

Major Farm Commissioner: Greg Kane

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Major Farm Objective

The objective of the Major Farm Division is to further develop the skills and knowledge of baseball and to promote good sportsmanship. Each coach should make their practices and games fun for all players on the team. Although there are no league standings, Major Farm is a slightly higher level of baseball than Minor Farm. It is important that each child learn and develop their baseball skills, by receiving an equal amount of playing time. The coaches' goal is to advance each player's skill and to help prepare them for the next level of play.

Major Farm Playing Rules

We will follow the Little League Baseball Major Division Official Regulations and Playing Rules. We will make these exceptions and adjustments to better meet the needs of our league.

Pitching

- Refer to your rules book for the pitch counts and rules for Pitcher eligibility. Each coach will be provided a rules book and expected to be knowledgeable of this rule.
- Each team will provide an official "Pitch Count Person" to keep track of the opposing teams pitch counts. Check totals each inning. Coaches are required to fill out and initial the pitcher's log in the binder for each game.
- If a pitcher is approaching his pitch count limit, during an at-bat, he is allowed to finish pitching until an out is recorded. If this exception occurs, the Commissioner needs to be notified when submitting pitch counts from the game. **If you call last batter for your pitcher prior to the end of a pitch count (see pitch counts) the pitcher can finish his current batter and the pitch count stays at the max pitch count. IE. You call last batter at 19, your pitcher can finish that batter with a hit, strikeout or walk and the pitch count will revert back to 20. No matter how many pitches he throws to the "last batter".**
- Coaches are required to email the Commissioner with scores and pitch counts for all pitchers, after each game.
- The first offense for any pitch count violation will be a written warning. A second violation will result in a suspension of the coach, at the discretion of the League Commissioner and President.

- 12 year olds are not eligible to pitch in Major Farm. No exceptions.
- **A pitcher is limited to (6) warm up pitches between each inning and when entering as a new pitcher.**
- Pitching mound distance is 46'.

- **Pitch Counts:**

1-20 = 0 days rest

21-35 = 1 days rest

36-50 = 2 days rest

51-65 = 3 days rest

66+ = 4 days rest

41+ = Can't Catch

Age 7-8 50 max

Age 9-10 75 max

Age 11- 85 max

Playing

Line Up Exchange

Each coach will be required to fill out the (QCBaseball.com) lineup sheet, provided by the league and exchange their lineup sheet with the opposing manager, at the start of each game. This is the only approved lineup sheet that is to be used throughout the season. This sheet is to include fielding and batting positions, as well as, the jersey number of each attending player (in the batting lineup section). List all attending players in the batting lineup. Players will bat in this order whether or not they are playing in the field. Any player showing up late for the game will be added to the end of the batting order. There will be no other changes to the lineup allowed during the game. It is required that every coach alter their lineup, for each game, allowing players to bat in different positions in the lineup.

- It is required that coaches rotate fielding positions each game and throughout the season, to allow players to develop the skills needed to play different positions. **No player should play more than two (2) innings at the same position, except catcher which can be three(3) innings. This excludes PITCHERS. (refer to Pitching Section, Four (4) innings/pitch counts)**

- All players are required to play, at least, (4) defensive innings each game. No player will sit more than (2) innings during a game. Each player is required to play, at least, (1) inning in the outfield. **No player will play more than four (4) innings in the infield.** A problem may arise when you are the visiting team, the game is shortened by time, or the ten run rule is in effect. When this occurs, it is up to the coach to make sure the kids who were short innings in the game, play extra innings or start the following game.

- **(9) players will be used on the field, (3) in the outfield.**

- **Players are allowed to steal Second base on a caught ball throughout the entire season, and can NOT advance on an errant throw to a base. A player may also steal Third base and may NOT advance on an errant throw.** The base runner must wait until the ball crosses the plate before coming off first or second base. In order to steal, the ball must be a catch and not a passed ball so that the players get the idea of stealing and that we also develop our catchers at throwing out runners. **Upon agreement between coaches and when the pitcher is capable of throwing a strike to the catcher the baserunner can attempt to steal second or third base on a pass ball pitch. THE BASERUNNER CAN NEVER STEAL HOME. NOR WILL THIS RULE BE USED IN THE PLAYOFF GAMES. If the pitcher is a novice or a child that just wants to try pitching, you CAN NOT STEAL ON A PASS BALL PITCH. PLEASE USE COMMON SENSE AND SPORTSMANSHIP WHEN IMPLEMENTING AND USING THIS NEW RULE. NO coach or assistant coach will be behind home plate when this rule is in effect. Coaches/assistant coaches need to practice this play and thoroughly explain it to your kids/players so they understand what is happening and when this is happening.**

- If a ball is hit to the outfield, runners may advance until the ball re-enters the infield (the ball crosses past the outfield/infield grass line for re-entry). Once the ball re-enters the infield, runners cannot advance.

- **Reminder: you ARE ALLOWED to bunt.** Develop this skill in practices.

- When batting, all players must use a batting helmet with a face mask.

- **Reminder: A base runner may “TAG UP” to advance to the next base. It will be the responsibility of the batting teams’ coach, who must make sure the tag up is legal.**

- All games, time permitting, will be six (6) innings in length. The "five-run-rule" is in effect for the first five (5) innings. Once five runs have scored, the side is retired and no additional runs are counted. Exception: On an "over-the-fence" homerun, all resulting runs will count. Inning is over. In the sixth inning, three (3) outs must be recorded, and no run limit is in effect.

- During Saturday games, there is a mandatory "10 run rule" after four (4) complete innings. If a team is ahead by (10) runs or more after four complete innings, the game is over. No exceptions. During weekday games, the "10 run rule" may be used, but must be agreed upon by both coaches, at the start of the game.

- **On Saturdays, the game will last no more than 1 hour 45 minutes. No exceptions.** After this time, no new half or full innings can be started and the game is over. The score will revert back to the last full inning. Please observe this rule as a courtesy to the rest of the day's schedule to keep games on time. There will be no extra time or extra innings to break ties on Saturdays. No continuations or make ups will be scheduled. Weekday games can continue to extra innings to determine a winner.

- If lightning is seen, or the lightning detector in the concession stand goes off, the game is suspended immediately. Everyone goes to a car, or inside the nearest building. Players are not allowed to stay in the dugout. You must wait 30 minutes from the last lightning strike is seen or registered on the detector to resume play. No exceptions.

- The home team will be responsible for preparing the field for play. Make every effort to line each field before a game (it makes a difference). It is the responsibility of both teams to rake the field and to fix the mound and home plate areas, after each game; also, to clean/sweep out the dugout. Please teach the players to clean up the dugout and surrounding area, after each game.

- During the week, the home team will have the field for warm-ups from 4:30 pm to 5:00 pm. The visitors will have the field from 5:00 pm to 5:30 pm. On Saturdays, both teams will share the field for fifteen (15) minutes for warm-up. **No batting practice will be allowed on any fields. Please utilize one of our three batting cages.** Saturday game times are as follows:

Game #1 9:00 am - 10:45 am

Game #2 11:00 am - 12:45 pm

Game #3 1:00 pm - 2:45 pm

Game #4 3:00 pm - 4:45 pm

Game #5 5:00 pm - 6:45 pm

Cancellation of Games

No games are to be cancelled or moved for any reason other than weather. No exceptions.

If you are unable to coach a game, you are to have one of your assistants coach the game. If a player is unable to attend a game because of: (i.e. Holy Communion, Boy Scout outing, Band Concert, etc.) you are not allowed to cancel or re-schedule a game. If during the season, you are short players, you are to “borrow” players from the opposing team and play the game. Remember, there are no standings in Major Farm.

Saturday games- The league will decide by 8:00 a.m. as to whether a game, or games, will be cancelled due to weather. **Coaches ARE NOT to cancel Saturday games on their own.**

Weekday games- Coaches are responsible for making the decision for weekday games, unless the League makes the decision, beforehand. If both coaches decide to cancel the game, they are required to contact the Concession Stand coordinator immediately of their decision.

End of Season Tournament

- There is a mandatory “10-run rule” in effect after (4) complete innings, for every game.
- Each team is to start and finish the game with (9) players or the game is a forfeit-no exceptions.

Safety

- First aid kits will be supplied to each coach. Additional supplies will be available in the concession stands.

- All players must slide feet first when there is a play at the base. What constitutes a play? When the fielder has the ball in his/her glove or preparing to catch a throw.
- Any player warming up a pitcher must wear a catcher's mask.
- All players are required to wear a protective athletic supporter.
- **There is no on-deck batter.** Only the player at bat may wield a bat.
- In the event that a player is injured, the coach must fill out an accident report and send it to Mary Summa, our Safety Officer. Mary's email: marysumma29@gmail.com. Forms are available in the medical cabinet in the Concession Stand.

Team Parent

- **Coordinates and arranges staffing for concession stand. Each TEAM must provide (1) parent, per game, to work the stand.**
- Oversees any fundraising projects (i.e. Pasta dinner, raffle/ticket sales, etc....)
- Collects all Background Check & Code of Conduct forms, at the beginning of season.

Behavior

- ***Code of Conduct Policy:* Every Coach, Parent and Player will be required to sign a “Code of Conduct” policy during registration. Refusal to sign the Code of Conduct policy will preclude that player from participation in the league.**
- Coaches and players will be ejected for arguing any calls with the umpire. Coaches, please set a good example for the players.
- No alcohol, smoking or pets will be permitted at Ackerly Little League complex.
- Bad language will not be tolerated from coaches or players. Automatic suspension and violator will be directed to leave the premises.
- No taunting or criticizing teammates or opponents will be tolerated.
- Any player throwing equipment will be ejected.

Replacement Players

All rosters are set and no trades are allowed. Coaches cannot add a player to their team. The Player Agent (Donnie Collins) may add a player to your roster, after the start of the season. If a player misses three (3) consecutive games without cause, it is the coach's responsibility to notify the commissioner, and a replacement player may be provided. **Coaches cannot recruit players to their teams.**

Concession Stand

- **Games cannot begin if the concession stand is not staffed with volunteers.**

COACHES

- You are only allowed four (4) coaches in the dugout at one time.
- While your team is on defense there shouldn't be any coaches on the field.
- While your team is on offense, you're allowed 2 coaches on the field, a coach on first and third.