

Middle Point Farmette (Non-Travel) League Rules

1. Games are six innings in length. If the home team is leading after 5 ½ innings, they will not bat their 6th at-bat. If two hours comes before six innings are complete, the current inning will be completed; however, a new inning will not start. Coaches will be in charge of umpiring the game.
2. Each half inning will consist of a team batting around its lineup or three outs, whichever comes first. Ten players are to be on the field with six infielders and four outfielders.
3. All players should play at least three innings in a six-inning game.
4. The coach may pitch from anywhere inside the pitcher's circle. The pitcher's helper must have one foot inside the circle at the time of the pitch. Circle = 10' radius.
5. The ball becomes dead once any fielder gains control on the infield. If at that time, the base runner is at the hash mark, she will advance to the next base. If she is not at the hash mark, she will return to her previous base. Note: If the ball becomes dead and the player in control of the ball makes an attempt on a base runner not yet on a base, play is stopped and the ball is still dead. All runners will advance or return without risk.
6. Batters will receive no more than 6 pitches. If a foul ball is hit on the 6th pitch, the batter will continue to bat until a hit or the next pitch that is not a foul ball. If there are two strikes and the batter foul tips a ball into the catcher's glove, the batter is out. Catchers are to wear the normal catcher's equipment.
7. When the ball is put into play, the adult pitcher must not interfere with the play. It is recommended that the coach leave the field of play. If the coach is struck by the batted ball, the batter is awarded first base and any base runners will advance one base.
8. If a player bats out of order and completes her time at bat, player is automatically out. If the mistake is discovered and corrected before the batter finishes her at bat, the correct batter may be inserted but assumes the current count.
9. If a batter throws her bat, she is given a warning. The second offense will result in a dead ball and the batter will be out.
10. If an overthrown ball goes into foul territory, runners may advance one base at their own risk.
11. Coaches, players and fans should always remember that we are learning the FUNdamentals of the game. Please show good sportsmanship.
12. Fans and visitors may not bring alcoholic beverages to the park during games or practices. Fans and visitors may not use abusive language or foul language during the play of games or practice. Anyone violating these rules will be asked to leave the park.