

Farmville 10U & 12U Rules

Community Boundaries – Players must play in their public school assignment. (Meaning if you are assigned a Grifton school you play with Grifton Rec. If you are assigned an Ayden school you play with Ayden Baseball. If you are assigned a Farmville school you play with Farmville Rec.) ONLY EXCEPTIONS – Any player who played out of their boundaries for the Spring 09 season is allowed the opportunity to remain in that community. However, once the player returns to his proper community, the player is bound to that community and may not change. Players outside of the AFG communities will be reviewed and approved by AFG Board.

Age Groups – AFG will consist of 7 – 8 yr olds (Rookie** 46/60), 9 – 10 yr olds (Minors 46/60), 11 – 12 yr olds (Majors 50/70) and 13 -15 yr olds (Jr Babe Ruth). Each player shall play in the proper league according to their Cal Ripken league age birth date. No playing up in any age group, unless a director needs to fill a roster. This will be done by the oldest person on the team.

Draft - All players will be placed in the draft beginning each ball season. Only a head coach will be decided before the draft starts. Head coaches will pull number out to determine the order of the draft. If a head coach has a child in the draft then his child will be the third pick in the draft. Unless father (head coach) and child decide to be placed in draft then this must be told before the draft begins otherwise third pick. Once the draft is complete rosters are set and no changes will be allowed for any reason. Assistant coaches will be picked after draft is complete. Draft for all communities shall be done at one location with head coaches and AFG board present to oversee and review rules, objectives, and responsibilities of taking a head coach position.

Innings Played: Cal Ripken Major and Minor League will play 6 innings unless the time limit comes into effect or the ten run rule. However, time can be added back to the clock by the home plate umpire if there is a weather delay, or decision delay.

Time Limit: Both leagues will not start a new inning after 1 hour and 45 minutes with inning ending and next inning beginning when last out is made. The starting time should be written down in the official scorebook. Both leagues must play at least 3 ½ or 4 innings which constitutes a complete game, unless tied.

Starting time: If only one game is played on a night then the game will start at 6:30pm.

Tie Game: Follow International Tie Breaker Rule – the player that made the last out of the last inning will be placed on second base for each team during the next inning. No more than three exact innings will be played using this format. If game is still tied, it will be played at the end of the season if needed for seeding purposes for tournament.

Minimum Players: a team must start a game with 8 players without penalties.

Lineups: Copies should be given to opposing coach, official scorekeeper (home team) and press box if being used. Lineup cards should have player's name, number and position on it, and list substitutes

including substitute's number. Please make certain that you let the opposing coach, official scorekeeper, and home plate umpire know of any changes to your lineup.

Scorekeeper The home team is always the official scorebook. Any changes during the game must be changed in both books. Coaches and scorekeeper should make certain that the score is correct after each inning. Scorekeeper will not be allowed in field of play or in dugout.

Eligible Player: A player that comes to practices and games, follow leagues and coaches rules, and are in good standings with coach and teammates.

Ineligible Player: Any players missing games or practices as a result of an unexcused absence such as failure to notify coach of absence, inappropriate behavior during practice or games or participation in another sports program will be suspended one game for each missed game or practice. If a player becomes ineligible the coach should notify player and parents immediately. Before a game the coach must let an AFG Board member aware of the situation and the other teams coach and scorekeeper know of any ineligible players before the games starts.

Participation Rule: An eligible player shall bat and play in the field for 3 outs in each game. An eligible player who does not play in a game shall start the next game and play the first 2 complete innings and bat. After this rule is used for each eligible player, then it is up to the coaching staff to decide on the amount of playing time that an eligible player might get in each game. . Each team may use an EH (extra hitter). However the EH must also play a minimum of 3 defensive outs. Free substitution will be allowed on defense.

Pitching Rule: A pitcher can pitch only 6 innings per calendar week but he must have 48 hours rest if he pitches more than 2 innings during the regular season game. **Balks:** In Majors only, each pitcher will get one warning per game. . If the number of innings pitched by a single pitcher in a calendar week is exceeded, that game shall result as a forfeit. If 3 or more games or a double header are played by a team during a calendar week, tournament pitching rules will apply for that team. With exception no pitcher will exceed 9 innings in that given calendar week.

Each coach must keep a record in his scorebook of the innings pitched by his pitchers for each week Head coach will be responsible for calling in to their designated person from each community the number of innings pitched by each player and the scores from every game. Head Coaches, at the end of each game, shall meet to sign off on both set of books verifying inning pitched and scores.

In Majors only, open bases will be observed. Dropped 3rd strike, batter may attempt to advance to first base.

Head First Sliding - No runner shall slide head first into any base. However, any player diving back or caught in a rundown to a bag is not to be considered a head first slide. Penalties – first occurrence runner is out – second occurrence during the same game the runner is removed from the game and restricted to the bench. This is an extreme safety issue so coaches please deter your players from sliding head first into any base.

Speed up Rule: Concerning using a runner for the catcher with two outs is recommended however the coach must use a player that is not in the game at the time he is used as a runner. (Does not count as being in the game under participating rules) If no bench player is available, then the coach must use the player that just made the last out.

Trophies - will be presented to the first place team in each league for regular season at the first game played in Post-season Tournament. Medallions will be presented to first and second place teams in the Pre-season Tournament. Trophies will be presented to the first place team in Post-season tournament and medallions will be presented to the second place team.

Dugouts: Third base dugout is home team. Each team should clean out their dugout after the game

Protests: Whenever a coach wishes to protest games because of rules interpretations, the protest will only be recognized if the head umpire is notified at the time of the suspected violation and before the next pitch is thrown. The coach must turn a written protest to the league president within 48 hours (workdays) and it must be accompanied by a \$40.00 fee which will be given back if the protest is upheld. Each protest will be considered and ruled on by a committee formed by the league president

Coaches responsibilities: to notify players of practice times and if they are cancelled. Coaches shall notify players concerning rain out or make up games. The Head coach is responsible for the conduct of his assistant coaches and players. There will be no shaking of the fences, talking to the opposing players, using foul languages or other unsportsmanlike conduct of any kind by the coaches or players. No coach shall attend any practices or game after having indulged in the use of drugs or alcoholic beverages.

Only the head coach will be allowed to address the umpire.

Coach's/ Player ejections – any coach or player being ejected from a game, FOR ANY REASON, will automatically sit out their teams next game that is actually played if they are ejected again during the season they will sit out the teams next 2 games. The third offense will result in the termination of the coach or player for the remainder of the season.