

KENNESAW BASEBALL ASSOCIATION 6 YEAR OLD FARM LEAGUE Fall 2020 PLAYING RULES

General Information

- 1) Each team will be assigned an equal number of players from the list of players registered with paid fees (or as close to equal as possible).
- 2) Both teams should have at least eight (8) players to take the field within 10 minutes after the scheduled game time. The team without 8 players will forfeit the game. If both teams have less than 8 players, both teams will be charged a loss. The team with the most players will have the option to practice on the field.
- 3) If short-handed (less than 10 players), teams may "borrow" active and registered KBA Farmball players, designate by the coaches prior to the start of the season.

The borrowed player(s) must: a) Play in right field (and progress toward left field if more than one is borrowed),

- b) Bat at the bottom of the line-up,
- c) Be replaced as regular team players arrive, and
- d) Not miss their team's scheduled game. *the use of an ineligible player, known or unknown, will result in a forfeit against the offending team and 6-0 score shall be entered as the official score.

4) A team cannot use borrowed players any time there are 8 regular team players present.

5) Full dress uniforms will be worn during the games (cap, shirt, pants, socks, rubber cleats or tennis shoes). Shirts must be tucked in.

6) 11 players will play in the field. No player can sit two innings before all players have sat 1 inning. All players will be in the batting rotation and bat in a continuous batting order. The only exceptions are:
a) Players who are ill or physically unable to play
b) Player whose guardian or parent's has requested player is benched as home or school related discipline.
c) Players subject to disciplinary action by the Board of Directors or League Director

7) Games will last for one hour and fifteen minutes or six (6) innings (or mathematical elimination), whichever comes first.

a) No new inning will be started after time is called. If an inning is in progress when time is called, the inning will be completed. *Games before a scheduled CRCT (GA Standardized Testing) day will be 1 hour drop dead. When Cobb County is conducting CRCT testing, we will have one (1) hour games those nights. They will be "Drop Dead" games, meaning that the umpire will call an end to the game precisely at 1 hour, regardless of the game situation. The winner of

such a game is the home team if they are ahead at the time the game is called; if they are not ahead then the game reverts to the last previously completed inning, and the score at the end of that inning is the score of the game.

b) A new inning begins once the third out of the previous inning is recorded.

- c) Managers, by mutual agreement, have the option to not begin a new inning.
 - d) Game clock starts at scheduled game time or immediately after coaches meeting with the umpire.
 - e) Both teams must turn over the dugouts as soon as the game ends to allow the next game starting on time.
- 8) Rain out games will be made up at a later date. Teams must contact the League Director for scheduling make up games. Four innings must be completed if play is stopped due to weather for the game to be considered complete (3-1/2 if home team is ahead). If play is stopped in less than four complete innings (3-1/2 if home team is ahead), the game will be considered a rain out.
- 9) No smoking, no tobacco, and no use of alcohol during games or practices.
- 10) The head coach for each team MUST attend the plate meeting. The coach attending the plate meeting will be designate the head coach for the remainder of the game.
- 11) Only the designated head coach may approach and/or question umpires. Assistant coaches will be automatically ejected from the game
- 13) Time outs will **NOT** be granted to defensive coaches unless for injuries. Coaches must not enter the field of play.
- 14) For any rules not covered here, refer to Dizzy Dean Farmball age specific rules, then to MLB rules.

Equipment

- 1) Games will be played with Official League Baseballs provided by KBA. One supplied by each Manager.
- 2) Approved (unaltered) baseball bats, wood or aluminum, any size may be used. Wood bats must have athletic tape around the handle. Refer to the Dizzy Dean baseball website for any information on banned bats. USSSA or USA bats are acceptable for play.
- 3) All batters and base runners must wear batting helmets with a protective facemask at all times while outside of the dugout.
- 4) KBA does provide catcher's equipment for this level in the form of a chest protector. Players are required to wear a batting helmet for additional protection.
- 5) Pitchers must wear a facemask.
- 6) Each player in the field must have a glove.
- 7) All equipment not in use will be maintained in the dugout.

Playing Field

- 1) From home plate, bases will be a distance of 60 feet. The distance from home plate to second base will be 84'-10". Managers are responsible for insuring the bases are at the correct distance before the start of the game.
- 2) There will be a 10-foot quarter circle drawn in front of home plate. A hit ball must travel past this line to be a live or fair ball.
- 3) There will be a 6-foot diameter circle around the pitcher's mound. The defensive player playing the pitchers position must have one foot inside the circle until the ball is hit.
- 4) The pitching rubber is located 30 feet from home plate. Coaches can pitch from the rubber or in front of it. The coach cannot pitch from beyond the pitching rubber.
- 5) A lighted scoreboard shall be provided. The "visiting" team shall be responsible for recording score. The "home" team will maintain the official scorebook.

Coaches

- 1) Each team will be allowed four (4) adults in the dugout. One (1) manager Two (2) Assistant Coaches One (1) Adult in the Dugout (this person is responsible for the batting order and keeping the dugout in order)
- 2) On offense: a) The pitching coach must leave the field after each batted ball. The coach must remove the bat after the ball is batted. b) The first and third base coach must stay in the coach's box and cannot touch the base runners until the play is dead. Coach will be warned on first infraction and player will be called out on further infractions.
- 3) On defense, three coaches may be out of the dugout and on the field at anytime. They must either stay behind the baselines OR up to two may be on the outfield grass behind the foul lines and the remaining coach will be in front of the dugout.
- 4) The managers of each team are the only coaches that may have discussions with the umpire. The manager of record will be considered the team representative that attends the pre-game umpire's plate meeting.
- 5) Poor behavior and bad sportsmanship by coaches on the playing field will not be tolerated. This includes shouting at any opposing team members. Any coach thrown out of a game is required to leave the field immediately and go to their respective automobile. They may stay in the vehicle. The manager is also responsible for his team's parents and is subject to be thrown out of the park if a parent is asked to leave the park as well. Any coach that is thrown out of a game is required to sit the next full game and any coach thrown out of two games in a season will forfeit his manager position and will not be allowed to coach. A manager has the right to appeal his position before the board.

Offense

- 1) The ball shall be pitched overhand to each batter.
- 2) Each batter will receive a total of 5 pitches at which to swing at. If the 5th pitch is fouled, the batter will continue to hit.

In FALL- hitter will receive 5 pitches and be allowed 5 swings

In SPRING- hitter will receive 5 pitches/ 3 swings (see above foul ball rule)

- 3) Bunting is NOT allowed.
- 4) A foul ball shall be called when the batter does not hit the ball beyond the 10-foot arc. A ball that hits fair and rolls foul, including in front of the 10-foot arc, without being touch will be considered a foul ball.
- 5) A dead ball shall be called if a hit ball touches the pitching coach. The batter returns to the plate and the base runners return to their bases and the pitch does not count against the batter.
- 6) A dead ball will be declared if a batter bats out of turn. The umpire will check with the coach to get the proper player in the batting order. Play will resume at that time with base runners returning to their base and the correct batter will assume the pitch count of the previous batter.
- 7) When a batter slings a bat, the play will become dead. The batter will receive a warning. If the player slings the bat again during the game, the player will be declared out.
- 8) Base runners cannot leave the base prior to the ball being hit. If the runner leaves the base before the ball is hit, the umpire will declare no pitch and the base runner will be out.
- 9) Runners must touch all bases. If the runner misses a base, the Manager can appeal to the umpire.
- 10) Any runner will be called out if the runner maliciously runs into a fielder who has the ball and is waiting to make the tag.
- 11) The infield fly rule does not apply to the 6 year old league.
- 12) The inning will be over when five (5) runs are scored or three (3) outs are made. Coaches are responsible for keeping up with runs scored and ensuring the scoreboard is accurately maintained. There is no bat around in the last inning. And, Farm Ball has NOT implemented a rule that all runs count on an over-the-fence home run if it results in more than 5 runs in that inning.
- 13) All players will stay in the dugout with the exception of the batter and the on-deck batter. The batter will not leave the dugout without a batting helmet and until time is called by the umpire.
- 14) The runners/batter will automatically advance one base on a ball thrown out of play into the dugout or over/under the fence.
- 15) A ball hit under the fence in fair territory is a ground rule double. 1
- 16) A home run is awarded for ball hit over the fence or into a safety net in fair territory.

Defense

- 1) 11 players play on the field. No player should sit 2 innings before ALL players have sat one inning.
- 2) The infield will be limited to six (6) players. The infielders MUST stay out of the baselines. All other players will be positioned in the outfield on the grass.
- 3) Coaches of both teams should move the infielders back prior to a “good” hitter coming to the plate.
- 4) Play is stopped when, in the judgment of the umpire, the base runners are held from advancing by the defense. Stopping the lead runner does not stop other runners from legally advancing bases.
- 5) An overthrow to first base, that is UNTOUCHED by the first baseman, is considered a dead ball and the runners award one (1) base. Any throw to first base that makes contact with any part of the first baseman will be considered a live ball.
- 6) No rolling the ball to first base. No running the ball to first base (unless the play is close enough to justify a player making the play his/her self). The pitcher must throw the baseball to all bases unless as described above. Encourage the children to make plays by throwing, not running to bases.
- 7) Outfielders must throw the ball to an infielder. If an outfielder enters the infield dirt, in possession of the ball, the umpire will call the play dead and award the baserunners one (1) base.