

FARM DIVISION – LOCAL RULES

Based upon Local Rules on file with Western Region Little League Headquarters, San Bernardino, California



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the Farm Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the league representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the player. No score will be kept.
2. Ten (10) players can be on the field defensively. Four (4) of the players must be placed in the outfield equally spaced on the grass (no rover). All outfield players must be at **least ten feet off the infield dirt**. A legal game may be played with nine (9) players, including three (3) outfielders, if ten (10) players are not available.
3. Substitute players will play alternate innings in the field. No player will sit out more than one inning in a row (Rule 3.03 and 4.04). Consequence to not meeting requirements 1st written warning, 2nd 1 game suspension to manager.
4. Teams will bat their entire roster of players consecutively throughout the game. Player(s) arriving late must be placed at the end of the batting order (Rules 3.03 and 4.04).
5. Two (2) adult base coaches are allowed. A team may have a total of four (4) adults in the dugout area and coach boxes (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of Stairs when players are in the dugout).**
6. When a team has completed five (5) runs in its half of the inning, three (3) offensive players shall be deemed to have been legally put out. That team shall then take the field and the opposing team becomes the offensive team (Rule 5.07). No official score will be kept.
7. The infield fly rule will not be called. Infield fly balls must be caught to be an out (Rule 6.05 (d)).
8. A pitched ball is considered dead unless the batter puts the ball in play by hitting it. There shall be no base stealing (Rule 7.13).
9. **For Infield Hits**, all runners may only advance one base at a time on any hit. **For Outfield Hits, Play Stops** when the outfielder throwsthe ball in after retrieving it. . Base runners will be sent back to the base they were running from if they are not more than halfway to the next base when the ball is released from the outfielder’s hand.
10. **PITCHING – See attached Addendum A.**

NOTES ON RULES:

- A. In the event of injury to a player, the coach(es) shall stop play immediately. After the injured player has been tended to, the coach(es) shall authorize the completion of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.
- B. Manager and coaches may not be on the infield to provide instruction during the game(s) except when pitching (Regulation VIII (d)). Two coaches may be in the outfield to assist with instruction during the game.

- C. The infield Pitcher position will play on the pitcher's mound either to the left side or right side of the rubber.
- D. Each player cannot play the same position more than one inning in a row.

LOCAL LEAGUE ALLOWED RULE MODIFICATIONS:

- Reg X(c): No new inning after 1 hour 30 minutes from start of game. Game stops at 1 hour 45 minutes (drop dead).
- Rule 4.04: A continuous batting order will **BE** in effect.
- Rule 4.10(e): The 10-run rule does not apply.
- Rule 4.16 (a): A game may not be started with less than **nine (9)** players on each team.
- Rule 4.17: A game may not be continued with less than **nine (9)** players on each team.
- Rule 5.07: The last inning suspension of the 5-run rule does not apply.
- Rule 6.02(c): The one-foot-in-batter's box rule will **NOT BE** in effect.
- Rule 6.05(b)(2): The dropped third strike rule does not apply
- Rule 9.01(d): The unsportsmanlike conduct on sign stealing will **NOT BE** in effect.

Addendum A – Machine Pitch Rules

During the season until Spring Break, a pitching machine will be used for all games, and each player will get “**at most**” 4 pitches or can work a foul ball on the last pitch until in play or the batter swings and misses the ball. There will be no walks.

After Spring Break, the following rules will apply to WEEKDAY GAMES ONLY:

- Players will pitch from a modified 40' distance from the pitcher's rubber to the back of home plate (6' in front of the mounds at College Park).
- Pitching will be by players league age 7 or older only.
- Balls and strikes to be called by a manager or coach of the defensive team, positioned on the field behind the pitcher.
- In lieu of a walk, after four balls, the manager or coach of the offensive team will pitch the following number of pitches (does not matter whether they are balls or strikes) to his/her team's batter:
 - o Fourth ball on a full count: one pitch.
 - o Fourth ball on a 3-1 count: two pitches.
 - o Fourth ball on a 3-0 count: three pitches.
- If the batter fails to hit off the coach's pitch(es), it will be a strikeout. A foul ball on the final coach pitch will result in another pitch.
- Pitch count must be performed by the visiting team.
- Maximum 50 pitches or two innings (six outs) for each pitcher, whichever comes first.

A pitching machine will continue to be used for all Saturday games following Spring Break.

Addendum A has been approved on a temporary basis and may be altered, adjusted or removed by vote of the CLL Board prior to or after implementation.