

Torrance Little League

2026

Farm Ground Rules

PURPOSE

To provide every child a chance to learn and play baseball in a fun, safe, supervised environment. One of the main tenets of this program is to encourage children to do their best with their abilities. With an emphasis on positive reinforcement, the program seeks to build confidence and self-esteem in each child.

GENERAL

1. Regular season rules listed in the current Official Regulations and Playing Rules for Little League Baseball shall be used except as noted herein. Managers are responsible for knowing and understanding the current Official Regulations and Playing Rules (the Green Rule Book). Any definitions, clarifications or apparent contradictions shall be resolved through the Division Commissioner. Rule Books may be obtained through the Division Commissioner.
2. No food (including sunflower seeds) in dugout (exception if there is a medical necessity).
3. Catchers **MUST** wear a protective cup. It is **RECOMMENDED** that all other players wear a protective cup.
4. All volunteers that are assisting in the dugout or on the field **must** have a volunteer form on file.
5. For safety reasons, all persons on the playing field must wear closed toe shoes.
6. Managers & Coaches must stay in the dugout (defined as actual dugout and dirt area immediately in front of the dugout) during game time.

Farm: Maximum of four manager/coaches, plus one team parent

7. A maximum of 2 coaches may be in the dirt area in front of the dugout at any given time.
8. Players must stay in the protected area of the dugout when not required on the playing field. They may not stand in the doorway of the dugout, and there is no on-deck batter.
9. Base Coaches: Both of the base coaches must be adults.
10. The home team dugout is on the third base side.
11. The official scorekeeper shall be the “Home Team”, which shall provide a scorekeeper and a pitch counter. Farm: Score is kept by the coaches.
12. The official game announcer/scoreboard operator shall be the “Visiting Team”.
13. Little League pledge before each game shall be led by Home Team player(s)
14. The “Home Team” shall provide new balls for each game.

Farm: 2 balls

15. The TLL “Code of Conduct” policy must be adhered to and will be strictly enforced. The Manager is responsible for all coaches, parents and players associated with his/her team.

16. Manager shall confer with the Division Commissioner or Player Agent if Manager determines that player shall not bat or play the required defensive innings due to disciplinary reasons. Each instance will be reported to the TLL Board of Directors.

17. Game Length is 6 innings. If a game is called for darkness/dusk or weather or time, the final score will revert to the last completed inning, or if the home team is ahead and at bat, the score at that time will stand. Any ties will stand and each team will receive ½ win and ½ loss in the standings.

Farm: Game length is 6 innings or 1½ hours from start time (“drop dead”).

18. During pre-season and regular season, a player may leave early or arrive late as long as the opposing Manager is notified. The player who arrives late will be added at the last spot on the line-up card.

19. The 5/8 rule is in effect for all games. The half-inning will end after 5 runs have scored. However, if after 4 runs have scored, a play results in more than one run scoring, all runs shall be scored, up to a maximum of 8 runs. The exception is the 6th inning, in which there are unlimited runs.

BATTING/BASE RUNNING

20. Each team shall bat the entire lineup. a. If a player refuses to bat then the “batting out of turn” rules apply (green book rule 6.02 (c)).

21. When the legal batter does not bat in his turn, the penalty depends on whether a play has occurred or not.

- a. If the improper batter has not completed the at-bat, the proper batter will take his place and assume the current pitch count; there is no other penalty.
- b. If a play has taken place, and the improper batter is noted before the first pitch to the next batter, the proper batter is declared out, the play is nullified (no advance of runners or scoring). The next batter is the one after the proper batter.
- c. If a play has taken place and the improper batter is noted AFTER any pitches to the next batter, the results shall stand, and the improper batter becomes the proper batter.
- d. For a complete discussion of this complex situation, see Little League Rule book, 6.07 for detailed rules and discussion.

22. Bunting: Farm: Bunting is NOT permitted

23. Penalty for using an illegal bat is an automatic out and:

- a. 1st offense the Manager shall receive a warning
- b. 2nd offense the Manager shall receive a 1 game suspension
- c. 3rd offense penalty/ discipline shall be at the discretion of the BOD

24. Base stealing is permitted in upper divisions; however, the runner cannot leave the base until the pitched ball crosses home plate.

Farm: Base stealing is NOT permitted.

25. Walks

Farm: No walks allowed

- a. After 5 pitches from the coach, the batting tee will be presented for the batter.
- b. The batter will only receive a maximum of three (3) swings from the tee.
- c. If on the third swing, the ball is missed or does not travel a minimum of 15 feet, or is batted foul, the batter will be called out.
- d. When a ball is put into play from the tee, ALL base runners may advance only one base, even on an overthrown ball
- e. The catcher must play back when the tee is set up.
- f. The pitcher must have at least one of his feet on the pitching rubber when the batter is hitting from the tee.

26. When the pitcher has possession of the ball, all base runners must immediately proceed to occupy a base (i.e., no “dancing around off of the base.”). Base runners remain live and may be picked off or may advance on the throw. Once the base runners occupy a base and the pitcher has possession of the ball, the play is dead and the runner may not leave until the next pitch crosses the plate. The umpire may give warning if necessary.

Farm: The runner(s) may not advance when the ball in play is returned to the infield, or when the Umpire has called for time.

27. Overthrow rule

Farm: A runner may NOT advance one base on an overthrow

28. Tagging up. A runner may advance to the next base at his own risk once a fly ball is caught/touched by a fielder.

Farm: A runner may “tag up” when there is a fly ball to the outfield. There is no “tag up” on fly balls in the infield.

29. Base runners are to avoid collisions with defensive players whenever possible.

30. Headfirst slides are not permitted and will result in an automatic out. The only exception is when a runner is returning to a base.
31. Defensive players shall keep clear of their base / base path if there is not a play imminent.
32. Catchers' shall stand considerably in front of or behind home plate if there is no play imminent.
33. "Fake" tags by defensive players to induce a runner to slide are not permitted.
34. Players shall slide at second, third base or home plate if a defensive player has the ball and is waiting to make a tag or when a play is imminent. The runner will be called out if they do not slide and the umpires shall have ultimate judgment.
35. Intentional walks are allowed (Minor and Major). Farm: No Intentional Walks

DEFENSE

36. No player will sit out 2 consecutive innings.
37. All players must play at least 1 inning of defense in the infield each game.
Farm: All players must play at least 2 innings of defense in the infield each game.
Players must be rotated to different positions to encourage skill development.
38. *Players who do not play the minimum defensive requirement will make up the requirement by starting the next game in the infield and may not be removed until their minimum play time is fulfilled.
39. *The infield is defined as the following positions:
 - a. Pitcher
 - b. First base
 - c. Second base
 - d. Third base
 - e. Shortstop
 - f. Catcher (but not for Farm)
40. *Nine players are required to field each inning
Farm: The offensive team will supply a coach behind the plate to back up the catcher.
Farm: Ten players are required to field each inning. Four outfielders are required, playing at least 30 feet beyond the infield dirt.
If an outfielder fields the ball in the infield and puts the runner out by force or by throw, the runner is deemed safe.

41. "In-field fly rule"

Farm: there is no infield fly rule

42. Dead ball rule applies when one of the following occurs:

- a. Ball is thrown out of play i.e., in dugout or over the fence.
- b. If a pitched ball touches the batter's body or clothing while standing in the batter's box.
- c. If a foul ball is not caught.
- d. A ball touches a runner in fair territory.
- e. Farm: a batted ball hits the coach during coach pitch
- f. Farm: as soon as the ball enters the infield, the play is dead.

PITCHING: FARM RULES

43. The Manager/Coach shall pitch overhand from the front of the pitcher's mound. Although not utilized in games, coaches should develop players' pitching skills during practice sessions in preparation for the Training Division.

44. Pitcher/Player must be safely positioned on the mound standing with at least one foot on the dirt.

HEALTH AND SAFETY

45. Any player missing 5 or more consecutive days due to injury, not illness, (on or off the playing field) may not return to any baseball practice or game without a copy of a doctor's release given to the Manager.

46. Manager must submit a copy of the doctor's release to the Safety Officer within 48 hours.

TOURNAMENT/PLAYOFFS

Farm: There will be no end-of-season tournament.

UMPIRING

47. Farm: The Manager/Coach or parent will act as umpire