



2019 Spring Season – Single A Division Notable & Local Rules

- Official Game:** 6 innings or time limit (whichever comes first). [LR, Rule 4.10(a) and Reg. VII(h)]
- Time Limit:** Time limit is “drop dead,” actual game duration TBD by League Scheduler. Regardless of which team is batting, visiting or home, when the time limit is reached the game immediately stops. [LR and Reg. VII(h)]
- Home/Visitor:** Home team = 1st Base dugout; Visiting team = 3rd Base dugout [LR]
- Batting:** Continuous batting order that includes all players present for the game. [Rule 4.04 Note 1]
- 5 Run Rule:** Maximum 5 runs per half inning during all innings of the game. [LR and Rule 5.07]
- Player Rotation:** No player can sit for 2 innings until everyone on the team has sat 1 inning. [LR]
No player shall sit out defensively more than 1 inning consecutively unless due to injury. [LR] A player must sit for an entire inning to be considered as having sat out an inning. [LR]
No player may play more than 1 inning at a position. [LR]
All players must play 2 innings in the infield in the first 4 innings of the game. If there are 13 players present, then all must play 2 infield innings in the first 5 innings.
- Pitching:** Machine pitching will be used, however **coach pitching** will be used when the batter does not put the ball in play (see below). [LR]
- Infield fly rule:** Not in effect. [LR]
- Tagging Up:** Permitted.
- Stealing:** Not permitted. [LR]
- Bunting:** Not permitted. [LR]
- Minimum Players:** 9 players are needed to start a game, however, if a team has less than 9 players, players may be borrowed from the other team to make 9, but the borrowed players may only play the outfield. [LR]
- Scoring:** No score is kept. [LR]

Machine Pitching and Coach Pitching

- Pitching machine should be lined up just in front of the rubber on the pitcher's mound, throwing balls with as little arc as possible (the machine speed should be set to 35-40 MPH). [LR]
- The batter receives a MAXIMUM OF 4 MACHINE PITCHES to put the ball into play, 3 of which must be hittable. However, a batter's at bat cannot end on a foul ball or unhittable pitch. [LR]
- If the batter does not put the ball in play against the machine, then the **coach will come out to throw 3 pitches to the batter. The batter will either put the ball in play, or strike out and return to the dugout.**
- If **the coach comes out to pitch**, an out is automatically recorded against the offensive team, but play continues.
 - a. If there are less than 2 outs, and an out is recorded on a runner other than the batter running to 1B, **the defense will still only get credit for one out, and the runner that was put out will return to the dugout. EXCEPTION: If during a coach pitch situation, the batter or any other runner attempts to advance more than one base, and that batter or runner is put out, then the defense will get credit for the extra out, and it is effectively a double play.**
 - b. If there are 2 outs, and no runners are put out on the play, then the inning is considered over if/when the batter safely reaches 1st base (by virtue of the automatic out recorded by the batter having struck out).
- **Coach pitch** will only be used for the first 10 scheduled games of the season (Scheduled Games include pre-season games). Thereafter, if the batter "strikes out" against the machine, he is out and returns to the dugout. **HOWEVER, 5 MACHINE PITCHES WILL BE THROWN.**

Offense

- *Dead Ball*: The ball becomes dead on an overthrow when it hits the perimeter fence (not dugout fence) or batting cage netting in foul territory. One additional base shall be awarded on the overthrow (i.e. the base that the runner was heading for plus one). [LR]
- *Runners Advancing*: Runners shall not advance to next base when the pitcher has the ball on the dirt area of the pitcher's mound and the runner is not more than halfway to next base. It is the umpire's discretion to send the runner back to the base he came from or to award him the base to which he was going. [LR]
- *Overrunning First*: A batter who overruns first base and turns into the field of play instead of away, is not automatically out if tagged. It is up to the umpire to decide if the player was making an attempt to advance to second base [7.08c]
- *Ball Hits Pitching Machine*: Any batted ball that hits the pitching machine or pitching coach shall be considered a dead ball single. All runners advance one base. [LR]
- *Sliding*: Sliding is allowed. A runner is out when the runner does not slide or attempt to get legally around a fielder that has the ball and is waiting to make the tag. However, a runner does not have to slide at a base unless the fielder has the ball and is attempting a tag on the runner. [Rule 7.08(a)(3)] A runner is out when the runner slides head first while advancing, but is not out if sliding head first back to a base he has already occupied. [Rule 7.08(a)(4)]
- *Arriving Late / Leaving Early*: Any player leaving a game after the first pitch shall not be recorded as an out when his spot comes up in the batting order. If this player returns, he is inserted into his original spot in the batting order without penalty. [Rule 4.04 Note 2]
- *Injured Player*: If a player is injured or becomes ill while on the base paths and cannot continue to run the bases, the player who made the last out shall replace the injured or ill player. [LR] If the injury occurs during that player's at bat and he/she cannot continue, then that player will be removed temporarily from the game without penalty and the next player in the order will bat with a fresh set of pitches. [LR]
- ***Courtesy Runner*: No courtesy runners are allowed (except for injured players).**
- *Throwing Bat*: If a batter throws the bat in a manner deemed dangerous by the umpire, that batter shall be given one warning. If the batter throws the bat again during the game, the umpire shall call the batter out. [LR]

Defense

- All outfielders must play at least 15 feet behind the infield dirt. This is the defensive manager's responsibility. The umpire shall enforce the outfield grass distance. [LR]
- An outfielder may not put out a base runner by directly tagging him or stepping on a base. [LR] In the event a fielder violates this rule, the umpire will declare a "dead ball," and all runners will be safe at the base to which they were headed. [LR]
- If a defensive player blocks a base or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called. For example, the third baseman is not allowed to block third base without the ball. [Rule 7.06(b) Note 2]

Manager/Coaches

- A manager and not more than 3 coaches are allowed on the field (dugout) during a game. [LR]
- There must be at least one adult in the dugout at all times.
- One defensive team coach shall stand near the backstop and retrieve past balls to speed up the game, **but this coach shall not speak to or coach players in any way.** [LR]
- One offensive coach shall provide balls for the pitching machine. [LR]
- Only the manager (or acting manager) may talk to the umpires. Managers and coaches may not argue or question an umpire's call, but the manager may ask for time to discuss a rule or protest a call. A zero tolerance policy exists with respect to verbal abuse in manager/coach interactions with the umpires and one another. [LR and Rule 4.19]
- If umpires are not utilized for a Single A game, coaches on the offensive team will determine whether base runners are out or safe. First base coach – responsible for first base. Third base coach – responsible for third base. Pitcher's mound coach – responsible for second base and home plate. [LR]
- The manager or coaches must assist with "warming up" the pitching machine, not a player. [LR]
- Players, coaches and the manager may not have food or gum in the dugout or on the field at any time. Sunflower seeds, bottled water or sports drinks are allowed.
- If you choose to hold a post-game meeting, please do so off the field so the next teams can get ready for their game. [LR]
- BATS – It is the manager's responsibility to ensure that all bats in the dugout are USA Baseball compliant.

Safety

- Face cages are required on all batting helmets. [LR]
- Only official coaches and players are allowed in the dugout. No siblings, batboys/girls, etc.
- Players must not wear jewelry *such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items.* (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.) [Rule 1.11(j)]
- During a game, all catchers must wear chest protectors with neck collar, "dangling" type throat guard, shin guards and catcher's helmet.
- The on-deck position is not permitted outside the dugout. [Rule 1.08 Note 1]
- No player (including the on-deck hitter) may have a bat in his/her hand unless it is his/her turn to bat. [LR]
- No hitting sticks or the like may be used to warm up the first batter while outside the dugout between half-innings. [LR]
- Only the on-deck hitter may sit in the uncovered area of the dugout, and that player must wear a helmet. All other players must stay under the covered portion of the dugout. [LR]

Field Maintenance

- The home team manager shall be responsible for ensuring that the field is ready for play at the scheduled start of the game. This includes, but is not limited to chalking the batter's box, foul lines, and halfway hashes between bases, and setting up the pitching machine. [LR]
- The visiting team manager shall be responsible for general field clean-up after the game, including dragging and watering the infield, and breaking down the pitching machine. [LR]
- These rules apply even if subsequent games will be played on the field that day. [LR]
- At the conclusion of the game, the manager is responsible for cleaning and vacating the dugout immediately and to make sure that the bleachers are clean for the next game. [LR]
- The managers of the day's final game are responsible for emptying in-field trashcans into the main dumpster.
- Both managers are charged with the responsibility of ensuring that the facilities are locked and secured at the end of the last game of the day. [LR]
- These rules are not meant, in any way, to discourage mutual cooperation in field set up and cleanup between opposing managers. [LR]
- Should a team be found in repeated violation of this rule, the Executive board shall have the right to impose appropriate action upon the violating team such as suspending practice times. [LR]

Any Rule not discussed above is governed by this year's Little League Official Playing Rules (Green Book).