

Farm League Draft Rules

1. Teams will be made up of no more than 13 players. Each team will have an equal amount of 9 and 10 year olds (based on registrations numbers this can vary).
2. All teams will have a manager appointed by the Director of Farm League and approved by the Board.
3. The Manager will get his son without the use of a draft pick or option.
4. Each manager will receive 2 player options if they so choose. The player options can consist of any registered player that is not presently on a Farm League roster or gives you more than your allotment of an age group. You must have parental consent from your player option and verified by the Director of Farm League. NO coaches option request will be honored the week leading up to the draft. I.e. if the draft is on a Monday you have until the previous Monday to submit your options.
5. The draft will be a blind draw.
6. Each returning manager will keep their returning players. If the amount of returning players meets your quota of 10 year olds you will not be allowed to draft or use an option on a 10 year old. The number of 10 year olds on a team will be set by registration numbers.
7. If there is no returning manager for a team the team will stay together and a new manager appointed based on Manager Applications.

Farm League Regular Season Game Rules

1. You must have at least 8 players to start a game and you must finish a game with at least 8 players. Forfeit is 10 minutes after scheduled start time.
2. There are 10 fielders used. The extra player can be placed anywhere in the outfield. No extra infielder.
3. All players must play at least 3 innings on Defense.
4. A continuous batter order must be used.
5. Line ups will be exchanged 5 minutes prior to game time. Line ups must include jersey numbers. Any player that arrives after the exchange of line ups will be placed at the bottom of the batting order.
6. Prior to the first pitch of the game the umpire will announce the time. The game is 6 innings or 1 hour and 45 minutes. Any inning that is started must be finished. An inning starts with the last out of the previous inning. For example, the last out of the 5th inning is at 1 hour and 44 minutes; you must play a 6th inning. The umpire is the official time keeper.
7. There is a 10 batter limit per inning. When the 10th batter comes up there are 2 outs. The third out can be made by any normal baseball out or by the catcher and only the catcher with the ball steps on home plate. The 10th batter cannot be walked and if he is hit by a pitch or there is catcher's interference he will take his base and the next batter in the order will come up to bat.
8. The manager of the offensive team must announce "last batter" prior to the 10th batter stepping into the batter's box. If he does not, the batter is out. It is not the umpires job to ask if this is the 10th batter and for the 10th batter to be out the defensive manager must inform the umpire prior to the completion of the at bat. In the event that the 10th batter reaches base the next batter becomes the last batter.
9. You may substitute fielders in and out at will except for pitchers. Only the starting pitcher is allowed to be replaced on the mound and brought back in later in the game as a pitcher. He is only allowed to reenter the game as a pitcher if you do not take him out on the second trip to the mound in same inning and he does not sit on the bench for any amount of time on defense between pitching. Also, he is not allowed to reenter as a pitcher in the same inning that he was taken out in.

10. There is no infield fly rule.
11. There is no leading off. A runner can leave the base only after a pitched ball crosses the plate. If the ball is not hit and the catcher throws him out, he is out. If the ball is not hit and he is not thrown out he will be sent back to the base he came from.
12. A courtesy runner for the catcher must be used when there are 2 outs. A courtesy runner for the pitcher is optional. The courtesy runner must be the player who made the second out. If you put in someone other than the player who made the second out in as a courtesy runner he will be called out. The defensive team must notify the umpire of this infraction. The courtesy runner will be considered in the game once he has stepped on the base. After which he cannot be replaced and the defensive team can then notify the umpire of the infraction.
13. Every player on the roster is allowed to pitch 6 innings per week. The week starts on Monday and ends on Sunday. One pitch in an inning constitutes one inning pitched.
14. If a player pitches 3 innings or less he must receive 1 days rest. If a player pitches 4 innings or more he must receive 2 days rest.
15. The maximum barrel diameter of the bat is 2 and $\frac{1}{4}$ inches. If a player is caught with an illegal bat in the batter's box, the player and the manager will be ejected from the game. The umpire can do this without being informed of the bat by the opposing team. This is for safety and will not be tolerated; further disciplinary measures for the manager are guaranteed. Make sure you check your player's bats.
16. No hit sticks are allowed inside or outside the fence during games.
17. No tobacco products inside the fence of any field for practice or games.
18. NO HITTING BALLS INTO THE FENCE! The ONLY exception is plastic whiffle balls.
19. If a player is unable to bat for any reason, he must be removed from the game.
20. A player will be ejected from the game for intentionally throwing of equipment or for verbal abuse of an umpire's decision.
21. Profane or loud abusive language is prohibited and is cause for ejection from the park.
22. If either team is ahead by 15 runs after 4 innings or 10 runs after 5 innings the game is called.

23. If a game is called do to darkness, inclement weather, or time limit, it is considered complete if the home team is up after 3 and ½ innings. It is considered complete if either team is up after the completion of any inning thereafter. If the game has not reached either of these requirements the game is considered rained out and will be made up in its entirety.
24. Any ejection of a manager, coach, player, or anyone else will be taken under review by The Director of Farm League. The Director will then decide if any other disciplinary measure should be taken after discussing the incident with The President of FYBA.