

## Farm Level (2nd Grade) Rules 12 Game Season

1. Games are to last 6 innings or 2 hours. After 2 hours the game is over regardless of who is the home or visiting team.
2. 10 players in the field, 4 outfielders. All catchers must wear a cup.
3. If a team has less than 9, the game can still be played.
4. Remember, the purpose of the league is to develop fundamentals. All players should receive equal playing time. Move players around to give them experience at every position.
5. Players can't play the same position more than two consecutive innings.
6. Switch players from Infield to Outfield and vice versa throughout the games.
7. Players hit in a continuous batting order using the proper rotation.
8. Little League rules apply. Switch sides after 3 outs or the 10 batter rule.
9. No bunting. No stealing. No leading. No infield fly rule.
10. Coaches pitch for the first half of the season. 3 swinging strikes, you're out.  
***Please check rule 15 for expansion of this rule.***
11. No advancement on overthrows of first base.
12. Play becomes dead when the ball is back in the infield. No advancing.
13. No sliding on any bases unless a play is being made at that base. No head first slides.
14. No score is kept. The league is meant to develop the fundamentals, sportsmanship, rules of the game, and fun.

**15. New in 2023, expanding on rule10, If coaches prefer to have their kids pitch at the start of the season they may. Please inform the other team. The pitcher will get up to 5 pitches to get either an out or ball in play per batter. If after 5 pitches nothing has happened then the coach will step in and finish the at-bat. A pitcher can pitch to a max 10 batters a game.**

16. Each coach is responsible for their parents and fans.

17. Regular Little League baseball is used (Rawlings RLLB1).

18. USA stamped bats (any drop/any size) are encouraged since they are required by the 3rd grade level, but not required