



OFFICIAL RULES FOR THE:
FARM DIVISION - **Fall Ball**
6-7 YEAR OLDS

INDEX

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|-------|--|
| I. | THE GAME |
| II. | GENERAL RULES |
| III. | MANAGER CONDUCT AND EJECTION
POLICY |
| IV. | EQUIPMENT |
| V. | GAME PROCEDURE |
| VI. | BATTING |
| VII. | BASE RUNNING |
| VIII. | FIELD DIMENSIONS |
| IX. | SUBSTITUTES |

Farm Rules Summary – **Fall Ball**

Rule	Description
Game Length	Five (5) innings; 2 hours maximum which includes 30 minutes of practice before the game starts.
Number of Players	There is no minimum number of players required to start a game.
Umpire	No. The manager of the team at bat, in conjunction with his coaches, will call all plays on the bases
Batting with a Pitcher	Batters will get 4 pitches. If the ball has not been put in play a “T” will be used. A batted ball, which travels less than 15 feet from home plate, shall be ruled foul.
Batting with a “T”	The batter shall remain at bat until he either hits a fair ball or is put-out on a caught foul fly ball. A batted ball, which travels less than 15 feet from home plate, shall be ruled foul.
Metal Spikes	No
Bats	No larger than 2 5/8” in diameter
Bases	50ft
Innings	The offensive side is retired when all players in the batting order have batted once during the half-inning
Running	On a ball in play, the base coaches should not attempt to “stretch an extra base.” Runners may not advance on overthrows.
Bunting	No
Infield Fly	No
Leadoffs	No
Steals	No

I. THE GAME

- A. The “Official Baseball Rule Book” will apply and covers the official playing rules. The following rules cover additions, clarifications and/or exceptions to the issued books. These rules are intended to benefit and protect all players enrolled in the EYB Farm Division.
- B. There is no minimum number of players required to start a game. In the event a team is unable to field what they believe are enough players to start of a game, it is the responsibility of the managers to contact the league commissioner to potentially reschedule on that Sunday. We encourage you to try to play all games, so teams may borrow players from the opposing team if necessary.
- C. All games are scheduled for 2 hours on either Friday night or Saturday. There will be 30 minutes for practice and then a 1 ½ hour game. All games are to be five (5) innings or whenever time runs out. Three (3) complete innings or one (1) hour shall constitute a regulation game.
- D. The offensive side is retired when all players in the batting order have batted once during the half-inning.
- F. The manager of the team at bat, in conjunction with his coaches, will call all plays on the bases.
- G. When the defense records an out, the runner must leave the base paths.
- H. In order to speed up the game, managers are expected to have a line-up and defensive positions determined prior to the game.
- I. Adults will coach home plate, (will be performing the role of catcher and putting the ball on the tee, if necessary) first and third bases, with at least one adult supervising the dug out (bench) area.
- J. One adult may be allowed to coach in the outfield area while their team is on defense.

II. GENERAL RULES

- A. The use of drugs, tobacco or liquor is prohibited on the field at all times, both at practices and at league games.
- B. All games will be played on the date scheduled, except on request of the Farm Commissioner.
- C. The managers shall not permit a game to begin or continue if the field and/or weather present a threat to the safety of the players. If a game is canceled, notify the Farm Commissioner immediately. Re-scheduling of any games, because of weather or special school events, is to be done by the Farm Commissioner.
- D. The home team, listed on the schedule, shall have the third base dugout (bench) and is responsible for setting up the field and the clearing of that field after the game. Both teams, however, will patrol their field and spectator areas for any litter, immediately after each game or practice, and each supplies a game ball.

- E. Only players and team staff are allowed to occupy each respective team's bench. All others may be requested to leave the bench area. All players not on the playing field must be on their bench or in their dugout. No "on-decks" for batting
Exception: Players warming up (e.g. players who arrived late and need to throw)
- F. It is the Managers responsibility to control the fans of his team to the best of his abilities.

III. MANAGER CONDUCT AND EJECTION POLICY

- A. A Manager, Coach or Parent can be ejected from the game or stands for inappropriate conduct as judged by the umpire. This would include excessive arguing/yelling, inappropriate language or behavior that would interrupt the game.
- B. Upon an ejection that Manager, Coach or Parent must leave the park with their child/children who is playing in the game. Players leaving the game will not count as an out when he/she comes to bat in the following innings.
- C. It is the Managers responsibility to control the fans of his team to the best of his abilities.
- D. A Manager or Coach who is ejected from a game is automatically suspended for the next game played. The suspended Manager/Coach's child can participate in the game that his parent is suspended for.
- E. A Manager or Coach can be suspended additional games as judged by the EYB Board for behavior that would be considered Physical, Violent or detrimental to the league and it's players.
- F. Upon a Manager or Coaches 2nd ejection within a season, that person will automatically be suspended for the remainder of the season and playoffs.
- G. Managers and Coaches may also report an umpire's conduct using the "Umpire Disciplinary Form" distributed by the league, to report umpires who are late to games or show inappropriate behavior or language. These reports should be turned into the Farm Commissioner within 24 hours of the end of your game.
- H. EYB does encourage discussion with the umpire concerning rules and calls on the field in a quiet and orderly manner. A meeting with both Managers and the Umpire after time has been called is welcomed and encouraged to resolve disputes.

IV. EQUIPMENT

- A. Batters and all base runners must wear only league approved (NOCSAE) or issued “over the ear style” batting helmets. No exceptions.
- B. Players can wear rubber or plastic cleats, gym shoes or special orthopedic shoes. No metal spikes are allowed.
- C. Players may use bats with barrels that are no larger than 2 5/8” diameter in the thickest part. The bat must either be wood or a non-wood bat stamped with “1.15 BPF”, “BBCOR”, or "USA". No softball bats.
- D. A player’s uniform is his responsibility and must be as clean as possible at the start of every game.
- E. A player must wear his complete “issued” uniform. The jersey must be “tucked in” at all times. Any sweatshirts or jackets must also be worn under the jersey.

V. GAME PROCEDURE

- A. Only one person can be the manager for game, even if the team has two (or more) co-managers. That person must introduce himself to the umpire prior to the game and only they will be involved in any discussions with the umpire. All others will work in the capacity of coach. No exceptions.
- B. The manager must supply the opposing manager with his batting line-up prior to the start of the game.
- C. All players present for the game are to be placed in the official batting order and will bat in their respective turn during the full course of the game (continuous batting). A player arriving late must be reported to the umpire and opposing manager and must be added to the bottom of the line-up.
- D. All players present for a game shall play in the game. Field positions shall be pitcher, third base, shortstop, second base, first base in the infield and 4 outfielders. Extra players must sit out.
- E. A player may not play the same position more than 2 innings per game or sit out for more than 2 innings per game. Please rotate your players. We want the kids to experience the feel of all positions. However, we do not expect you to play a child at any position that could result in injury, should they not have the ability to perform at said position. **Penalty** – Managers who are reported to have violated this provision will be asked to appear before the Board.
- F. Infielders must be positioned to the outfield side of the base paths. Outfielders must be positioned on the outfield grass. Position players may not move from their positions until the ball is put in play (NO POSITION JUMPING)

- G. During the “T” portion of the game, one player must assume the position of “pitcher” having both feet on the pitching rubber while the batter is ready to hit from the Tee. The “pitcher” shall not be allowed to step off the pitching rubber until the ball is hit.
- H. During the Coach Pitch portion of the game, the pitcher shall be positioned to the side of the pitching rubber opposite the batter within 3 feet of the rubber (example: with a right handed batter, the pitcher will stand on the 2nd base side of the pitching rubber)
- I. The changing of a player’s defensive position during the course of a half-inning will not be allowed, except in the case of injury to that player. If the player should return to the game during the same half inning, he shall resume his original defensive position.
- J. A player may re-enter a game to replace an injured or sick player. Note: An injured or sick player can return to the game.
- K. For reasons of discipline, a player can be “benched”, but only when the personal conduct of the player is involved. The manager must report a “benched” player to the umpire and the opposing manager. “Benched” players cannot play in that game. The league commissioner must be contacted.

VI. BATTING

- A. Coaches will pitch all innings. A batter shall receive up to 4 pitches (no underhand pitches allowed). If the ball is not put into play by the fourth pitch, the player will be given a “T” to use. That player shall remain at bat until he either hits a fair ball or is put-out on a caught foul fly ball. Coaches shall pitch overhand from 25 feet or more.
Exception: If the fourth pitch is a foul ball, the batter will get another pitch before using a tee. The batter will continue to get pitches as long as he/she continues to hit foul balls. A tee will be brought once the batter swings and misses
- B. The umpire shall warn batters who throw their bat. If after having been warned once, the same player throws his bat a second time shall be declared out by the umpire and ball ruled “dead”.
- C. No bunting or half-swings.
- D. No Walks or Strikeouts.
- E. A batted ball, which travels less than 15 feet from home plate, shall be ruled foul.
- F. Batters must assume a legal position within an imaginary batter’s box. At no time should they be allowed to stand with either foot extending over a line parallel to and one inch away from of home plate.
- G. The in-field fly rule will *not* be in effect.
- H. No on deck hitter is needed. Have the players ready on the bench with their helmets on.

- I. Opposing players may not harass or call the batter by name.
- J. No pinch-hitting will be allowed. If the original batter has been forced to leave the game for physical reasons that occurred during the course of the game, that spot in the batting order will be skipped for the remainder of the game. If the player returns to the game, he will be placed back in his original spot in the batting order.
- K. Any ball hitting the coach who is pitching or a coach on the field will be declared dead. The hitter returns and all runners go back to the base they started from. Play continues from previous point.

VII. BASE RUNNING

- A. No lead-offs or stealing are allowed.
- B. No BULLDOZING opposing players. (Umpire decision: automatic out.)
- C. An injured base runner will be replaced with the last player to make an out. (Courtesy runner)
- D. On a ball in play, the base coaches should not attempt to “stretch an extra base.” This rule is for the safety of the players and to avoid the disorganization and frustrations that are caused by multiple errors on one play. On balls hit to the outfield, the batter/runner may run the bases until the defensive team controls the ball in the infield. The runner proceeding beyond the base remains at risk and may be tagged out. However, if the runner safely proceeds beyond the allowed base they must return to the proper base after the play is dead.
- E. Runners may not advance on overthrows. A runner that is half way to the next base is given that base. If the runner is less than halfway, he must return to the previous base. This rule is meant to encourage the defensive players to make the proper play without penalty.
- F. A baserunner must touch the base he is running to before he goes on to the next base and before the baserunner behind him touches that base. If he does not, he will be declared out.
- G. If a baserunner passes another baserunner, he will be declared out.
- H. The manager or coaches may not touch a baserunner during a play.

VIII. FIELD DIMENSIONS

- A. Distance between bases will be 50 feet from the back tip of home plate to the outfield side of bases at 1st and 3rd and from the foul line side of bases at 1st and 3rd to center of 2nd base. All bases are inside the 50-foot square except 2nd base.
- B. Pitching distance will be 38 feet from the back of home plate to the front of the rubber.
- C. Distance between home plate and second base will be 70 feet, 8.5 inches from the back of home plate to the center of second base.
- D. An arc with a 15-foot radius from the back of home plate (point) shall be marked to determine foul balls

IX. SUBSTITUTES

- A. Farm Division teams may use players from EYB's Rookie Division as substitutes
- B. A manager may only bring up enough substitutes to fill the team roster to 10 players: 3 maximum.
- C. A substitute may not become permanently assigned to a higher division or team in that division.
- D. A substitute must play at least three (3) complete innings in the field, but may not play more innings in the field than a rostered player. A substitute must bat last.
- E. A substitute may only play the outfield.
- F. A substitute must be registered to play in the league and must be wearing their complete uniform.