

Farm / Pitching Machine Division Rules

Please have players arrive at least 15 minutes before the start of the game.

Teams must start with a minimum of 9 players.

In the event that a team is waiting for a 9th player, that team will become the Visiting team. Once that team takes the field to play defense and still do not have 9 players, the game will be forfeited. Play can continue from that point as a scrimmage style game by the coaches' discretion. Final Score will be recorded as a forfeit score of 8 – 0.

- Umpires – Coaches will umpire games from the field (The Coach operating the Pitching Machine)
 - Batting Team's coach will operate machine and call balls and strikes
 - Fielding Team's coach will call plays made on the bases
 - Be sure to provide a positive experience for the players and call fairly

Dugouts are not assigned. It will be determined by the first team that arrives to claim their dugout.

- Visiting team bats first
- Home team keeps official Scorebook
 - Visiting team should also keep score but Home Scorebook governs if discrepancy cannot be resolved.
- 5 run limit per team per inning
- Games are 5 innings or 1:15 time limit (Set Clock to 1:00)
 - Time Clocks are now provided. Time will start on the first pitch of game.
 - Once the alarm is sounded on the clock, the current inning will be completed and the next inning will be the last inning.
 - An inning starts the moment the final out was made in the previous inning
- Open scoring during the final inning (no 5 run limit)
 - Final inning is either the 5th inning or any inning that starts with less than 15 minutes remaining (at 1:00 or later). Home Scorebook should announce last inning.
 - If the home team is behind by more than 5 runs, they will bat first in the last inning. This prevents the leading team from scoring many runs during the open inning and making the margin even wider. In this case, the visiting team will bat last only if the home team takes the lead in the top of the inning.
- Ties are allowed for regular season games
- Home team needs to enter score at the end of the game to **norfolkrecbaseball@gmail.com**
- Pitching machine will be set with the back of the machine in front of the closest pitching rubber to home plate
 - Bases are set at 60 feet.
- No stealing
 - No leading off
 - No advance on a dropped ball by the catcher or wild pitch by the machine
- Players can only advance one base on an errant throw.
 - Example: Adam hits the ball and is running to first. The defense attempts to throw Adam out at 1st but the ball gets past the first baseman. Adam can advance to second on the errant throw.
 - In the same play, Brad was on first when the ball was hit. He advanced toward 2nd when Adam hit the ball and can advance to 3rd on the errant throw.
 - The intent is to allow the defense to be penalized for an error but limit the penalty to a reasonable amount so the defense will at least attempt to make the play.
- Hitters, base runners and on deck batters must wear batting helmets

- Machine settings are recommended to be:
 - o Foot 4
 - o Top 3
 - o Ball Holder 4
- Batters will get 3 strikes or 5 pitches. No walks.
- On the 3rd strike or the 5th pitch the batter may continue to bat as long as they continue to foul balls.
 - Pitches that hit the ground before the plate or pitches above the shoulders are not considered a pitch due to the inconsistency of the pitching machine.
- If batted ball hits the pitching machine and goes foul it is played as a live ball. If it caroms out of the field of play the batter is awarded first base and all runners advance one base.
- Open defensive substitutions
- Mandatory play
 - o All players must bat once
 - o All players must play 2 innings in the field
 - o If playing time requirements are not met during a regulation game, players that didn't meet limits must start the following game and stay in until limits are met for the game as well as unmet requirements from previous game. (If Adam did not bat and played one inning in the field in previous rained out game, then Adam will start the following game and will bat a minimum of two times and play a minimum of three innings in the field)
 - o There is no penalty for a team if players do not meet minimum playing time limits during a rained out or otherwise shortened game.
- Players that didn't play must start the following game
- Players should be rotated in such a way that their playing time requirements would have been met if the game had been completed.
 - o Teams are encouraged to bat all players using extra hitters during the regular season
- Farm Division games that are rained out may be made up in place of scheduled practice times subject to availability.

End of Season Tournament - Farm Division

- A winning team must be determined - Ties are not allowed
- Teams are encouraged to bat all players using extra hitters during the end of season tournament
- The Tournament will be seeded based on regular season results

Farm League is designed to be a step up from Coach Pitch, giving batters a consistent look at pitches in the strike zone. This gives kids confidence without the fear of getting hit by the pitch.