



Simi Valley Baseball League

Farm Division Rules

Board Approved February 5, 2025

The Farm Division shall be played in accordance with the rules stated in the Babe Ruth Rule Book and the SVBL Local Rules with the following exceptions:

1. Purpose

- 1.1. Although more advanced than the Rookie Division, the Farm Division is considered highly instructional baseball where every player will play a minimum of 6 consecutive defensive outs. More than 6 defensive outs are highly encouraged. All players will be in the batting order for all games.
- 1.2. While standings and win/losses are recorded and rewarded at this level, the Farm Division is not competitive to the point that any player should be discouraged for his/her lack of ability.
- 1.3. Although the desire to excel and win games is a part of the Farm Division, the focus of SVBL's objective must be foremost in the minds of participants.
- 1.4. The objective of SVBL shall be to support the ideals of good sportsmanship, honesty, loyalty, courage and respect for the nurturing and edification of the youth in our community in the hope that they may grow to be well adjusted, decent, healthy, and trustworthy citizens.
- 1.5. Pitching Mound: 43' Bases: 60'

2. Playing Rules

- 2.1. Game time: 6 Innings
 - 2.1.1. No new inning shall start after 1 hour and forty (40) minutes. A new inning starts when the final out is recorded and not when the first pitch of the next inning is thrown. Once the inning starts it must be completed even if time expires. Each game must be played to regulation before being called for time limit.
- 2.2. There is a 5-run limit per half inning. Scoring is unlimited beginning in the 6th inning.
- 2.3. The 10-run rule is in effect after 4 innings (3 and a half if the home team is ahead). (See Local League Rules Section 8.14). At that point, the score board will be turned off and play will continue for the allotted game time (See 2.1 above)
- 2.4. Each team will bat its entire roster of players present. Once a batting order is established, it will remain the same throughout the entire game.
- 2.5. The Farm Division must play with a minimum of 8 players. Players that show up late for a game will be placed at the end of the established batting order and will bat in their appropriate position.
- 2.6. Farm division will play with 10 defensive players, 4 of which must be on the outfield grass.
- 2.7. Any player who is removed from the game may be re-entered to any position (except for the pitcher). A pitcher removed from the position as a pitcher shall not return as a pitcher in the same game.

- 2.8. No league age 10-year-old player may play in the Farm Division. However, some exceptions may be approved by Baseball Ops.
- 2.9. A pitcher who hits three batters in a game must be removed from the pitching position.
- 2.10. In the Farm Division, once the pitcher has control of the ball with at least one foot on the mound dirt, the play is considered “dead.” All runners must return to the base occupied prior to the pitch. Coaches must remember that this is a judgment call, and the umpire cannot be challenged with his/her ruling.
- 2.10.1. If a runner has established that he/she is attempting to advance to the next base before the pitcher has control of the baseball and positions him/herself on the pitching rubber, the play is considered LIVE. If no play is made on the advancing runner, the runner may occupy the base he/she is attempting to advance to.
- 2.11. Bunting is allowable. If a batter squares around to bunt, then pulls the bat back and slashes at the ball the play will be ruled “dead” immediately and the batter is out.
- 2.11.1. No Slash Bunting. A Slash is when a batter attempts to deceive the defense by showing bunt but pulls the bat back and swings at a pitch.
- 2.12. Runners may advance at their own risk at any time after the ball crosses the plate. Runners at third base may not steal home until after Spring Break, prior to Spring Break runner must be batted in.
- 2.12.1. If the Catcher makes an attempt to throw down to 2nd and 3rd, the runner on 3rd is allowed to steal home. Prior to Spring Break, runner cannot steal home on a bad throw from the Catcher.
- 2.13. When bases are loaded, a run cannot be forced in via a walk. If a pitcher walks the batter with bases loaded, the coach will become the pitcher and batter will inherit the strike count (see table below for number of pitches) with pitches being thrown by the coach. If the maximum number of pitches is reached and the ball is hit foul, the batter will get another pitch until they either swing and miss, not swing, or they put the ball in play. **This will not apply during playoffs.**
- 2.13.1. If a batted ball strikes the coach-pitcher (who is occupying the pitching circle), the ball is dead, there is no advancement of the runners, and the batter is charged with one swing.
- 2.13.2. When a play is being made, and a thrown ball hits coach-pitcher, the ball is dead, and the batter is awarded a single. All runners may advance only 1 base.
- 2.13.3. When there is a coach-pitcher, one player will serve as the defensive pitcher. The player positioned as the pitcher and shall stand no closer than the distance of the rubber with one foot in contact with the dirt in the pitcher’s circle.
- 2.13.4. There is no stealing, pass balls or wild pitches when there is a coach-pitcher.

Batter's Count	No. of Pitches
3-0	3
3-1	2
3-2	1

- 2.14. Headfirst sliding is not permitted. When a base runner makes a move back to a base he once occupied, diving is permitted. If a base runner slides headfirst into a base or home plate, the runner will be declared out.
- 2.15. At the team's discretion, a temporary fence set at 150' can be installed prior to game.

3. Team Responsibilities

- 3.1. Each manager must complete a Managers Field Maintenance course and/or be confirmed by the Field Maintenance Manager prior to managing his/her first game. The manager is prohibited from managing a game until such time as he is confirmed.
- 3.2. The manager of each team is responsible for maintaining the fields after each practice and game. This includes dragging the infield, filling in divots, leveling the batters' boxes and pitcher's mound and watering the field as needed. Any Manager that fails to properly maintain the field after a practice or game will receive a warning about their lack of responsibility. The issuance of a second warning will result in a one game suspension. Any warning thereafter will result in the forfeiture of their position as manager.

These rules apply for Spring and Fall season and may not be changed by any manager, coach, or umpire without the consent of the SVBL Board of Directors. Recommendations for rule changes should be forwarded to your Player Agent. The Local Rules Committee and/or the Board of Directors reserve the right to amend these rules during the season should it be deemed necessary.