

HHH Little League – Farms Division – Special Rules

These are the special rules of the **Farms Division** as designated by the HHHLL. To provide consistency for the players, please follow them throughout the season. They should be shared with coaches and parents, so everyone is fully aware. While the players are getting older, the emphasis is still on teaching and having fun. The rules have been designed to assure that. They should be followed as written.

Manager and Coaches – Only 3 adults, the manager and 2 coaches, will be allowed inside the fenced area. All adults invited inside the fenced area by the manager must have completed and filed a volunteer form with the HHHLL. Adult assignments are as follows:

When your team is at bat....

- One adult in the dugout always.
- One adult coaching first base.
- One adult coaching third base.

When your team is in the field....

- All adult coaches must remain off the playing field and in the dugout.

***** No adult on the field should interfere with a playable ball in any way!**

Lineup

- All players that come to the game should be included in the lineup.
- Late arrivals to the field should be added to the end of the existing lineup and the opposing manager should be told of the addition.

Batting

- An at bat is dictated by a regular count of 4 balls and 3 strikes.
- **MAX WALK RULE PER INNING** – if the pitcher walks (4) batters in an inning, we will switch to Coach Pitch for the remainder of that inning. The “Walk rule” will go back into effect at the start of the next inning.
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- An inning ends when 3 outs are made, or 5 Runs are scored in an inning.
- Bunting is not permitted.
- No player should be holding a bat until they are asked to walk to the plate for their at bat.

Bat Information – All Bats Must Have the USA Bat Logo.

In all Tournament levels and divisions, the penalty for use of an illegal bat [see Rule 6.06 (d)], if discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, is:

- i. The batter is out (**NOTE:** The manager of the defense may advise the plate umpire of a decision to decline this portion of the penalty and accept the play. Such election shall be made immediately at the end of the play), and.
- ii. The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.

Baserunning

- A ball is live until an overthrow has left the playing area (Foul Ball Territory). When an overthrown ball entered the outfield from the infield and remains in fair territory the runner can only advance to 3rd base. A ball thrown in from the outfield to a cut-off man on a batted ball and stays in fair territory is live until time is granted by an umpire. (I.e., runner on second base, batted ball hit to outfield, runner stops on third, outfielder overthrows ball into infielder and ball stays in fair territory, runner can advance home. ** Runner on second, batter hits a little grounder in front of plate, catcher over throws 3rd base, ball stays in fair territory, runner must stay on 3rd base, he cannot advance home.***Runner goes to third, outfielder overthrows ball to infielder, ball goes into foul Ball Territory, runner stays on third, play is dead no other runners can advance or any attempts to get runners out can be made even if ball gets into fair territory again.)
- Base runners must get to the extra base safely to achieve it. If you are on the way to the next base and an overthrow occurs, you will return to the prior base.
- Base runners may only advance to home on a batted ball, Bases loaded walk or hit by pitch.
- There are no headfirst slides.

Stealing Bases – this area of the game has its own section because this is the first time it is allowed in the HHLL progression.

- Players will be allowed to steal third base only.
- Players stealing third base will not be allowed to advance to home on an overthrow by the catcher.
- Players may not leave base until the ball crosses home plate. Leaving early will result in the runner being warned and returned to the prior base.
- Players may not attempt to steal after the ball has been attempted to be returned to the pitcher.
- A batter may not advance to second base on a walk. A runner may not advance to an extra base on a walk.
- A Base Runner must AVOID CONTACT, this does not mean a base runner must slide it means he MUST AVOID CONTACT unless he will be called out.
- NO DELAYED STEALS!

Defensive Positions

- A maximum of 10 players should be on the field. 6 Infielders and 4 Outfielders spread evenly across the outfield. **NO SHORT CENTERFIELDER!** Each team has the option of fielding 9 or 10 players per game.
- Every player must play both outfield and infield during a game. No player remains at the same position for the entire game (exception: Starting Pitcher).
- Every player must play both infield and outfield during the game for one full inning. If the player has not played both infield and outfield for one full inning by the fourth inning, he must have sat at least once in the first four innings and must have played infield and outfield by the fifth inning. The starting pitcher should complete the infield/outfield requirement as soon as possible upon being removed from the pitching mound if it is consistent with the need for the starting pitcher to sit out if necessary. **No player can sit twice before every player has sat once.**
- PENALTY FOR ABOVE: 1st Offense – 1 Game Manager Suspension, 2nd Offense – 3 Game Manager Suspension, 3rd Offense – Manager Is Suspended for Year

Pitching

- See separate pitching rules.
- Pitching Threshold Rule MUST be announced prior to batter's first pitch.
- PENALTIES FOR PITCHING RULE VIOLATIONS:
 - 1st Offense – Manager Suspension for 2 Games.
 - 2nd Offense – Game Forfeit & Manager Suspension for Remainder of Season.
- A pitcher must be removed from the pitching position immediately if they hit 2 batters in an inning OR 3 batters in their pitching appearance.
- A pitcher must be removed from the pitching position immediately if the manager/coach visits the pitcher or catcher 3 times in an inning OR 4 times during a pitcher's appearance.
- There are no balks.
- An at bat is dictated by a regular count of 4 balls and 3 strikes.
- **MAX WALK RULE PER INNING** – if the pitcher walks (4) batters in an inning, we will switch to Coach Pitch for the remainder of that inning. The “Walk rule” will go back into effect at the start of the next inning.
- A Hit Batter Does Not Count as A Walk
- There are NO INTENTIONAL WALKS! You MUST try to Pitch to each player and not intentionally try and walk a batter (example intentionally telling a pitcher to throw 4 balls in the dirt).
- Any Pitcher that walks 3 batters in an inning or hits 2 batters in an inning will be removed & a Coach will Pitch to his own team for the remainder of that inning (Coach Pitch From 25 Feet Away On your knee or sitting on a bucket, Player's at bat is ended by either a batted fair ball or three swinging strikes when a Coach is Pitching). Player pitch will continue the next inning & if the pitcher that was removed has not reached his/her pitch count they can continue to pitch up to their max pitch count.
- Teams have the option to Coach Pitch to their team for the entire game, must be declared at the start of each game or through prior arrangement.

Other Rules

- Any call made by the official umpire stands and should not be argued. Always carry these rules with you and go over items of concern with the umpires before the game.
- The umpire will grant time out. Teach your players to call time out when they are able and please do not teach them to bait fielders into making unnecessary throws...not at this age!
- The infield fly rule is not in effect.
- A minimum of seven (7) players are required to start a game. However, there must always be nine (9) defensive players on the field. The team that is short players will borrow defensive players from the other team to have nine (9) defensive players (Pitchers & catchers are excluded from the borrowing system).
- You may borrow players from the Farms & Minors 10 division to avoid a forfeit situation only. Borrowed players cannot pitch, catch, or play any infield position. He must play the outfield & must bat last in the batting order.
- Time of Game - A full game is 6 innings. However, no inning will start after 1 hour and fifty minutes of play is completed.
Time is marked by the third out of the defensive team.
- Official Game - A game shall be considered official at the completion of 4 innings, or 3 ½ innings if the home team is ahead, or 1 hour and fifty minutes of play.