

Lorain-Medina OGSO

Farm Rules

Updated 3/1/2015

1. All regular season games will start at 6:30 P.M. unless mutually agreed upon by both coaches before game time.
2. Pitching distance is set at 25ft. for pitch innings. A hash mark is placed at 30ft. for t-ball innings and for any tee batters during the innings designated for pitch. A circle that has an eight foot radius is to be made around and centered on the 25ft. pitching rubber.
3. Ball-the ball to be used is a 11" Incrediball or ball by AG Starr (county issued) supplied by the home team.
4. Bases are set at 60ft. with a chalk line between each base at 30ft. with the exception of first and home.
5. A 10ft. arch chalk line is marked from foul line to foul line in front of home plate. The ten feet is measured from the rear point of home plate.
6. A full game is 6 innings.
7. The slaughter rule is in effect. The slaughter rule is 10 runs after 5 innings or 10 runs after 4 ½ innings provided that the home team is ahead by 10 runs.
8. A 2 hour time limit is used in regular season play. No new inning is to start after the 2 hour mark and the current inning must be finished. The 2 hour time limit is **NOT** used during tournament play.
9. Should a game be called for darkness and a full inning cannot be completed, the score will revert to what it was at the time of the last full inning.
10. Ties are allowed.
11. The game must be started with 9 players on each team but, may end with 8 because of injury. In this case, the injured player will be an automatic out when her turn comes to bat.
12. A tenth player may be used in the field as a fourth outfielder. ALL outfielders must play **BEHIND** the **BASELINE**.
13. All infielders must play **BEHIND** the **pitcher**.
14. Each team will bat their complete roster, meaning that all girls present at the game will bat in the order designated by that team's coach before the game. Once a batting lineup is set, it cannot be changed. If there are late arrivals to the game, they will be placed at the bottom of the batting order. If there are more than nine players present and an injury occurs, the injured player's spot is crossed out for future at bats and **IS NOT AN OUT**. Any runs made by that player, before her injury, **DO** count.
15. If a player is unable to take her turn at bat, she is considered to be injured for the game and is unable to return to the game at any time.
16. A maximum of 10 batters can bat in one inning. The batting team is responsible for communicating to the umpire that the tenth batter is coming to bat. (If a team has only 9 batters on the lineup card, they will still bat up to 10 batters in an inning).

17. Each player must be played a minimum of two innings defensively or six outs in the field.
18. Open substitutions-defensive subs do not need to be reported to the umpire. It is the coach's responsibility to ensure each girl gets her required playing time.
19. Up to six players from each team may be designated to hit from the tee during the pitch innings. These players must be indicated to the opposing team before the game on the lineup card with a "T". These players eligible to hit from the tee during the pitch innings is limited to the players 6 years of age or younger. The age of the player is determined by the age of the girl at the start of the season.
20. No running on a drop third strike.
21. No protests allowed.
22. No infield fly rule is in effect.
23. No bunting allowed. A full swing with the ball landing short and in front of the plate is not considered a bunt and is to be played by the defensive team.
24. Sliding is permitted but is not mandatory.
25. No lead-offs or stealing allowed. The runners can **NOT** run until the ball is hit. Leaving the base before a hit will result in an out.
26. Umpires will allow coaches to explain mistakes during the game. (This cannot be used as a stall tactic by a coach and if it is ruled as such, this time will no longer be given).
27. The ball is considered dead when the pitcher has control of the ball in the circle and is not attempting to make a play on a runner. At the time the ball is declared dead, any runner that has crossed the hash mark between the bases will be granted the base in which she is heading to. Any runner that has not crossed the hash mark, is sent back to the base she is coming from.
28. The ball is not dead if a pitcher having full control of the ball runs through the circle in an attempt to make a play or is standing in the circle attempting to make a play on a runner.
29. The pitcher **MUST WEAR** a defensive fielder's mask while on defense during both the tee and pitch innings. No exception to this rule is to be made.
30. There are two coaches allowed in the field for the offensive and defensive teams during game play. The offensive team may designate a third coach to "set" the batter but, that coach is to vacate the playing field before the batter starts her at bat. The only exception to this rule is a coach from the defensive team may be on the field of play near the backstop to retrieve past balls for the catcher. This coach is not allowed to coach or cheer in any way for their team. The coach may **NOT** stand directly behind the umpire and must be off to either the right or left of the catcher. This is intended only to speed up the game for innings 4-6. This coach can remain in their position while the tee batters come to the plate but, again, cannot coach their team in any way.
31. The ball is dead from the pitcher to the catcher immediately after the play for the purpose of putting the ball on the tee. The runners must remain on the base at this time.
32. On fielded ground balls, an out at a base must be made by a throw in the air. Bowling a ball cannot make the out. An underhand flip is allowed provided it is not rolled on the ground. If a throw is attempted but does not make it to the base in the air and finishes

rolling to the base, it is still considered a throw, as there was an attempt by the fielder. Penalty for this action is the runner is safe and all other runners advance one base. In the case of the tenth batter and third is occupied the runner is safe and the runner at third scores ending the inning.

33. On a fielded ball that is thrown to first base and is overthrown, a maximum of one extra base is allowed by the base runners unless another play is attempted by the fielders.
34. Missed base appeals can be made by the defensive coach instead of a player as written in OHSAA rules.
35. A pitched ball that rolls into the batter does **NOT** constitute a dead ball and the batter receiving first base. It is a ball on the batter and the at bat continues.
36. On the tenth batter there are several ways to end an inning.
 - a. The tenth batter coming to the plate is treated as there are two outs and any out ends the inning.
 - b. The *pitcher* has control of the ball in the circle.
 - c. A play does not have to be attempted but if the ball is put into the field of play (i.e. a hit) and the pitcher takes control of the ball without a play being attempted, the ball is not dead until the batter-runner reaches first base. All other base runners have the opportunity to advance until the play is ruled dead by the pitcher having control of the ball in the circle and the batter-runner reaches first base.
 - d. A walk ends the inning-the ball does **NOT** have to be put in play by the batter hitting the ball. (If the bases are loaded and a walk occurs, the batter takes first base and the runner from third base scores.

T-Ball Rules

1. Batters may stand anywhere in the batter's box.
2. The "T" is set directly on home plate.
3. There are no strikeouts.
4. There are no lead offs or steals.
5. The pitcher must be on or behind the 30ft. hash mark in the circle and must have two feet in the circle at the time of the hit.
6. The catcher must be in full catcher's gear and in the catcher's box when the ball is hit.
7. If the batted ball drops within the 10ft. radius, the ball is considered dead and is treated as a foul ball. All players must return to their bases and the batter hits again. If the ball lands on the line of the 10ft. radius, it is considered a fair ball and must be played as such. When a batter is being pitched to, the 10ft. radius is ignored.

Umpires

Class "C" and "D" girls and Class "F", "EE" and "E" boys or be at least 13 years of age, may be used as umpires provided they are carded by OGSO. At least one carded umpire is required for each game. Adult carded umpires will be used during tournament play.

If you have any questions, please contact the Farm Vice President or the Head Umpire.