



# SAN JUAN CAPISTRANO LITTLE LEAGUE

## SINGLE A – DIVISION RULES

Playing Rules will be in accordance with SJCLL Local Rules and Little League Rule Book guidelines.

**Structure and Eligibility.** Single A Division is non-competitive, machine pitch baseball, and is primarily for League Age 7- and 8-year-olds.

**Season Format.** The league will have no scorekeeping or standings. There will be no post-season, play-off or tournament play at the end of the Regular Season, and no make-up games. The focus of the Single A Division is to learn the fundamentals of the game and player development.

**Dugouts.** The home team shall occupy the third base dugout, and the visitor shall occupy the first base dugout.

### **Game Rules:**

**Time Limit:** All games will be six innings, time permitting. No new inning will start after 1 hour and 30 minutes. Home team supplies the game balls.

**Umpires:** A volunteer umpire from one team will umpire the game from the infield. The umpire will not call balls and strikes, only outs at bases, on tags, and fly ball catches. A coach can be an umpire, and the umpire position can switch between teams if agreed to. Umpires calls cannot be argued and should be made in the spirit of the Single A league.

**Defense, and Minimum Play:** Free substitution. No player can sit out two innings in a row. No player can sit out two innings before all players have sat one inning. Ten (10) defensive players are allowed, with 4 outfielders. Outfielders shall not make unassisted plays in the infield and must be positioned in the outfield grass. However, an outfielder can throw the ball to an infielder to make a play. Pitchers must be positioned behind the pitching machine (to the left or right side) with one foot touching the pitching circle.

### **Side Change or End of Inning:**

During the 1st half of the season each team will bat through the order one time each inning. If a batter runner or runner is put out in the field they shall return to the dugout. The three (3) out rule or 5-run limit shall not be enforced.

For the 2nd half of the season, the half inning shall be over if the offensive team has batted through the entire line up, or after either three (3) outs have been

recorded or five (5) runs have scored. Strikeouts do not count as one of the three outs. Scorekeeping is allowed only for the purpose of tracking the run limit per inning.

**Batting Order:** The continuous batting order (per Rule 4.04) shall be used all season. All players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken. If a removed player returns to the game they are inserted into their original spot in the batting order.

**Batting:** Each batter shall receive 6 pitches. During the 1st half of the season, if a player does not hit the ball in the first six pitches, the manager may coach pitch from a closer range, or use a tee to assist the player. For the 2nd half of the season, the player will return to the bench after the 6 pitches (this will not count as an out). A batter cannot be retired if the last pitch is a foul ball and will get another pitch. The batting order should be rotated each week so the same players are not batting at the bottom of the order.

There shall be no bunting, no walks, and no hit by pitch bases awarded

There is no infield fly rule.

**Pitching Machine:** A pitching machine shall be used to pitch to the batters. The pitching machine shall be set at approximately 28-35 mph, and the speed shall be agreed upon between the Managers, before the game. The same speed shall be used for both teams. The pitching machine shall be placed over the pitcher's plate at a distance of 46 feet from home plate, or at the front edge of the pitcher's circle. Adjustments to the pitching machine may be made by the coach pitcher, but only adjusting the height of the pitch, not the speed. Should the pitching machine fail or become unavailable, the offensive team shall provide an adult to pitch to its batters from the pitcher's plate, or front edge of the pitcher's circle.

**Batted Ball Hits Machine:** If a batted ball hits the pitching machine or the operator feeding the machine, or comes to rest near the pitching machine where it could be dangerous to make a play, the ball is dead and the batter will be awarded first base. Any base runners will be awarded one base if forced to advance.

**Thrown Ball Hits Machine:** If a thrown ball contacts the pitching machine, or operator feeding the machine or comes to rest near the pitching machine where it could be dangerous to make a play, the ball shall be ruled an immediate dead ball. The runners shall be awarded the base they were running to when a defensive player last threw the ball.

**Runners:** Runners shall not leave the base they occupy on a pitch until the ball is contacted by the batter. If a runner leaves the base before the ball is hit by the batter, that runner shall be warned about leaving early. If the same runner leaves the base early again in the same game, he or she shall be removed from the bases but no out

shall be recorded. If a runner scores on a play in which they left early, their run shall not count.

**Runner Advancement:** There shall be no stealing. Runners are allowed to run to the next base when the ball is put in play. A Runner may advance a maximum of one (1) base on an overthrow regardless of subsequent throws (example: overthrow at 1st base, runner advances to second - then an overthrow at 2nd, runner must stay on 2nd). The ball is considered dead, and the play is considered over, when the ball is in control within the infield. On the last batter, runners should stop at the logical completion of play, e.g., batter stops at first for single, or second for double.

**Doubles:** Batters and runners are allowed a maximum of two (2) bases on a ball hit past the outfielders. There shall be no additional advancement on an overthrown ball.

**Coaches.** No more than four coaches can be on the field while on offense. No more than two coaches on field while on defense. There must be at least one coach or League approved volunteer in the dugout at all times.

**Protective Gear:** Catchers must wear full protective gear per Little League Playing Rules. All players must wear a protective cup. Safety and proper technique must be considered by every manager.

Sliding is not illegal at the Single A level but should be discouraged. Sliding head first is illegal in Little League and is an automatic out.