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**FARM LEAGUE RULES**  
**PITCHING MACHINE**

1. **Pitching Machine:** The pitching machine will only be adjusted if there is a change in weather that causes the ball to go out of the strike zone, or if both coaches agree to adjust the machine. Adjustments for weather are at the umpires and field supervisors discretion.
2. **Games:** Games will consist of five (5) innings, or a one (1) hour time limit. No new innings will start after 55 minutes of play. We will not play off ties in league games.
3. **Run Rules:** Teams are allowed seven (7) runs per inning. This will not change in the last inning. The game is over if one team is ahead by ten (10) runs after the fourth inning.
4. **Substitutions:** All players will play all innings both in the field and in the batting lineup. A legal infield is six (6) players. The rest of the players have to be behind the grass line. The outfield must be in the grass. Coaches need to help police this.
5. **Overthrows:** Base runners are limited to one (1) base per overthrow. The base runner does not automatically get the base. The runner advances at his own risk.
6. **Dead Ball:** When the pitchers helper has control of the ball the umpire shall call "balls dead" and all play shall stop. If the runner is half way or closer to the next base, the runner shall get the base he is going towards.
7. **Stealing a Base:** No runner may advance on a pitched ball unless it is hit. No leading off the base.
8. **Pitching:** The speed of the machine will start at 35 mph in the first week of games. Each week, we will increase the speed one (1) mile per hour. If the ball hits the pitcher (coach) or the machine, the ball is dead. The batter will be awarded 1<sup>st</sup>. Each base runner will be awarded 1 base. \*This is new this year! The machine was donated for this activity by First National Bank, Western State Bank, Security State Bank and Farm Credit, so if you enter any of these places please tell them Thank You!
9. **Number of Pitches:** Each batter will be allowed five (5) pitches to hit the ball into fair territory or to make an out. If after the fifth (5<sup>th</sup>) pitch, the ball has not been hit into fair territory (swing and misses or no swing), the batter is out. If the fifth (5<sup>th</sup>) pitch is hit into foul territory, the batter will receive a sixth (6<sup>th</sup>) pitch. Batter cannot strike out on a foul ball.
10. **Infield Fly Rule:** The infield fly rule does not apply to this league.