

SOUTH LINCOLN SPORTSPLEX FARM LEAGUE RULES

PLAYER ELIGIBILITY

Any player who's 7th or 8th Birthday falls before April 30th of the current year.

GENERAL

Each Team is allowed four (4) adults in the dugout, one (1) manager and three (3) coaches. Offensive coaches must remain in the coaching boxes at all times. No other coaches (offensive or defensive) are allowed on the field.

If a manager has used all of his eligible players and a player is injured, becomes too sick to continue, or is ejected, the game will not be forfeited. In the case of a sick or injured player, the opposing manager must select as a replacement one of the players on the bench who has already been in the game. In the case of an ejected player, he shall simply be scratched from the lineup and the team will play a player short. In either situation, no out shall be charged when that player would have batted. An injured player cannot return to the game.

EQUIPMENT

Tennis shoes or baseball shoes may be worn. No metal cleats

Approved (unaltered) baseball bats, wood or aluminum, may be used.

All batters and runners must wear batting helmets. Any batter who bats without his headgear is out after the first (1st) pitch. Any player running the bases and deliberately removes his headgear in the umpire's judgment will be called out. **EXCEPTION:** Home run over the fence or time out.

If a runner's helmet comes off while the runner is advancing to a base, then once the runner reaches the base, whether safe or out, time will be called, the ball is dead and no runners may advance.

The catcher must wear a protective helmet, face guard, throat protector and protective cup.

Any player warming up a pitcher shall wear a protective facemask.

THE PLAYING FIELD

The pitching distance is thirty-five (35) ft.

The base paths are sixty (60) feet.

There will be a twenty (20) foot chalked arc from the first base line to the third base line, drawn from the back of home plate. The ball must be on or past this line to be fair; otherwise it will be a foul ball.

Infielders must stay at least thirty (30) feet from home plate until the ball is hit.

PENALTY: Offensive team gets choice of play or re-bat.

OFFENSE

Each team shall bat the entire roster of players present for the game. **EXCEPTION:** Teams may bat an equivalent number of players. **EXAMPLE:** Team A has 15 players, team B has 10 players, team A only has to bat 10 players. Coach be advised all other participation rules are in effect.

No team shall score more than five (5) runs per inning. If there are not three (3) outs when five (5) runs are scored, the teams will change sides.

A regulation game will be six (6) complete inning. The game will be called if one team is ahead eleven (11) or more runs after four (4) innings. Games will have a one hour and fifteen minute (1:15) time limit.

Four (4) innings constitute a complete game in case of bad weather or any other cause, which in the umpire's judgment interfered with further play, or three and one half (3 1/2) innings if the home team is ahead.

Teams may start with a minimum of seven (7) players.

You must play with a pitcher and a catcher.

The coach pitcher will pitch from the pitching rubber set at thirty-five (35) feet. He/she must pitch overhand. The coach pitcher must have one foot in contact with the pitching rubber when the ball is released. **PENALTY:** An infraction will give the defensive team a choice of the play or re-bat. **NOTE:** Coach pitcher may pitch from any distance behind pitching rubber and would not have to be in contact with pitching rubber when ball is released. However, the coach pitcher must keep one foot in line with pitching rubber and home plate.

The coach pitcher may only coach the batter from home plate to first (1st) base or from third (3rd) base to home plate. **PENALTY:** The coach will be replaced after one warning of a violation.

The coach pitcher **MUST ATTEMPT** to leave the field to pick up the batters' bat.

PENTALTY: The first offense for not removing the bat will result in a warning to the coach pitcher. Subsequent infractions will result in the batter being called out, the ball will be declared a dead ball and no runners may advance.

Any batted ball that hits the coach pitcher is a dead ball and no pitch. If, in the umpire's judgment, the coach pitcher intentionally allows the ball to hit him/her, the batter will be out, a dead ball will be called and no runner may advance. This is also in effect when the coach pitcher interferes with a defensive player making a play.

A batter will receive five (5) pitches before being declared out or he may be called out for three (3) swinging strikes. If the fifth pitch or third strike is fouled he may continue to bat, unless the ball was caught as an out. There will be no walks.

After one (1) warning per game per player for slinging the bat, the batter will be called out for each additional time that he/she slings the bat, the ball is dead and no runners may advance.

A batter cannot be out of the batter's box when the ball is hit. This includes stepping on home plate. **PENALTY:** Batter is out, the ball is dead and no runners may advance.

Bunting will be allowed. A bunted ball must go on or past the twenty (20) foot line to be a fair ball. No "fake butting" will be allowed. If a batter squares to bunt and then swings at the ball, the batter will be called out, the ball is dead and no runners may advance.

A base runner that leaves his base before the ball reaches home plate is out (umpire's judgment). If a runner misses a base, the defensive team must appeal the play to the umpire.

Any runner is out, when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder.

Base runners may tag-up on a fly ball. The infield fly rule will **NOT** be in effect.

An offensive coach physically assisting a base runner while the ball is in play will result in that runner being called out.

The offensive team may have one (1) timeout per inning, with this timeout being no more than one (1) minute in length to talk to his batter. **PENALTY:** For an offensive violation you will change the batter.

DEFENSE

There will be ten (10) players on the field. Four (4) outfielders must remain twenty (20) feet behind the baseline until the ball is hit.

If a team has less than ten (10) players, the manager may decide which position to leave vacant on defense. **EXCEPTION:** Pitcher and Catcher.

The defensive player listed as the pitcher must remain within three (3) feet on either side of the coach pitcher and have at least one (1) foot in the pitcher's circle until the ball is hit. Any defensive player may play defensive pitcher.

Play shall **NOT** be stopped by the defensive team by heading off or stopping the front runner. Any other runner may continue at his own risk. Any play made on a runner other than the front runner will release the front runner. Other runners may continue to run at their own risk.

One defensive coach may be at the open end of the dugout to instruct his defensive players. **OPTION:** The defensive team may have a coach on the opposite base foul line from their dugout, twenty (20) feet behind first or third base and six (6) feet off the foul line. No other coaches are allowed on the field.

Overthrows inside the fence will be a live ball and allow the base runner as many bases as possible. Overthrows outside the field of play will be declared a dead ball and bases awarded under the rules of baseball.

Defense be advised, runners may tag-up on a fly ball. The infield fly rule will not be in effect.

The defensive team may have one timeout per inning, lasting no more than one (1) minute.

MISCELLANEOUS

Substitutes must be announced into the game, either to the scorekeeper or the umpire prior to batting. **PENALTY:** This is considered batting out of order and the correct batter is out.

If a player is injured by being hit in the face, throat, or head, time will be called immediately and all players awarded one (1) base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called. **NOTE:** This is a judgment call and cannot be appealed or protested.

Any runner is out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder.

Any rule not addressed in these pages will be governed by the Major League rules.