

## **Single A Division Playing Rules**

All Little League rules shall be applicable to the Single A Division. All Local League rules shall be applicable to the Single A Division except those in conflict to the following specified rules.

### **Pitcher/Coach**

- 1.) Each team, while batting, shall have a pitcher/coach that pitches to his/her own players.
- 2.) Pitcher/coach may stand anywhere between the pitching rubber & the batter.
- 3.) Pitcher/coach may not encourage batter or any runner after ball is put into play.
- 4.) Pitcher/coach must make efforts to avoid being hit by a hit ball, or any ball in play, & avoid interfering.
- 5.) If Pitcher/Coach is hit, ball is dead, and pitch is repeated.
- 6.) Umpire has discretion to call hitter out if pitcher/coach fails to make efforts to avoid being hit.
- 7.) Pitcher/coach may instruct the batter before the ball is put into play.

### **Pitcher/Player**

- 1.) Pitcher/player must stand on either side or behind the pitcher/coach & within four (4) feet of the pitching rubber.
- 2.) Pitcher/player must have one (1) foot in the pitcher's circle until the ball is hit.
- 3.) Pitcher/player can not make an un-assisted out
  - a. Only exception is a play at Home Plate

### **Batter**

- 1.) Batter gets six (6) swings to put the ball into play. Umpire does not call balls & strikes, but counts number of swings.
- 2.) Swings can be taken with the ball on a tee or by the Pitcher/Coach throwing the ball to the batter.
- 3.) Batter is out if after six (6) swings the ball is not put into play.
- 4.) If the sixth swing results in a foul ball, then batter is entitled to one (1) additional swing.
- 5.) If a player fouls on the 6<sup>th</sup> swing, the batter continues until the ball is put in play, or the batter swings and misses
- 6.) If hit ball does not reach grass infield, it is a foul ball.

## **Base Running**

- 1.) Runners shall not steal bases.
- 2.) Base runners may continue to advance on bases while the ball is in play, until the umpire calls a time-out. A base runner that is halfway when time is called continues on to the next base.
- 3.) Infielders only can call time-outs. They must have the ball in the infield, fair or foul territory.
- 4.) When an infielder is granted time, the defense gives up all rights to make a play.

## **General Rules of Play**

- 1.) A team bats until it either makes three (3) outs or scores five (5) runs.
- 2.) You must bat your entire roster. Players arriving late will be added to the bottom of the batting order. A player arriving late cannot be inserted into the lineup until the start the next inning.
- 3.) If a player leaves, the batter is scratched from the line up and game continues with no penalty to either team.
- 4.) Coaches will position infield players; all remaining players present shall be placed in the outfield.
- 5.) Free substitutions at any position. No switching of positions during an inning, unless an injury occurs.
- 6.) All games shall consist of five (5) innings or 1 hour and 15 minutes.
- 7.) The infield fly rule is not in effect.
- 8.) Parents will umpire game.
- 9.) Manager/Coach shall umpire all 5/6 Tournament games.

## **Coaches Positions**

- 1.) Defensive Team is allowed three coaches in the Field
  - Coaches must ALL be position in the Outfield
- 2.) Offensive Team can only have three coaches in the Field as noted:
  - First Base position
  - Third Base position
  - Pitcher

Remember – The intent for this level is development. But, fun is the priority!