**FARM LOCAL RULES - SOFTBALL**

RECOMMENDED LEAGUE AGES: 6-8 year olds

A 9 year old with no experience may elect to play in the Farm division

**GENERAL RULES:**

1. Game time limit is one (1) hour and thirty (30) minutes, or six (6) completed innings, whichever occurs first. No new inning may start after the time limit is reached. If the time limit is reached during an inning, the home team will be allowed to complete their inning.
2. Taunting players (“chatter” or “hey batter…” or yelling at a player who is making a play) is prohibited.
3. The Home Team Manager and Coach(s) are responsible for pitching machines, bases, and field care; before and after each game. If your game is the last scheduled game on the field, the Home Team Manager is responsible for ensuring the bases and any field equipment is secured back in the Pyramid.
4. There will be at least one (1) umpire in Farm. Balls are not tracked and no bases will be awarded after four (4) balls. Strikes, Outs, and Runs are tracked.
5. The home team provides an adult scorekeeper for each game. No children are allowed in the scorekeeper’s booth without adult supervision. NO EXCEPTIONS.
6. The home team will keep the official scorebook.
7. No team may score more than five (5) runs per inning. If a team scores five (5) runs in their inning, the side is retired and the inning changes. The 6th inning will be an open inning.
8. The first baseman, pitcher, and third baseman will be required to wear a facemask. The team will have facemasks to share. If the girls do not want to share, parent will be encouraged to purchase their own. If the player does not wish to wear a facemask, she will not be allowed to play these positions.

**OFFENSE:**

1. All players are in the batting lineup, in a pre-stated batting order. Each Manager will exchange lineup orders. The batting lineup will remain the same throughout the current game.
2. The pitching machine will be set up directly behind the softball pitching rubber/plate (just behind 35 feet). The pitching machine will be operated by a coach of the offensive team.
3. A batter can not walk but can strike out swinging. Unlimited foul balls allowed when there are two strikes.
4. For the first two weeks of the season, teams will bat all of their player’s in an inning. Upon being put out, players will be removed from the base from where they were called out. The inning will end when a team has gone through their batting order, however score will not be kept after three (3) outs have been recorded.

After the second week of the season, the side is retired when the defense collects three (3) outs, or the offense scores five (5) runs.

1. The next offensive inning will begin the batting order with the player left “on deck” from the last offensive inning.
2. No leading off or base stealing allowed.
3. Runners may not advance bases when there is an overthrow to a base. This is to encourage the players to make defensive outs.
4. On balls hit to the outfield, runners may advance until the ball has been returned to an infielder. If the infielder is in a cutoff position (shallow outfield), runners may advance until the ball has been returned to the infield.
5. On balls hit to the infield, runners may only advance one base.
6. Head-first slides are not allowed, except when a player is returning to a base. Non base-returning head-first slides will result in an automatic out.
7. If a batted ball hits the pitching machine, it is declared a dead ball, the batter will be awarded first base, and all forced runners will advance one base.

**DEFENSE:**

1. All players play each inning in the field, simultaneously.
2. The defensive team must utilize “standard” infield positions; one player per position. All remaining players will play in the outfield, and must be positioned in an umbrella formation, at least 15 feet off the infield dirt. Use of a short fielder or “rover” is not allowed.
3. The pitcher must start with one foot in the pitcher’s circle (safe distance from the machine) on the right of the machine.
4. All Players must play at least one (1) inning in the infield, per game. Exceptions may be made for purposes related to player safety (with approval of the Division Liaison and notification to the Player Agent(s)).
5. While playing in the infield, no player should play more than two innings in the same position. Exceptions may be made for safety reasons (first base and catcher). This can be cleared with the safety officer and or Player Agents of Reno National Little League.

**EQUIPMENT:**

1. All batters will need a helmet with a face mask.
2. Infield players may elect to wear safety masks.
3. No jewelry is allowed (to include watches, necklaces, earrings, bracelet).

**UNIFORMS:**

1. Visors are allowed but not mandatory
2. Player jerseys and their numbers must be visible at all times.
3. Headbands and/or bows are allowed.

Draft of players is conducted according to the Reno National Little League Player Draft Procedures. Prior “agreements” of any kind between Team Managers (or Coaches) related to draft of players are not allowed.