

Bath Farm League Baseball Rules

- Each team will end an inning with 3 outs or 5 runs, whichever comes first.

Defense:

- Will consist of (9) regular fielding positions and (1 or 2) additional rover in the outfield. ***COACH OR MACHINE PITCH ONLY*** A second player cannot be used on the mound to assist with fielding. A coach is allowed to assist near the mound only to assist in catching the ball from the catcher; the coach should not be fielding baseballs.

Batter:

- All batters must be wearing a batting helmet when on the field of play or in the on-deck circle.

The following are either not in effect or not allowed:

- Infield Fly Rule, Stealing, Bunting

Sliding:

- Feet first **ONLY**.

Catching:

- NO catching during games, coaches may work with catchers during practice. Coaches should be catching to improve the flow of the game.

Strikeouts

- No strikeouts the first time through the order- 5 pitches (strikes) and then a T will be used **(Only for their first at bat)**
- 5 Pitches (strikes) the second time through the order- Player is out if after 5 pitches the ball does not end up in play.
- 3 pitches (strikes) the third time through the order- Player is out if after 3 pitches the ball does not end up in play.
- **One overthrow is one base then the play is dead**

An inning ends with 3 outs or 5 runs, whichever comes first.

Game Duration: 6 inning games, or 1 hour, whichever comes first. If a game is tied after 6 innings or 1 hour, game ends in a tie.