

## Farm DLL Rules

These rules are excerpts from the DLL 2021-2022 Local Rules that are reviewed with the coaches pre-season, and refer to things the scorekeeper should know. You may find the whole version of the DLL Local Rules on our website [HERE](#).

### **1. The home team scorekeeper is the official scorekeeper of record**

1. The plate umpire will use the home scorekeeper's book for the official tally of pitch counts, score, etc.
2. Both teams score the game, but only the home scorebook is official.

### **2. Game Times:**

1. All games are limited to 90 minutes
2. No new inning may begin after 1 hour and 15 minutes from the official game start time
3. The Umpire in Chief will note the official start time to the scorekeeper, who will record it in the scorebook.
4. All games are limited to 5 innings (exception for tied games)
5. A 6th inning is allowed in a tied game if time permits, as noted above.

### **3. Teams will bat through the entire roster consecutively, game after game during the regular season.**

1. For example, if batter #6 is last up in a game, batter #7 will lead off the next game.
2. The manager is responsible for notifying the scorekeeper of absences and late arrivals.
3. The batting order may be changed at the beginning of each calendar month.

### **4. Game Rules:**

1. Half innings end with either 5 runs, or 3 outs. Whichever comes first. This is known as the Mercy Rule. If a team scores 5 runs, that half-inning is ended, regardless of how many outs are recorded.
2. If a batted or thrown ball hits the umpire, play shall continue
3. Base runners shall not leave their base until the ball has reached the batter (i.e. no leading off)
4. Base runners must slide or go around a defensive player in possession of the ball.
5. Bunting is not allowed
6. Base stealing is not allowed
7. Every ball hit into fair territory will be considered a single with runners advancing one base.
8. On a hard-hit ball to the outfield, the Umpire in Chief may, at their discretion, award the batter a double and all runners advance two bases from their position when the ball was hit.
9. A batted ball that bounds, rolls, or is deflected under an outfield fence shall be a ground rule double.
10. Only missed swings and foul balls will be called strikes
  1. I misquote this rule in the scorecard training. I stated that called strikes (strikes the player does NOT swing at) can happen in Farm too. This was incorrect. This is the correct rule stated here.
11. No balls will be called and no walks will be awarded.

### **5. Pitch Coach Rules**

#### **1. An at bat will consist of any of the following:**

- 1. A batted ball in fair territory**
- 2. 3 strikes**
- 3. A 6th pitch that is not swung at or swung at and missed**
2. The batter will not be awarded a base if hit by a coach pitch
3. If a batter is hit by a pitch and cannot or does not want to continue at bat, no out will be charged.
4. If a ball accidentally touches a coach, the ball shall remain live.

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5. If the umpire determines that a coach intentionally interferes with a play, the batter shall be called out and the runner shall return to the base occupied at the beginning of the bat
6. No coaches should be giving signals to indicate when a player should swing. If they do, the pitched ball shall be deemed a strike and any advancement and/or hit by the batter shall be negated.