



## Amherst Athletic Association - Farm Ball Rules

### Field Setup

1. The pitching mound will be positioned 40 feet from home plate.
2. A marked circle, 6 feet in diameter, will surround the pitching mound to designate the area within which the defensive pitcher must stand.
3. Bases will be spaced 60 feet apart.

### General Game Information

1. No scores will be kept during the game.
2. Each game will last one hour and no new inning should begin after 55 minutes of play.
3. Each team can start a scheduled game with 6 players.
4. Only the head coach may address the opposite team. Assistant coaches will work through their own head coach if there are any issues and questions.
5. Bats shall not be more than 30 inches in length; nor more than 2 $\frac{5}{8}$  inches in diameter.

### Fielding Positions

1. Teams may play up to 10 players on the field, with 4 outfielders. Positions include P (Pitcher), C (Catcher), 1B, 2B, 3B, SS, LF (Left Field), LCF (Left Center Field), RCF (Right Center Field), and RF (Right Field).
2. Outfielders should be positioned distinctly from infielders, without bunching.
3. If a team has fewer than 10 players, it may play without a catcher and still field up to 4 outfielders.
4. Players should rotate positions each inning, ensuring no player remains in the same position for more than two consecutive innings. Every player must play at least 1 inning within the infield.

### Batting Order

1. All players present for the game will be added to the batting order.
2. Late arrivals will be added to the end of the batting order. Late arrival = after game has started
3. Coaches are encouraged to rotate the batting order game-to-game.

### Pitching Procedures

1. Coaches will pitch to their team, positioning themselves anywhere between the mound and the plate, with a recommended minimum distance of 20 feet from the batter.

2. The defensive pitcher must stand alongside the pitching coach, within the pitching circle.
3. The defensive pitcher may not leave this position until the pitched ball crosses the plate.

### **Gameplay (First 8 Games)**

1. Each player will be pitched **ONLY** five pitches by a coach to attempt a hit. The reason for five is to keep the game moving along.
2. No balls or strikes will be called, and there will be no re-pitches for “bad pitches.”
3. Players may receive another pitch if they foul the fifth pitch.
4. If a player does not get a hit after five pitches, a tee will be used.

### **Batted Balls:**

1. A ball is fair if it lands in fair territory (coach-pitched) or passes 10 feet from home plate in fair territory (tee-hit).
2. A batted ball that contacts the pitching coach is live unless caught reflexively by the coach, in which case the batter is awarded first base, and forced runners advance one base.
3. Runners may advance on outfield hits until the ball is secured in the infield by an infielder or pitcher, at which point play is dead. Players more than halfway to a base when the ball is secured will be awarded that base.
4. There is no bunting allowed.

### **Outs and Running:**

1. Runners will not lead off, steal, and no infield fly rule applies.
2. Defensive players will aim to achieve outs, but innings continue until all players have batted, regardless of outs.
3. If a player is out, they will return to the dugout.
4. The last batter of the inning does not automatically score but instead ends the inning when they are out or the play is dead.