

**Lewisburg Little League**  
**2007 FARM RULES/GUIDELINES**

1. No team standings are kept.
2. Teams do not keep score.
3. Each game will end one hour and 30 minutes after the scheduled start time. No inning is to be started after one hour and 15 minutes.
4. A half-inning ends after three defensive outs, or the offensive team bats through its *entire* roster one time.
5. The batting order will consist of all players at the game. Once play begins, the lineup cannot be changed except to remove a player due to an injury. A late arrival shall be added to the end of the lineup.
6. On offense, one manager or coach must pitch to their own team. All pitching will be done by the manager or coach in an overhand manner. The coach who is pitching will also umpire the game.
7. The offensive team may have one adult base coach at the base furthest from that teams dugout. There must be an adult supervising the dugout.
8. The defensive team may have coaches positioned on the outfield grass. The coaches are there to only give verbal instruction to the fielders. If the coach touches the ball the play is immediately dead and the batter is awarded a home run. Any other base runners shall also score.
9. All players, managers and coaches (except batter, base-runners and base and field coaches) shall stay on the bench or within the dugout except to confer with a player.
10. The player pitcher shall position themselves to the side of the mound.
11. There are no bunts, half-swings, base stealing, walks or infield fly rules.
12. There are no balls or called strikes. Foul balls (with less than two strikes) and swing-and-misses are strikes. After three strikes the batter is out.
13. A player shall not swing (unless in the process of batting) or toss the bat.
14. Runners may not leave the base they occupy until the batter hits the ball.
15. All players must throw the ball to the base for the putout, except when it is obviously that players play.
16. A play ends when the ball is thrown back to the player / pitcher and they have control of the ball within three (3) feet of the mound / pitching circle. Any runner who is at least halfway to the next base is awarded that base.
17. The adult pitcher should not be involved in any part of a live play. Any adult pitcher becoming involved in a live play constitutes interference. The ball is then considered dead, runners return to their bases and the batter resumes their time at bat with the same count prior to the interference. Any defensive outs made during the play but prior to the interference shall stand.
18. Purposely "running up" the score or actions deemed unnecessarily aggressive will be considered unsportsmanlike conduct and will not be tolerated.
19. If you have ten players in attendance, play all ten in the field. If you have 11 or more two players should remain in the dugout while the team is on defense.
20. Only DXL5 baseballs can be used in games and practices.
21. Catchers must wear catcher's helmet, mask, throat guard, long model chest protector, shin guards and protective cup athletic supporter all the time for all practices and games. NO EXCEPTIONS. Managers should encourage all male players to wear protective cups and supporters for practices and games.
22. Any other rules not covered shall be as cited in the Little League Rule Book.