



Farm League Rules for Wasco Baseball

Summary of League

The Farm league is for players in **Second Grade**. The Farm league is **non-competitive and is a 100% Kid-Pitch league**. Formal scorekeeping of league games and league standings will not be kept.

Player Registration

Players in second grade (Spring Season) or who will be going into second grade (Fall Season), will be assigned to the Farm league. Any exceptions to this rule, will need to be presented to the Farm Commissioner.

Game Rules

Game/Inning/Time Limit: A complete game shall consist of six (6) innings OR a 2-hour time limit, whichever comes first. No new inning shall be started after 90 minutes. The length of each inning will be either 3 outs or after 9 batters have batted, whichever happens first.

Umpires: The team batting will supply a coach, who has the responsibility to call balls and strikes, as well as outs in the field. The umpire must not involve himself/herself in any play of the ball. Managers, coaches and parents will NOT argue calls made by the umpires. All on-field umpire decisions are final.

Base Coaches: Adults will coach 1st base and 3rd base, with one adult in the dugout. Two adults may be allowed to coach in the outfield area while the team is on defense. These Coaches must be registered, rostered and approved by the Wasco Baseball Board of Directors.

Uniforms: Uniforms are conventional, with long-legged pants (no shorts) and player-provided sneakers or compositional baseball shoes (no steel spiked shoes permitted). The league provides a jersey, baseball pants, and a baseball hat to each player. Each player is responsible for wearing their entire uniforms on game-day (with all shirts "tucked in"). It is expected that hats will be worn to both practices and the games, however, jerseys are to be worn to games only. No jewelry is permitted at games or practices. Players need to make every effort to wear their uniform, so it is visible. Managers/Parents have the discretion to deviate from this in cases of inclement weather and/or the health of a child.

Rainouts / Suspended Games / Make-Up Games / Rescheduled Games: The Home team manager is responsible for checking the fields to determine if a game should start due to rain or threatening weather. If the Home team manager determines that the field or conditions are unplayable, they should contact the Visiting Manager as soon as possible. Managers are encouraged to make an effort to reschedule the game if possible.

Heat / Cold / Lightning Policies: Please refer to the Policies section of the Wasco Baseball website:

<https://www.wascobaseball.com/policies>

Field Dimensions

Distance between bases: The distance from the back of home plate (the point) to the outfield side of the middle of the bases at 1st and 3rd is 50 feet. The distance from the back of home plate (the point) to the center of 2nd base is 70 feet and 8.5 inches.

Pitching rubber distance: 38 feet from the back of home plate (point) to the front of the rubber.

Offense

Lineup: All players will always be in the lineup and will bat in consecutive order.

Inning Limit: A "3 outs or nine-batters" rule will apply. When the ninth batter comes to the plate in that inning, there will automatically be two outs. When the ninth batter hits the ball, a play must be attempted to record an out. A play must be attempted to retire a batter/runner or prohibit further advancement before returning the ball to the pitcher. The inning ends after this completed turn by the ninth batter, or if three outs have been recorded by the defense – whichever comes first.

Bat Information: Bats that are acceptable are:

- 2-1/4" diameter barrel with either a USSSA or USA Baseball stamp.
- 2-5/8" diameter with the USA Baseball stamp.
- Solid one-piece barrel Wood bat (does not require USA Baseball stamp).

Batting Order: The batting order, established for the game, will remain the same throughout the game. If a team bats out of order and it is noticed in that inning, they will re-bat starting with the child they missed. If there were runners on base, they will return to the base they were on. The manager's discretion will be used to make these decisions (case in point, the out-of-turn batter is 5th or 6th down in the order)

Thrown Bat Rule: The manager or coach at home plate shall warn batters who throw their bat. If after having been warned once, the same player throws their bat a second time, the player shall be declared out and the ball ruled dead.

Helmets: Batting helmets shall be worn in all practice and game situations whenever a player is preparing to bat or is batting.

Base Running

Leadoffs/Stealing: There are no leadoffs or stealing. Runners must stay in contact with the base until the ball is hit. When the ball is hit, the runner/runners may run until out or safe at a base. THERE WILL BE NO ADVANCING ON OVERTHROWS AND THE RUNNERS WILL STOP ONCE THE INFIELD HAS THE BALL.

Sliding: Sliding into any base, except 1st, is permitted. The runner must slide at home plate if there is a play. The runner will be called out by the umpire if the runner does not slide.

Running out of the Baseline: Runners must stay in the base line. While running to 1st base, a runner can run to the right or left of the line, as long as there is no deliberate move toward 2nd base. Children should be taught, however, to over-run 1st base toward the right side of the base or straight-ahead.

Baserunner Interference: If a runner interferes with a fielder while the fielder is fielding the ball, the runner is out. Runners can run in front of the fielder as long as they don't touch the fielder. If the fielder has the ball in the base line, the runner cannot try to go around the fielder to avoid the tag or the runner will be out. The runner may run out of the base line in order to avoid interference, but not when a play is being made on the runner.

Play is Dead: When the ball reaches the infield (to any player in the infield) from the outfield, all runners will be considered at the base they are currently closest to. Thus, the infielder controlling the ball is the signal that the play is "dead" and the runners remain at the bases they are currently at. Base coaches are encouraged to hold their runners while the ball is in the infield attempting to be brought under control. We are not trying to run up the score.

Defense

All players present for a game must play (unless not in uniform, which is the manager's discretion).

Number of Fielders: There will be 10 players on the field at one time and it is recommended that each player be allowed to play all positions during the season.

Inning Minimums: All players will play a minimum of 4 innings in the field. No fielder is permitted to play the same defensive position for more than two innings.

Positions: The field positions are: Pitcher (wearing a helmet is optional) 1B-2B-SS-3B, Catcher, LF-LC-RC-RF

Outfielders: Outfielders must play at least 20 feet beyond the base path. Further, managers should not allow the right fielder to attempt to throw out a runner at first base on a ground ball to the outfield – the proper throw to instruct is to second base for the right fielder.

Infield Fly: There is no infield fly rule. Fielders cannot get in front of a runner and block the runner from getting to a base when a play is not being made. If a runner is blocked, the umpire can award as many bases to the runner as he feels that runner would have made. If the fielder is turned away from the runner, it is the runner's responsibility to go around the fielder.

Outfield Fence: Where no outfield fence exists, any ball hit to the outfield will remain in play until actual interference with the fielder's ability to pursue the ball occurs. Outfielders shall be encouraged to consider the ball "in play" until the umpire declares it dead.

Chase Rule: A fielder may not run all over the field to tag out a runner. The defensive player should defend only the base at their position. For example, a first baseman may not run across the infield to tag a runner along the base line between 2nd and 3rd base.

Catchers: All participants in any practice or game situation when playing the catcher position, shall wear the catcher gear (helmet, chest protector, knee pads). Protective support is encouraged.

Pitching

The pitching rubber shall be located 38 feet from home plate. The kids will pitch all 6 innings.

Kid-Pitch Rules: Players will pitch overhand during all 6 innings. Batters will attempt to hit the pitched ball and put the ball into fair play. Strikeouts are allowed. Walks and hit-by-pitch (HBP) will NOT be allowed during kid-pitch. If a Walk or HBP occurs, then the inning will revert back to Coach Pitch for that batter only. No bunting will be allowed.

Kid-Pitch Limits: Individual players will be limited to the lesser of 1 inning of pitching per game, or **60 maximum pitches per game**. If a player-pitcher allows either three walks in one inning or 2 hit batters, the inning reverts to the Coach-Pitch Rules for the remainder of the inning.

Coach-Pitch Rules: A Manager or coach will pitch overhand from the pitching rubber, **from a kneeling position or sitting on a bucket**. When the Manager or Coach is pitching, the defensive player in the pitcher's position will stand next to the adult pitcher. It is the adult pitcher's responsibility to make sure the defensive pitcher's view is not obstructed.

Coach-Pitch Batters will receive 5 pitches; no additional pitches are allowed. Starting in the Farm League, **the batter has a real count while the coach is pitching**. Coaches can strike out players (both with swings and called strikes). The batter will NOT take first base when hit by a pitch by a coach. If after 5 pitches, the batter has not put the ball in play, or has not struck out, then the ball is placed on the Tee. The batter will hit off the Tee until the batter hits a fair ball. If a batter hits the Tee, it will be considered a foul ball. No bunting will be allowed. The batter shall remain at bat until the batter either hits a fair ball or is putout, either on a foul out, pop out, fly out or ground out.

Warm-Ups: Teams are allowed 2 minutes or 5 warm-up pitches in between innings, whichever is less. Any player catching for warm-ups in between innings or in the bullpen must wear full catcher's equipment.

Pitching Guidelines

Wasco Baseball Pitching Guidelines

League	Max Pitch Count Per Day	1-30 pitches	31-45 pitches	46-60 pitches	61-75 pitches	75+ pitches	Max Pitches per Weekend (Fri, Sat, Sun)
Farm/Minor 3rd	60	0 days rest	1 day rest	2 days rest			75
Minor 4th	70	0 days rest	1 day rest	2 days rest			75
Major	80	0 days rest	1 day rest	2 days rest	3 days rest		95
Grapefruit	90	0 days rest	1 day rest	2 days rest	3 days rest	4 days rest	105

Additional Rules & Guidelines

- No Pitcher can appear in a game 3 days in a row regardless of Pitch Count
- Pitchers should not pitch in multiple games on the same day unless their initial appearance is to finish an inning and they throw less than 15 pitches
- Try to avoid having a player catch on days they are pitching or severely limit the amount of use behind the plate on days they pitch
- Keep pitchers well rested by not allowing them to hit their max pitch count per weekend, more than 2 weekends in a row at any point during the season
- Players in Farm, Minor and Major should only be throwing fastballs and changeups. In Grapefruit, players can start throwing breaking pitches
- Parents, In House Coaches and All Star coaches need to be in communication to ensure these limits are not exceeded.

Failures to follow the Pitching Guidelines should be reported to the Commissioner.

Conduct

UNDER NO CIRCUMSTANCES DO WE WANT ANY ARGUING ON THE FIELD. ACTIONS LIKE THIS IN FRONT OF THE CHILDREN WILL NOT BE TOLERATED. Managers are 100% responsible for the conduct of their coaches, parents and players. Parents are to be informed of the rules before the season begins. All managers, coaches, players, umpires, parents, and board members are subject to the Wasco Baseball Codes of Conduct. The League Commissioner must be notified as soon as possible with a report to the League President as to what occurred if a problem arises.

Rosters

Only players that are registered shall be considered “rostered players” and be allowed to participate in practices, games or other league sponsored events. A “registration” shall be considered completed when the player has their registration fully completed through SportsEngine (the Wasco Baseball website), which includes the applicable fees paid, the medical waiver form and code of conduct form completed. Use of a non-rostered player shall be strictly prohibited and will result in disciplinary action against the team manager.

A Coach may request a maximum of 6 players, including coach’s kids, to be added to their roster.

Dugout Selection & Rules

Unless otherwise agreed to by the managers, the home team shall occupy the 3rd base dugout/bench and the visitor team shall occupy the 1st base dugout/bench. The only persons allowed in the dugout during a game are the players, the manager and coaches. Managers and coaches shall remain in the dugout during game play unless specifically allowed by league rule or functioning as a base coach or an outfield coach.

Field Preparation and Care

Do not warm up your team on the infield, prior to a game. Please use your side of the outfield. You can use the out of play infield area, on your side, for groundballs. But please ask your players to avoid touching the chalk lines.

The **home team** is responsible for ensuring the field is set up properly for the game, including chalking the foul lines and the batter’s box. The home team will supply the game balls and shall be required to surrender the field to the visiting team fifteen minutes before game time.

At the end of the game, the **away team** is responsible for clean-up. Bases should be left “in” (there is no need to take the bases out and replace them with plugs). Please put away all rakes and ensure all field equipment (marking string, dig out tool, and chalker) are in the field box **with the lid closed tightly**. The away team is responsible for smoothing and filling any holes created during play especially around the bases, home plate, and the pitcher’s mound.

The field shall be cleared of all players five minutes prior to the start of the game. The Managers shall concur in the event a previous game makes the field setup impossible to be completed prior to the scheduled start of the game. Teams should remove all equipment from their dugouts immediately following their game, and prior to post-game meetings, to allow the next games teams to enter the dugouts timely. **Each team is responsible for the removal of all trash from their respective dugouts, spectator areas, and the field**. All field issues should be reported to fields@wascobaseball.com.