

2025 SEASON FARM DIVISION LEAGUE RULES

ATASCADERO LITTLE LEAGUE LOCAL RULES

Appendix C

Rev 12/19/24

1. **GAME LENGTH:** Game shall consist of 6 innings or **1 hour and 30 minutes** from the start of the game, whichever comes first. No play shall continue after the time limit even if in the middle of an inning.
2. **INNING:** An inning shall end when three outs are recorded or when the batting team goes completely through their lineup, whichever comes first. Strikeouts WILL be counted towards these three outs.
3. **BATTING:**
 - Continuous batting order is in effect for all games.
 - THERE IS NO BUNTING ALLOWED IN THE FARM DIVISION.
 - There is NO “On Deck warm-up”. Only the batter at the plate shall swing a bat.
4. **MANDATORY PLAYING TIME:** *Two* innings minimum (6 defensive outs). This is an instructional division and it is highly recommended that coaches should not play a player at the same position for more than 2 consecutive innings. Extra players may play in the outfield, but at no time may there be extra infielders.
5. **PITCHING MACHINE:** The pitching machine (Blue Flame model) shall be placed at a distance of 35 feet from the back of home plate. Leather game balls must be used (not dimples). Pitching machine settings are: Micro Adjustment (A) set at 4; Release Arm Block (B) set at 3; Power Pedal (C) set at 2. The Micro Adjustment screw may be adjusted as needed to raise or lower pitches to ensure consistent strikes are thrown. It is recommended that a sand bag be placed on the rear “foot” of the pitching machine after proper alignment has been obtained to avoid any accidental lateral movement of the machine during the game.
6. **COACH PITCHER:** A coach or approved volunteer parent from the team up to bat shall operate the pitching machine. The batter will receive up to 6 pitches. Walks are not allowed; the batter must hit the ball in fair territory or, if after 6 pitches, be considered struck out. However, in no event shall a batter’s turn end on a foul ball that is otherwise not an out. If, in the opinion of the coach pitcher, the 6th pitch is deemed un-hittable (over the batter’s head, in the dirt, etc.), the batter may receive one additional pitch.
7. **PLAYER PITCHER:** One member of the defensive team shall play the position of pitcher. This is a fielding position only – at no time will the player pitcher throw to the batter or operate the machine. He or she will be positioned at the standard distance from home plate (46 feet) and slightly to one side to allow for an unobstructed view of home plate.
8. **CATCHERS: ALL MALE CATCHERS MUST WEAR PROTECTIVE CUPS.**
9. **CATCHER’S ASSISTANT:** A coach, or approved volunteer parent from either team, shall aide the catcher by retrieving any passed ball and throwing it back to the coach pitcher. We encourage this to help speed the game along.

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- 10. PITCHING COACH INTERFERENCE:** A batted ball hitting any part of the pitching coach shall be declared a dead ball and an automatic single. Runners will advance one base. The pitching machine and associated sand bag is considered part of the field; a batted ball that strikes the pitching machine or sand bag is live and runners may advance at their own risk.
- 11. SUBSTITUTION:** Managers may substitute freely at the beginning of each defensive inning if they so choose. Once the inning has begun, defensive changes can only be made as a result of pitching changes, injury, or natural needs (bathroom).
- 12. ROTATION:** If a team has 11 players or less, ALL players shall play in the field (4 infield, 1 pitcher, 1 catcher, the remaining around the outfield). No player shall be required to play in a position if safety becomes an issue.
- 13. BASE RUNNING:**
- a) Stealing is not allowed. A player may not leave the base until after the ball is hit.
 - b) The play should be made at an appropriate base. Defensive outs may be recorded as in any normal game. Due to the development of many of these players any hit with the exception of a ball hit on the fly to the outfield will be considered a single. Runners may advance one base per hit. If a ball is hit to the outfield on the fly the batter and any baserunners may attempt to take a second base, but at his/her own risk (i.e. it isn't a stand up double).
 - c) Since development of players is the primary goal, a "station to station" approach to base running is encouraged. Base runners should only advance on a ball put into play by the batter – additional bases should not be taken on missed catches at the base.
- 14. BASE COACHES:** Up to two (2) adult base coaches are allowed. However, there must be at least one (1) coach, manager or approved volunteer in the dugout at all times when the team is at bat.
- 15. ADDITIONAL COACHES** may be utilized out in the field but may not interfere with a live ball. Anyone with regular contact with players is **REQUIRED TO FILL OUT A VOLUNTEER APPLICATION FORM** to be submitted for background screening and must be approved by the ALL board prior to coaching the players.
- 16. FIELD SET-UP/CLEAN-UP:** The home team is responsible for unlocking the Porta-Potty and field set up (dragging the field, setting out the bases, chalking the foul lines and setting up the pitching machine). The visiting team is responsible for locking the Porta-Potty and field clean-up (dragging the field and returning bases and pitching machine). Please rake, water and tamp the batter's boxes and areas around home plate and the pitcher's mound after the game. Home team is always 3rd base side. Both teams must pick up all trash before leaving the field.
- 17. DRUG FREE ZONE:** All school district sites are drug-free – NO ALCOHOL, DRUG OR TOBACCO USE IS PERMITTED AT ANY LITTLE LEAGUE ACTIVITY.

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- 18. INJURIES:** Provide an ice pack and/or other treatment as necessary, immediately report any on-field injuries to the Safety Officer, and fill out the *Accident Notification Form*. Please notify the Player Agent if a player can't play due to injury.
- 19. VERBAL BEHAVIOR:** Absolutely no heckling, harassment, profanity or unsportsmanlike conduct will be tolerated from any manager, coach, player, parent or spectator during games or practices. Any person ejected by the head umpire must leave the field immediately and is suspended from the next game. **Refer to rule 4.07.**