



**2022**

**VILLAGE BASEBALL**

**HOUSE RULES**

# GAME DAY REQUIREMENTS

## **HOME TEAMS**

- ✓ Drag fields AFTER game
- ✓ Keep score/pitch count (official scorebook in shed)
- ✓ Get 2 new baseballs from the snack bar

## **VISITING TEAMS**

- ✓ Take out/set up pitching machine for first game of the day
- ✓ Take out/set up bases for first game of the day
- ✓ Put away pitching machine for the last game of the day
- ✓ Put away bases for the last game of the day

## **TAKING INFIELD (optional)**

- ✓ Visiting team - 25 minutes prior to the game
- ✓ Home team - 15 minutes prior to the game
- ✓ Managers meeting – 5 minutes prior to the start of the game
- ✓ If there is not enough time for both teams to have 10 minutes, split time equally
- ✓ No team shall allow players on the infield dirt (including the mound) prior to the visiting team taking infield

## **MISCELLANEOUS**

- ✓ Any game protest must be based on a rule challenge, not a judgment call.
- ✓ Protests must be made in writing to the Umpire-In-Chief, within 24 hours, citing the specific rule violated and how it affected the game.
- ✓ All teams/parents responsible for cleaning their dugout/bleacher area after every game

# VILLAGE FARM RULES

- Read your Little League rule book. When in doubt, it governs play.
- There must be at least 1 adult (manager/coach/team parent) monitoring the pitching machine and each dugout at all times
- The pitching machine will be used for all games, all season and post season
- 3 defensive outs or batting the entire lineup will end the inning
- 5 runs per half inning maximum for innings 1-6 (1-5 in the In-House Tournament. The 6<sup>th</sup> inning will be uncapped)
- No new inning after 1:50
- In House Tournament seeding shall be by blind draw. The whole regular season is for practice. Play nice. Play fair. Develop the players
- The batting team shall control the pitching machine. The adult controlling must always stay within the pitching circle. Do not abandon the machine until another adult takes over between innings. No coaching from the pitching circle during live plays
- Batting teams may have a 1<sup>st</sup> and 3<sup>rd</sup> base coach. No kids may serve as base coaches.
- One offensive coach may stand behind the catcher as to assist with shagging balls. The coach is there to assist the catcher with collecting balls, not to coach players during live plays
- No stealing
- No bunting
- No lead offs
- No bases on balls
- No advancing bases on a passed ball.
- Each batter is allowed 3 swinging strikes or 6 total pitches. No player shall strike out on a foul ball. On a VERY wild pitch, the umpire may call "no pitch" prior to the ball reaching the swinging zone and discard the pitch regardless of if put in play.
- On deck hitters must stay in the dugout until the prior play has stopped
- If a batter cannot appear in his place in the batting order (late arrival, leave early, bathroom), his/her place shall be skipped without penalty. On a second missed at-bat for a bathroom break, the batter will be ruled out.
- Runners will advance one base only on an overthrow. This is farm. We are supposed to develop and teach baseball fundamentals. No growth can be made by encouraging players to put their hands in the air and quit plays. Support and encourage players to try to make plays

- **The ball is dead when a fielder has possession of the ball with at least 1 foot on the skin (infield dirt) and no further attempt at a baseball play is made.**

Runners who have reached more than halfway to the next base when this occurs are awarded the base they were attempting to reach. Putting hands in the air is not a baseball play.

- If the ball hits the pitching machine and bounces out of the pitching circle, it is a live ball (i.e., if it bounces foul before reaching a base, it's a foul ball). **If any player enters the circle to make a play at any time, play is dead and each player advances one base.**
- If a batter throws his/her bat in a dangerous way, the play will stand, and the player will get a warning. On a second offense by the same batter, the batter will be ruled out and the ball will be dead.
- No player should sit out two consecutive defensive innings.
- Every player must play at least 2 innings in the infield each game. Failure to give players infield time will result in suspension of the manager one game per offense
- 10 defensive players will be allowed on the field at a time for the first half of the season only. 4 outfielders must be used. Outfielders must play in the outfield. Teach the outfielders to throw the ball in to an infielder to stop play.
- No player may position themselves in front of the safety line next to the pitching machine.
- One defensive coach will be allowed in the field during the first half of season play. No on field coaches will be allowed during the In-House Tournament.
- There are no standings. Seeding for the In-House Tournament will be drawn at random. The In-House Tournament will determine final standings for post season.