

ITBL Baseball FARM Division Rules 2021

OVERVIEW

A Board of Directors, representing membership from each of the towns, governs the Intertown Baseball League. The Board is committed to ensuring the league provides an enjoyable experience for all participants and as such, enforces a “zero tolerance policy” from coaches, players, officials and fans. Coaches are held responsible for their actions and those of their team’s players and fans. The Board will address any violations of this policy in a prompt and equitable manner.

GAME RESULTS

The winning team’s coach is responsible for entering the score of the game and pitch counts for both teams on the Intertown Baseball league website at www.itblbaseball.com. Results MUST be submitted upon completion of the game the same day as the game. In the case of a tie, the home team should report the result. Please make sure pitch counts are gathered for both teams and submitted through the web site along with the final score immediately following the completion of each game.

WEBSITE

League schedules, standings, scores and other information is maintained on www.itblbaseball.com.

RULES

THE 2017 OFFICIAL LITTLE LEAGUE BASEBALL PLAYING RULES APPLY WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

ARTICLE I: PITCHING RULES

1) Pitch Count Restrictions: The maximum number of pitches in a single game is 50 (plus finish at-bat) pitches

- 1-20 pitches, requires 0 days of rest
- 21-35 pitches, requires 1 day of rest
- 36- 50 pitches, requires 2 days of rest
- 50+ pitches (as a result of completing an at-bat), requires 3 days of rest

2) Pitcher to Catcher Restrictions: Any pitcher that delivers more than 40 pitches in a game cannot play catcher for the remainder of the game.

3) The manager shall designate a pitch count recorder to count the pitches each pitcher throws. Every 1/2 inning, Score Keepers from each team shall compare and agree upon pitch counts for each pitcher and runs scored.

4) Playing Up Pitcher Restrictions: Pitch counts and rest rules per Pitch Count tier shall carry over to Minor league play when playing up. No Farm Division pitcher will receive any additional pitch counts as a result of playing up. This will be strictly enforced. 1st violation AND the umpire shall instruct the coach to immediately remove the pitcher. Subject to Rule 2 above, the pitcher may be moved to any other position in the field, but he may not pitch again in the game. 2nd violation the responsible manager will be referred to the board.

5) **Curveballs are not allowed** for safety reasons. The determination is made solely by the umpire. The 1st curveball violation results in the pitch being called a ball and play is dead (unless the batter reaches base safely on the pitch in which case the play is allowed). The 2nd violation creates the same results as the 1st violation AND the umpire shall instruct the coach to immediately remove the pitcher. Subject to Rule 2 above, the pitcher may be moved to any other position in the field, but he may not pitch again in the game.

6) Walking more than 3 rule:

- After a team walks 3 batters in an inning and after a ball is thrown to any batter with a 3-ball count, the count on the batter will be reset to 0-0 and a coach from the hitting team will pitch FOR THE REMAINDER OF THE INNING.
- The coach can choose to remove a pitcher after the 3rd walk and bring in another pitcher. After the 2nd walk from the replacement pitcher, not to exceed 5 total walks in an inning, a coach from the hitting team will pitch for the remainder of the inning. The replacement pitcher can still come back in the next inning to pitch as long as they haven't taken another position up on defense.
- A batter that gets hit by a pitch does not count as a walk.
- The coach can throw the pitch at any speed and is not required to throw from the rubber.
- The coach may not interfere with a ball put in play; the batter is out if the coach interferes.
- The batter can still strike out, but he cannot walk. Furthermore, he can reach base only by putting the ball in play.

7) **Coaches are allowed one trip to the mound in an inning.** Upon the second trip in an inning or the third trip in the game to the same pitcher, the pitcher must be removed. The manager may not make a second visit to the mound while the same batter is still at bat.

ARTICLE II: BATTING RULES

1) Completion of batter rule:

- If a pitcher reaches and exceeds a pitch-count tier/limit while facing his final batter, the pitcher may continue to throw until that at-bat is completed.
- The actual pitch count will always be recorded. For example, if the pitcher reaches pitch count at 29 pitches, then throws 8 pitches to retire his final batter, the official pitch count shall be recorded as 35, not 29.

2) **A pitcher shall be removed if he hits 3 batters in one inning or 4 batters in the game.** Subject to Rule 2 above, the pitcher may be moved to any other position in the field, but he may not pitch again in the game.

3) Intentional walks are not allowed and there are no balks.

4) **Throwing of bats or helmets rule:** Intentional throwing of bats or helmets shall be grounds for removal from the game.

- The umpire will issue 1 warning per-team for an unintentional throwing of the bat
- (after an at-bat). After 1 warning has been issued, the next violation will result in an "out" to the batter, but the results of the play will stand for other base runners.

5) Teams shall use a continuous batting order.

Every non-injured roster player in attendance at the start of the game shall be included in the official batting orders exchanged by the teams.

6.) Any player arriving after the start of the game shall be placed at the bottom of the batting order, regardless of the position in the batting order the team is at when the player arrives.

7) Once a player has squared to bunt, she must attempt to bunt, or pull back. The player can't pull back and swing away. If she does, she shall be declared out.

ARTICLE III: BASE RUNNING RULES

1) **Stealing Rules:**

- **Teams are allowed two successful steal of home per game.**
- Advancing a base on a passed ball/wild pitch is considered a steal.
- A base runner cannot advance on an overthrow during a steal attempt.
- Runners may not advance on ANY overthrow by the catcher to any base or back to the pitcher. If any runners do advance safely on an overthrow, "time" will be called and the runner will be returned to his previous base.

2) Other than during steal attempts (see Rule 1 above), runners may advance a maximum of one base on any overthrow to any base. After each runner advances one base, the play is considered over. The runner may be put out while attempting to advance. FOR EXAMPLE, IF A RUNNER ADVANCES TO 2ND BASE ON AN OVERTHROW, THE RUNNER MAY NOT THEN ADVANCE TO 3RD BASE ON A SECOND OVERTHROW.

3) **Must slide rule:** All base runners must slide approaching any and all bases, when there is a play at the base.

- If a runner does not slide during the play, he may be called out at the umpire's discretion.
- Players must slide feet first into all bases. They may dive head-first back to a base.

4) Catchers cannot block home plate to prevent a slide on any play at home whether or not in possession of the ball.

5) Leading is not allowed. Runners cannot leave a base until the pitched ball passes home plate.

6) There is **no HEADFIRST sliding** except when diving back to a base. After 1 warning has been issued, the next violation will result in an "out" per runner, but the results of the play will stand for other base runners. Every kid gets a second chance.

7) A runner may not crash into a player with the ball in an attempt to dislodge the ball.

- Runners must avoid a crash into a fielder who is holding the ball EITHER by sliding OR running past that fielder.
- In case of a crash, the runner shall be called out and all other runners will be returned to the last base they touched before the crash. For a runner to be called out there must be a fielder holding the ball and "hard" contact.

8) A pinch runner may be used for the catcher to speed up the game when there is 2 outs.

ARTICLE IV: PLAYING RULES

1) Teams shall use a continuous batting order. Every non-injured roster player in attendance at the start of the game shall be included in the official batting orders exchanged by the teams. Any player arriving after the start of the game shall be placed at the bottom of the batting order, regardless of the position in the batting order the team is at when the player arrives. Any player arriving after the start of the 3rd inning will not be allowed to play in that game.

2) A team must field at least 6 players to play the game. Less than 6 results in a forfeit. Teams are to be given 15 minutes past the regularly scheduled start time before forfeiture. We encourage coaches to lend players if a team comes up short so that no one has to go home without playing a game; however, playing with less than 6 from your own roster is a forfeit. (*Note for 2021 – do whatever you can do avoid a forfeit, and play the games*)

3) Teams will not be forced to take “automatic outs” at any point for any reason.

4) Any player arriving after the start of the 3rd inning will not be allowed to play in that game (unless there is less than 9 players)

5) A mercy rule is in effect. If a team has a 10 or more run lead after 4 complete innings or 5 complete innings the game is declared over. This also applies if the home team has a ten or more run lead after 3 ½ or 4 ½ innings.

a. *Note:* (a) if the visiting team is ahead, the home team always has the opportunity to bat in its half of the inning; (b) if the home team’s lead reaches 10 or more runs in the bottom half of the 4th or 5th inning, the game is over.

6) A five (5) run limit per inning rule is in effect for every inning, except the last inning. Unlimited runs are allowed to score (by either team) in the last inning. Unlimited runs are allowed to score (by either team) during all full innings that are begun after 1:30 of play. An inning starts the moment the third out is made completing the previous inning.

7) One extra inning will be played when a game is tied after 6 innings; if the game is still tied after 7 innings, the game is declared a tie and each team gets one point in the standings.

8) Notwithstanding any other rule to the contrary **no new (full) inning may be started after 1:45 of play**, even if the game is then tied (in such an instance, the game would end in a tie). An inning starts the moment the third out is made completing the previous inning. During rain delays, the clock will be stopped. **The coaches shall synchronize the exact start time of the game during their pre-game meeting with the Ump.**

a. After the third out is made in an inning, each team has a maximum of 2 minutes to prepare for the start of the next half inning.

9) Bats must be stamped “Little League Approved.” Any bat without that stamp of approval is not allowed. If a batter is caught using an illegal bat, he will be declared out as soon as one pitch in the at-bat occurs. The issue of the illegal bat must be brought to the attention of the umpire before a pitch is thrown to a subsequent batter in order for the batter to be declared out. If any base runner advances on a batted ball in this situation,

he has to return to his original base. Wood bats are allowed, even if they do not have the approval stamp, as long as they meet the Little League weight, length and diameter restrictions.

10) Once the pitcher has possession of the ball within the dirt section of the mound, no leading off a base or stealing by a base runner is allowed. If the runner is moving toward the next base before the ball is secured by the pitcher in the dirt area of the mound, he may continue.

11) Helmets are required at all times for batters at the plate, on deck, base runners and base coaches under the age of 18.

12) The infield fly rule is NOT in effect.

13) The batter may not take first base on a third strike passed ball. Base runners may, however, attempt to steal.

14) Four outfielders may be used for a maximum number of ten defensive players.

15) No team shall stack the infield with their outfielders. While a batter is being pitched to, all outfielders must be clearly in the outfield and shall be positioned a minimum of 15 feet beyond the outer edge of the infield dirt.

16) Play ceases when the ball reaches the mound and is under control of any player. A runner will be returned or advanced to the nearest base. The intent is to allow the runner to gain a reasonable base on the play while preventing the runner from "baiting" the defense into making a wild throw. 8 Year Division Rules ~ Stan Brown Jamboree

ARTICLE V: GENERAL RULES

1) The designated home team should complete its pre-game warm-ups and make the field available to the visiting team 15 minutes prior to the scheduled start of the game.

2) It is the umpire's sole judgment as to whether a game should be stopped for darkness or bad weather. He may, but he is not obligated to, consult with the opposing coaches before making his decision. Any game stopped due to bad weather or other emergency will be resumed from the exact point of stoppage, unless it is already an official, completed game (4 innings or 3 ½ innings if home team is leading.) The exception to this rule is if the game is called before 1 full inning has been completed, in which case the game starts over from the beginning.

3) In the case of bad weather or unplayable field conditions, the coach of the home team or her/his designated representative will postpone the game in her/his sole discretion. The home team coach will contact the umpire and away team coach at least 30 minutes before the scheduled start of the game. All postponed games will be rescheduled at the sole discretion of the home team coach. Makeup games may necessitate playing a third or fourth game in the same week, playing games on two consecutive days, or playing a doubleheader on a single day.

4) The home team coach or his/her designated representative is responsible for supplying two new baseballs at the start of each game and any additional baseballs needed

throughout the game.

- 5) The home team coach is responsible for confirming in advance with the scheduled umpire and paying the umpire's fee before the end of the game.
- 6) The home team coach is responsible for coordinating the preparation of the field for play, including the lining of the base paths and foul lines.
- 7) Each team's dugout or bench area shall be restricted to players and four adult coaches. No minors are allowed to coach. All coaches must be CORI-checked by their individual towns/league in advance of the season.
- 8) Team equipment is to be kept in the dugout area
- 9) Players are to remain in the dugout while play is in progress, except for the on-deck batter and the base coaches.
- 10) Players are not allowed to go to the concession stand during the game. No food is allowed in the dugout.
- 11) All players are to be dressed in full uniform for each game.
- 12) For safety purposes, no metal jewelry will be permitted to be worn during games. This includes watches, medals or chains, rings or earrings.
- 13) All weeknight games will start promptly at 5:45 PM.
- 14) All trash is to be removed from the dugout at the end of each game.
- 15) Only sneakers or rubber cleats are allowed.
- 16) The umpire is authorized to call the game if, in his/her opinion, players or coaches continue to display unsportsmanlike conduct after a warning has been issued.
- 17) Coaches may not make a call in an effort to influence the umpire. The first offense will be a warning. The second offense will result in removal from the game. The third offense will result in a forfeit by the offending team.
- 18) No heckling of opposing players is allowed.
- 19) The on-deck circle shall be located past the far end of the dugout.
- 20) All comments or complaints relevant to the officiating, coaching, player conduct, etc. should be addressed to the Farm Division Coordinator.