

FARM LEAGUE RULES

FARM-7

I. SPORTSMANSHIP

- A. The EBSA Farm League is an instructional league that emphasizes teaching and having fun rather than winning. Everyone who participates in EBSA is expected to demonstrate good sportsmanship at all times. Managers and coaches in particular should exhibit and encourage sportsmanship and fair play in their coaching decisions.
- B. Harassing the opposition by players, managers, coaches or parents is strictly prohibited and may be grounds for removing the offender(s) from the game or premises.
- C. Any use of profanity by managers, coaches, players or parents is prohibited and shall be grounds for removing the offender from the premises.

II. ORGANIZATION

- A. The league commissioner(s) shall form the teams. Unless otherwise requested, the commissioners will form teams with players from the same elementary school who have registered by the EBSA registration deadline. If possible, the commissioners will attempt to honor requests to play with particular persons if the registration is received by the deadline. Any late registrant will be placed where there is an opening regardless of school or personal request. If there are no openings available, the commissioners shall form a wait-list.
- B. There will be a maximum of 13 players on a team.
- C. The Commissioners will select team managers. The Board of Directors reserves the right to remove any manager or coach.
- D. Managers shall not include on their teams any player who is not properly registered.

III. SAFETY

- A. All batters, on-deck hitters and base runners must wear batting helmets
- B. Catchers must wear catcher's gear (helmet, mask, shin guards and chest protector) furnished by EBSA. A coach must be on the field to help position, back-up the catcher, and to throw past balls back to the pitcher.

- C. A batter throwing a bat will be called out.
- D. Players shall remain on the bench if they are not playing in the field, taking a turn at bat, or on-deck. The on-deck batters must warm-up in a designated location away from the bench, field and grandstand.
- E. Team members not involved in play may not enter the field at any time while play is in progress. Violation of this rule shall result in an automatic out. Play is dead and runners may not advance.
- F. Baserunners shall make every effort to avoid hard collisions with fielders. Deliberate collisions and hard slides to “take out” a field shall result in the offending baserunner being called out.
- G. Play ends automatically at the first sign of lightning.

IV. RULES OF PLAY

- A. All players must be in proper uniform with their jerseys tucked into their pants.
- B. Saturday games start at 1:00 p.m. No inning shall start after 2:45 p.m. Weekday games start at 6:00 p.m., or such other time as the commissioner(s) dictates. No inning shall start after 7:45 p.m. Teams will share the fields for pre-game warm-ups. The games shall start as closely to the designated game time as possible.
- C. Games will last a maximum of six innings.
- D. Eight players per team will bat each inning, unless the defensive team records three outs, in which case the inning ends.
- E. The hitting team will supply a coach-pitcher. Each batter shall receive a maximum of 7 pitches per at-bat. If a batter has not hit a fair ball after 7 pitches, the batter shall use a tee to hit. Teams shall strictly adhere to this rule.
- F. Batters may not bunt.
- G. There shall be 50 feet between bases.
- H. Each team will play a maximum of ten players in the field each inning.
- I. No player may sit on the bench for two consecutive innings or for more than a total of two innings per game. Managers should rotate players to new positions each inning and are encouraged to give players equal playing time at all positions.

- J. Coaches are permitted to be on the field to guide fielders.
- K. Baserunners may not leave a base until the pitched ball is hit by the batter.
- L. A runner may NOT advance on a caught fly ball. A runner may advance only one base on an in-field hit. On outfield hits, the ball is dead when it arrives in the in-field – whether or not it is caught – and runners advance only to the bases they were headed to. Runners do not advance on overthrows, including to first base. There is no in-field-fly rule.
- M. Outfielders shall play no closer to the infield than the edge of the outfield grass or at least 15 feet behind the infielders.
- N. The coach who is pitching and the two base coaches will serve as umpires. Umpires' decisions are final.
- O. Score is not kept or reported for the game
- P. League commissioners will determine if fields are playable and contact affected managers. Managers have responsibility to inform their teams of rain-outs.

FARM-8

- I. All rules listed for Farm-7 in Sections I, II and III shall apply to Farm-8.
- II. All rules listed under Section IV for Farm-7, Rules of Play shall be the same except the following:
 - A. The hitting team will supply a coach-pitcher. Each batter shall receive a maximum of 6 pitches per at-bat. If a batter has not hit a fair ball after 6 pitches, the batter shall use a tee to hit . Teams shall strictly adhere to this rule.
 - B. Coaches are not permitted to be in the playing field to guide fielders.
 - C. A runner may advance on a caught fly ball. A runner may advance only one base on an in-field hit. On outfield hits, the ball is dead when it is caught or picked up by a player in the infield. Runners advance only to the bases they were headed to. Runners may advance one base on overthrows, including to first base. There is no in-field-fly rule.
 - D. Score is kept for each game. The winning manager shall contact the commissioners to report the score of the game. The commissioners shall publish league standings on a regular basis.