



FARM LEAGUE RULES

Spring 2022

Quick Reference

Distance to first base	60ft
Coach-Pitch distance	No closer than 30ft
Coach pitches per at bat	5, then tee hitting (to encourage a fast pace of play)
Kid-Pitch distance	40ft (40ft & 42ft generally used for 8U)
Time Limit	Earlier of 6 innings or 90 minutes from scheduled start

I. SPORTSMANSHIP

- A. The EBSA Farm League is an instructional league that emphasizes teaching and having fun rather than winning. Everyone who participates in the EBSA is expected to demonstrate good sportsmanship at all times. Managers and coaches in particular should exhibit and encourage sportsmanship and fair play in their coaching decisions.
- B. Harassing the opposition by players, managers, coaches or parents is strictly prohibited and may be grounds for removing the offender(s) from the game or premises.
- C. Any use of profanity by managers, coaches, players or parents is prohibited and will be grounds for removing the offender from the premises.

II. ORGANIZATION

- A. The league commissioners will form the teams. Unless otherwise requested, the commissioners will form teams with players from the same elementary school who have registered by the EBSA registration deadline. If possible, the commissioners will attempt to honor requests to play with particular persons if the registration is received by the deadline. Any late registrant will be placed where there is an opening regardless of school or personal request. If there are no openings available, the commissioners shall form a wait-list.
- B. There will be a maximum of 13 players on a team.
- C. The Commissioners will select team managers. The Board of Directors reserves the right to remove any manager or coach.
- D. Managers will not include on their teams any player who is not properly registered.

III. SAFETY

- A. All batters, on-deck hitters and base runners must wear batting helmets. Catchers must wear catcher's gear (helmet, mask, shin guards, and chest protector) furnished by EBSA. A coach must be on the field to help position, back-up the catcher, and to throw past balls back to the pitcher.
- B. A batter throwing a bat will given one warning; subsequent thrown bats will result in the batter be called out.
- C. Players shall remain on the bench if they are not playing in the field, taking a turn at bat, or on-deck. The on-deck batters must warm-up in a designated location away from the bench, field and grandstand.
- D. Team members not involved in play may not enter the field at any time while play is in progress. Violation of this rule shall result in an automatic out. Play is dead and runners may not advance.
- E. Baserunners shall make every effort to avoid hard collisions with fielders. Deliberate collisions and hard slides to "take out" a field shall result in the offending baserunner being called out.
- F. Play ends automatically at the first sign of lightning.

IV. RULES OF PLAY *(Modified in 2022 to encourage a faster pace of play)*

- A. Players must be in proper uniform with their jerseys tucked into their pants.
- B. Teams will share the fields for pre-game warm-ups. The games shall start as closely to the designated game time as possible.
- C. No half or full inning will start after 85 minutes from the start of the game.
- D. In order to encourage a fast pace of play and to prevent players from becoming "bored" with baseball, games will last a maximum of six innings or a "hard stop" at 90 minutes from the scheduled game time, whichever comes first.
- E. A maximum of eight players per team will bat each inning, unless the defensive team records three outs, in which case the inning ends. Upon the conclusion of the 8th at bat, players shall return to the bench without advancing to any additional bases. Teams must strictly follow this rule to keep up the pace of the game.

- F. **Coach-pitch** The hitting team will supply a coach-pitcher, who must pitch overhand to the batter. Each batter shall receive a maximum of 5 pitches per at-bat. If a batter has not hit a fair ball after 5 pitches, the batter shall use a tee to hit. Teams must strictly follow this rule to keep up the pace of play.
- G. **Modified Kid Pitch** Beginning after May 15th, if both coaches agree prior to the beginning of the game, players may pitch the 2nd and 5th innings, utilizing modified kid pitch rules. Coaches should be careful to ensure that with a kid pitcher that batters are getting fair at bat. Not all players will be able to pitch skillfully at the Farm level; coaches should reserve Modified Kid Pitch for those players skillful enough to throw strikes in order to be fair to the opposing team.

During modified kid pitch, all plate appearances will start with kid pitch. After ball four is pitched by the kid pitcher, no base on balls will be awarded to the batter. Instead, the hitting team's coach will come into pitch. The coach will "inherit" the existing strike count on the batter. The batter's coach shall pitch until the earlier of 3 pitches or until the batter puts the ball in play or strikes out.

The batter will be awarded 1st base in event of a hit batter during kid pitch. If a kid pitcher walks four batters in an inning or hits two batters, the pitcher shall automatically be removed and coach-pitch shall resume the rest of the inning.

- H. Batters may not bunt.
- I. There will be 60 feet between bases.
- J. Each team will play a maximum of eleven players in the field each inning.
- K. No player may sit on the bench for two consecutive innings or for more than a total of two innings per game. Positions must be rotated to give players a chance to play both infield and outfield positions. Players can play no more than one inning at a given position in a game. Caution is advised to ensure that a player is sufficiently skilled to play the skilled positions, such as first base.
- L. Baserunners may not leave a base until the pitched ball is hit by the batter.
- M. A runner may advance on a caught fly ball, after tagging up. A runner may advance only one base on an in-filed hit. On outfield hits, the ball is dead when it arrives in the infield – whether or not it is caught – and runners advance only to the bases they were headed to. Runners do not advance on overthrows, including to first base. There is no infield-fly rule.
- N. Outfielders shall play no closer to the infield than the edge of the outfield grass or at least 15 feet behind the infielders.

- O. The coach who is pitching and the two base coaches will serve as umpires. Umpires' decisions are final.
- P. Score is not kept or reported for the game.
- Q. League commissioners will determine if fields are playable and contact affected managers. Managers have the responsibility to inform their teams of rain-outs.