



FARM Division

All rules in the “Official Playing Rules” Sections of the **Little League Rule Book** apply to the FARM Division with the following exceptions:

1. **The game will consist of six (6) innings, or one hour and thirty (1:30) minutes, whichever comes first.** No new inning will start after one hour and thirty minutes (1:30) from the official game start time. A minimum of four (4) innings defines an official game. Games ended as a result of the time limit shall constitute a complete game regardless of the number of innings played. At least nine (9) players must be present on each team before the game may be legally started. All innings shall be played to completion.
2. **The offensive team will bat until there are 3 outs or all players have had an at-bat, whichever comes first.**
3. **All present members of the entire roster shall be included in the batting order at all times, maintaining the order entered in the official lineup.** An official batting order will be submitted to the roster/scorekeeper and opposing manager at least ten (10) minutes prior to game start time. At a minimum, this lineup must contain the player’s last name, first initial, their jersey number, their position in the batting order, and their defensive position for the 1st inning.
4. **The defensive team may use 10 players.** There may be 10, with the 10th player positioned in the outfield only. The fourth outfielder, as well as the other three (3) outfielders, must remain in the outfield, beyond the outfield hash line, until the ball is hit. (RULING: Drop flag and let play conclude. Then, offended manager may choose to take the result of the play or batter is awarded first base and all other runners advance, if forced). As part of field prep, there will be an arc from foul line to foul line measured at a distance of 70 feet from the back center of the pitching rubber (center of pitching circle if no rubber present).
5. **RPLL Minimum Play Standards for FARM.** All players must play at least every other inning in the field. A player must play at least two (2) innings, and not more than four (4) innings at an infield position (at least one and no more than three in a shortened game), no exceptions. Infield positions include pitcher, catcher, first base, second base, third base, and shortstop. No player is permitted to sit out for a second defensive inning until all players in the batting order have sat out at least once on defense. **EXCEPTION:** A player may play more than four (4) innings in the infield **ONLY** after the entire roster has already played two (2) infield innings.

6. **There will be no base stealing.** A runner is not allowed to leave his base until the ball is hit by a batter.
7. **There will be no infield fly rule.**
8. **The field will have a home run line 145 feet from home plate.** Any batted ball that bounces or rolls over the outfield boundary (usually marked by cones), will be ruled a Ground Rule Double. Any batted ball that goes over the line on the fly, before touching the ground, is a home run; even if it is first touched by a defensive player. The pitcher's position will be a 10-foot diameter circle in the infield, halfway between first and third base, and halfway between home plate and second base. The pitcher **MUST** keep one (1) foot inside the circle until the ball is hit. The defensive pitcher must be positioned on the back half (180°) furthest away from home plate until the ball is put in play.
9. **When is Play Dead?** The play becomes dead when the ball is returned to the infield area and the defensive team is not trying to make a play. Runners are allowed to proceed, at their own risk, to the base they were heading to, if they are approximately half-way. Managers and coaches are reminded this is an instructional division and managers and coaches should not encourage their runners to stretch their hit into an extra base simply because the throw back to the infield was errant, or the ball was missed. If the ball is hit to the outfield and rolls past the cones, it will be deemed a Ground Rule Double.
10. **Runners may not advance on overthrows.** When the defensive team makes an overthrow that goes out of play, the ball is considered dead and runners must return to the last base legally touched. An overthrow past the outfield cones, but in fair territory, is considered out of play.
11. **Adult Pitching Machine Operator.** Each offensive team will provide one adult to operate the pitching machine for their own team. The speed of the pitching machine shall be set at **38 MPH** and may not be changed during the game. The operator may adjust the direction and height of the machine before the beginning of a half inning and as reasonably necessary to bring the machine back into alignment during a half inning. The pitching machine should not be adjusted to accommodate each player's strike zone. The distance from the front of the rubber on the pitcher's mound to the furthest back point of home plate is 46 feet. Set the delivery point of the pitching machine directly over the front of the rubber. The defensive pitcher (player) must have at least one foot within the pitcher's circle until the ball is hit.

NOTE: *ADULTS* 18 years or older that have an RPLL Volunteer Application filed with the League, and have had a background check performed, are authorized to feed or operate the pitching machine. RPLL Volunteer Application can be found at www.rpll.org in the *Documents* section.

12. **The Coach feeding the pitching machine is the umpire for that half-inning.** The

decisions of the umpire are final. NO coach can dispute an umpire's judgment call. The manager may ask for clarification of a rule of baseball only. No formal protests will be allowed. If there is an unresolved problem, it should be taken up with the Chief Umpire of the League after the game.

13. **If the ball hits the pitching machine, the cord, or the operator, it immediately is called a dead ball, and all play stopped.** RPLL does not want any player to have any incentive to go after a ball under or near the pitching machine. If a batted ball strikes the machine (or otherwise), runners return to their base and the pitch is replayed. If the ball striking the machine, cord or operator is last touched by a defensive player (i.e., it was thrown or deflected by a defensive player), the offensive team is likely the team prejudiced, and as a result, the batter and any runners will be awarded the base they were going to at the time the ball struck the machine or cord. If the ball thrown by a defensive player hits the adult operator, this is deemed returning the ball to the pitcher. Runners should not advance any further, except the batter may continue to 1st base, and if any runners are forced to additional bases, they shall continue to the next base. If an adult pitching machine operator does not catch a ball thrown to him from the defensive team, the runners should not advance any further, except the batter may continue to 1st base, and, if any runners are forced to additional bases, they shall continue to the next base. If the pitching machine operator accidentally catches the ball, the batter gets a strike.
14. **No Manager or Coach shall touch any player while the ball is in play.** If an offensive Manager or Coach touches a player, the ball will be dead; the nearest base runner will be called out; and all other base runners will return to the last base legally touched. If a defensive Manager or Coach touches a base runner, all runners will be entitled to advance one base past the last base legally touched.
15. **Each batter receives up to five (5) pitches.** The opinions of either manager cannot affect the number of pitches per batter; each batter will receive up to 5 pitches only. After 5 pitches, if the child has not put the ball into play, a batting tee will be used, and the batter will be permitted to swing until he or she puts the ball into play past the 12-foot arc in front of the plate. If the ball does not travel past the 12-foot arc, it is considered a foul ball. There are no strikeouts in this division.
16. **All present members of the entire roster shall be included in the batting order at all times, maintaining the order entered in the official lineup.** An official batting order will be submitted to the roster-keeper and opposing manager at least ten (10) minutes prior to game start time.
17. **No walks or bunts.** There will be no base-on-balls, nor will the batter be awarded a base if hit by a pitch. There will be no called strikes, nor will a batter be called out solely for 3 missed swings. The batter must take a full swing. Bunting is not allowed.
18. **Catchers shall be properly equipped.** The catcher will wear a designated catcher's mask, shin guards, chest protector, catcher's mitt, and (if male) protective cup. The catcher will stand or squat inside the backstop area, but need not squat behind the

plate. NO SHORTS ARE ALLOWED FOR ANY PLAYERS during games or practices.

19. **A maximum of four (4) adults are allowed in the dugout at one time once play has started.** There must be at least one adult in the dugout at all times. All on-field Coaches must be adults and have an approved RPLL Volunteer Application. The RPLL Volunteer Application can be found at www.rpll.org in the *Documents* section.
20. **There will be two (2) defensive Coaches allowed on the field** once the defensive half of the inning has started. Both defensive Coaches must remain in the outfield at least 15 feet behind the baseline, at all times. Should a ball-in-play hit one of the defensive Coaches, the ball is considered live and play will continue. A third defensive coach will be positioned in the “On Deck” area facing the batter in the batter’s box. This coach must not be behind home plate. The coach from the offensive team in the pitcher’s circle, feeding the pitching machine (or an adult pitcher), must keep both feet within the ten (10) foot pitching circle. If a player is injured, a manager or coach may request “time” in order to attend to the injured player. “Time” is not granted until the umpire grants it.
21. **Two (2) runners may not occupy the same base, but, if while the ball is in play, two (2) runners are touching the same base, the following runner will be out, if tagged.** The preceding runner is entitled to the base unless a force play is involved. The preceding runner is out when tagged or the next base is touched.
22. **A runner is out when:**
 - a. He/she runs more than three (3) feet away from a direct line between bases to avoid being tagged, unless his/her action is to avoid interference when a fielder is fielding the ball.
 - b. He/she intentionally interferes with a thrown ball, or hinders a fielder while attempting to make a play on a batted ball.
23. **RIF Safety Balls Must Be Used.** A medium firmness RIF (Reduced Injury Factor) baseball will be used in all games when using a pitching machine.
24. **Chalk Lines for Games.** In addition to the customary lines for Little League Baseball, the following lines will be drawn:
 - a. A hash mark will be placed intersecting the 3rd base line, halfway between 3rd and home.
 - b. A 10-foot circle will be drawn around the pitcher/pitching machine location.
 - c. An outfield arc line will be drawn 30 feet beyond the bases and baselines.
 - d. A 12-foot arc extending out from home plate, from the 3rd base line to the 1st base line.