

RANCHO BERNARDO LITTLE LEAGUE BASEBALL, INC.

Farm (MINOR B DIVISION)



OPERATING INSTRUCTIONS

Revised October 2025

This document is provided for guidance where the Little League Operating Manual and the Official Regulations and Playing Rules of Little League Baseball provide latitude to individual Leagues.

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1. Ground Rules

1.1. The ball shall be out of play if it passes the imaginary line extension from where left- and right-field sideline fences end to the outfield fence; if no outfield fence is present, this line shall extend indefinitely.

1.2. The chalked-off area behind the backstop is an extension of the dugout for coaches only. If a ball originally in play enters this area and touches the delineating chalk or the ground within this area, the ball is ruled out of play, a dead ball is called, and the runners are awarded two (2) bases under rule 7.05 of the Green Book. A fielder may, with feet in the field of play, reach over the chalked line and make a catch for an out. If, however, that fielder's momentum carries the fielder into the dead ball area, the ball is at that point ruled a dead ball.

1.3. A ball that is hit and ruled as fair as it passes either first (1st) or third (3rd) base that then rolls past the outfield fence in foul territory is considered a ground-rule double.

1.4. On any field without a fence the Home team shall set up a cone line at a distance of approximately 170 ft. from home plate. A batted ball rolling past the cones shall be considered a ground-rule double; a batted ball hit over the cones on the fly shall be considered a home run.

2. Team Selection

2.1. The Farm Division draft shall take place after tryouts on a date determined by the Board of Directors.

2.2. Only the Player Agent(s), League President, Farm Division Director, Selected Board Members, and Farm Managers shall be permitted in the draft room. If a manager is unavailable he shall appoint another approved league member to take his/her draft position; alternatively, the Farm Division Director shall draft for that team.

2.3. A Manager's meeting shall precede the draft session. The Division Director shall run the meeting.

2.3.1. Open discussion will be encouraged throughout the draft. Balance of teams is important and the President, Division Director, Player Agent, other present board members as well as other Managers, are encouraged to look for imbalances or needs a team may have and provide helpful input.

2.4. At the draft, the Player Agent shall post all eligible player names, which include the following league ages:

2.4.1. All 10-year-olds not selected in the AAA draft. Requires Board approval.

2.4.2. All 9-year-olds that are not drafted into AAA

2.4.3. All 8-year-olds that are not drafted into AAA

2.4.4. All 7-year olds who requested Farm and have been approved by the Board.

2.4.5. No 9-year-olds shall play in a division lower than Farm without Board approval

2.4.6. If an eligible player did not attend the tryouts for any reason they will not be placed on the draft board (the exception being a child of an approved coach, see rule 2.8). Before the team draft order is selected the Player Agent will clearly identify the kids who did not attend tryouts. During this time period before the draft order is known RBLL encourages all managers, the division director, and the player agent to discuss what is known about the kids who did not attend the tryouts. Exceptions are encouraged for kids who might be known to be a high draft pick. Ultimately the authority to place a kid who missed tryouts back on the draft board will be left to the play agent, division director, president, and vice president. Once these discussions and decisions are finished, then team draft order can be determined. After the draft is finished, the player agent, division director, President, and Vice President will place the remaining kids absent from the tryouts on teams based on best knowledge of the players skill in order to ensure teams are even. If any of the 4 members listed above have a conflict of interest, e.g. the President is coaching AA, then a board member will replace them.

2.4.6.1. Important items to be aware of: (1) The last teams in the draft order will be the most likely to have the kids absent from the tryouts placed on their teams (e.g., if there are 5 teams, 55 kids, and 2 of the kids did not attend tryouts then the last 2 picks in the draft will be filled by these kids through rule 2.4.4.) (2) The goal of this rule is to ensure the fairest teams possible. A kid who is absent from tryouts but is known to be a talented player should not be placed on a team through rule 2.4.4. This would in essence be gifting a team as their last pick what should have been a 1st or 2nd round pick. Rather the kid should be clearly identified as a talented player and placed back on the draft board for all coaches to have an opportunity to select for their team.

2.5. The names of all eligible players shall be posted by player number. Player numbers are to be assigned by the Player Agent prior to tryouts and shall be determined alphabetically by age (i.e. the number 600 shall correspond to the first alphabetically-listed, 6-year-old player last name). Players added to the player pool after initial posting of the player numbers shall be added in sequential ordering.

2.6. Sibling Option - siblings shall be annotated on the draft board. Siblings playing in the same division must play on the same team.

2.7. The Manager's child shall be drafted in the 3rd round.

2.8. The Draft shall be conducted in accordance with the Operating Manual using the "METHOD IN FIRST YEAR OF OPERATION – PLAN A"

2.9. Wild Card(s) may be assigned by the Player Agent to balance out the number of players per team.

2.9.1. The Player Agent shall decide on a method, to be kept confidential between himself/herself and the League President, of determining who shall receive the next Wild Card; and

2.9.2. Teams with the greatest deficit of players shall be assigned a Wild Card first.

2.10. Managers should sit opposite of the draft board in order of their pick. The draft pick order shall be decided upon prior to beginning the draft under the supervision of the Division Director.

2.11. Team name selections shall occur in the reverse of the draft order.

2.12. After completion of the draft, managers will have the opportunity to trade players before leaving the draft room. **Once managers leave the draft room, NO MORE TRADES ARE ALLOWED.**

Fall Ball Only

2.13. The teams shall be assembled by committee, lead by the fall ball director in coordination with the Player Agent.

2.14. Use blind draft IAW Little League Rulebook Plan C (Blind Draft Method) as a guide for team formation. Directions can be found in the Policies section of the Little League rule book under Local League Draft Methods. Draft is by age (all 6-year-olds are evenly allocated, followed by all 5-year-olds and then all 4-year-olds). Efforts shall be made to balance teams by age and any other known information (experience or skill) while trying to accommodate requests in the fall (as long as the intent of the request isn't to build a strong team).

2.15. Manager's children and specific coach/parent preferences are placed first within the appropriate age group, reducing the number of blind picks for that team by the number of placements.

3. Playing Rules

3.1. An Exhibition Period shall be implemented at the start of the season at the discretion of, and lasting a number of games as determined by the Division Director based on number of teams and scheduled number of games.

3.2. The home team shall occupy the first-base dugout, prepare the field of play including putting out bases, setting up the cone line (if no fence), drag and water down the infield (if

possible), and set up the pitcher's mound. The visiting team is responsible for putting away all bases, and any equipment at the end of the game.

3.3. The home team shall keep official score and pitch count using the GameChanger app.

3.4. Teams must start with at least seven (7) players on the team roster.

3.5. Teams may borrow players from the other team to field all nine defensive positions. The borrowed player(s) will be the last player(s) in the line-up to start the game and the last out(s) during subsequent innings.

3.6. The four run per inning rule will not apply during the fifth inning only.

3.7. Run Rules:

3.7.1. Only four (4) runs per inning are allowed. This rule does not apply to the fifth (5th) inning, which has no run limit.

Note: if a team has more than four (4) runners cross the plate in any given inning, the score for that team in that inning shall be no more than four (4) runs.

3.7.2. The 15-10-8 run rule option will be used per the guidelines set forth in the Green Book, Rule 4.10(e).

3.7.3. Farm Division will use the 15-10-8 run rule option see Little League Rule 4.00.

15 runs applies after 3 innings (2.5 if the home team is ahead), 10 after 4 innings (3.5 if the home team is ahead), and 8 after 5 innings (4.5 if the home team is ahead). If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning..

3.7.4. The 8 run rule does not apply in the playoffs

3.8. The "Safety Base" option will be used per guidelines set forth in the Green Book, field permitting.

3.9. The infield-fly rule shall not apply

3.10. No coaches (other than base coaches) shall be on the field of play except when a coach is pitching. The coach shall not field the ball and should attempt to move out of the way. If the ball hits the coach it is a dead ball and the batter is awarded 1st base and runners advance one (1) base from their originally-occupied base.

3.11. Game time limits are as follows:

➤ The game shall consist of 5 innings if time allows.

- No new inning may start after one hour and forty-five minutes (1:45). A new inning begins when the last out of the prior inning is made.
- The game shall end no later than 30 minutes prior to the next game start time. If the inning is not completed, the score will revert to the previous inning per the Green Book.

3.12. Pitching Rules

3.12.1. Little League pitch count rules are in effect. Additionally, all players regardless of age shall adhere to the 50 pitch count limit following the Little League age 8 and under rules.

3.12.2. If a pitcher hits three batters in one inning, the manager must remove that pitcher.

3.12.3. If the player/pitcher throws four balls, the batter will not take a base...

The following will occur:

- The manager or coach from the team at bat will pitch a maximum of three overhand pitches from the base of the front of the pitcher's mound. If the final pitch is a foul ball, the at-bat can continue with an unlimited number of foul balls. The player fielding the pitcher's position will position himself/herself just to the left or right of the coach.
- If the batter fails to put the ball in play, he/she is out.
- If the batter puts the ball in play, he/she cannot advance past First Base.
- All other baser-runners are free to run the bases normally and at their own risk.

3.13. Base-running

3.13.1. When stealing, a player cannot advance more than one base per pitch. Players cannot steal during coach pitch. Per the green book, players cannot advance to the next base during a steal attempt until the ball crosses home plate.

3.13.2. Base-runners may not steal when the catcher throws back to the pitcher.

3.13.3. Players are not allowed to advance more than one base while stealing or advancing on an error.

3.13.4. Stealing of Home is not permitted. A runner may only score if he/she advances on a ball in play, is forced home on a hit-by-pitch, or a live in play throwing error.

3.13.5. When the batter hits a ball to an infielder, runner(s) may only advance to the base to which they are headed once the ball is in the infielder's control; and he/she is in the dirt and not attempting to make a play on any runner.

3.13.6. When the batter hits a ball to an outfielder, runner(s) may only advance to the base to which they are headed once the ball is in the control of the pitcher who is not trying to make a play on the runner and is within the vicinity of the pitcher's mound.

3.14. Mandatory Play

3.14.1. NO player shall sit out two defensive innings until all players have sat out at least one defensive inning.

3.14.2. All players shall play at an infield position for at least three consecutive outs for two innings every game.

3.14.3. All players shall play the outfield for at least three consecutive outs in one inning every game.

4. **End of Regular Season**

4.1. All teams will be seeded for tournament play based on the regular season final standings.

4.2. If two or more teams finish the regular season tied with the same record, final standings will be determined using the following tie-breakers:

- Head to head record
- Head to head run differential
- Least runs against the entire season
- Overall run differential for the entire season; then
- A coin toss by the Division Director

4.3. The Division Director/Board will coordinate with the scheduler to decide how the tournament bracket will look depending on the number of teams in the League and/or Inter-league play.

4.4. For each game, the home team shall be determined by the highest seed in the winners bracket and a coin toss in the losers bracket. Coin toss will take place prior to the start of the game with both managers present.

4.5. In the championship game, the team proceeding out of the winner's bracket shall be the home team.

4.6. The Championship game will be a 5 innings game with no time limit. There is no run limit in the 5th inning only.

4.7. No pool players will be allowed in the playoffs. A team must be able to field at least six players to avoid a forfeit.

5. **The Classic Game**

5.1. Following the conclusion of the Local League Tournament, the Board has the **option** to hold a Farm Classics Game consisting of selected players from the Farm division only.

5.2. The Managers of the Championship teams from the tournament will be the managers for the Classics Game. If for any reason there is not a tournament the two highest seeded managers will be determined from regular season standings.

5.3. The division director will determine the number of classics players that will play in the classics game. The classics teams will have an equal amount of players from each regular season team when possible. If the number of teams and players doesn't work out to be even, higher seeded teams from the end-of-season tournament results will have an extra player. Any issues or discrepancies about amounts of Classics players selected will be decided upon by the Division Director.