ball.
24. Balks and the dropped third strike rule will not be in effect.

Player's pitching rules:

25. 3 innings off the tee 3 innings coach pitch.
26. Any player having his 7th birthday after May 31, 2008, will have the choice of hitting off the tee, having his coach pitch to him, or having the opposing pitcher pitch to him.
27. Strikeouts, bunting, and walks are all allowable (except 10th batter in an inning can't walk or bunt). If the 10th batter receives a walk, the batter's coach will pitch to him according to rule 15.
28. Any pitched ball that is batted in fair territory is in play.
29. The ball is dead from catcher to pitcher.
30. Stealing bases and leading off bases are not permitted. Runners may advance only on a hit ball, batter hit by pitch, walk, etc.
31. Balks and the dropped third strike rule will not be in effect.
32. **No arguing, please.**

Umpires:

1. One umpire per game is allowable. If there is only one umpire, he/she must be at least 13 years old. Umpires 11 or 12 years old may help on the bases.
2. Coaches will be allowed to explain rules, situations, etc. during the game (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.