



# Brazoswood

## Little League

### Single A Local Rules

This document is not exhaustive in its outline of the rules, please see the Little League Green Book for a complete listing of all Little League rules and regulations.

#### Recommended league ages: 7 year olds

Teams and parents are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Managers are responsible for ensuring that trash from the cans are taken to the dumpster area and a new bag is placed in the can. Failure to observe cleanup of stands, dugouts, and trash cans after games may result in suspension of team personnel.

#### General Rules:

1. Game time one hour and fifteen minutes (1:15) of play, regardless of number of innings played. The inning, once started, shall be completed. The inning ends and a new inning begins as soon as the third out is made or fifth run is scored, for time purposes. In any event, no inning shall start after 10:00 pm.
2. Games can end in a tie, once a time limit or maximum innings are reached, whichever comes first. The exception would be for tournament play, a winner must be declared. *Refer to Tie-Breaking play for procedures on breaking a tie.*
3. Taunting of players is strictly prohibited.
4. The Home Team Manager and assistants are responsible for bases and all field care, before each game and the visiting team is responsible for post-game care. If your game is the last scheduled game on the field, the Visiting Team Manager and assistants are responsible for ensuring that all equipment is put away and secured, and that the field is drug with provided equipment.
5. A single umpire will be provided, which will always maintain control of the field, from the infield area.
6. Home Team is the official book and must provide a scorekeeper. If the home team is unable to provide a scorekeeper, the Manager or Coach must leave the field of play and serve as score keeper. The home score keeper must sit behind the backstop and not in the stands. Visiting score keepers may also sit behind the backstop, but it is not required.
7. A machine will be used, with the speed set to 38 MPH.
8. Pitching machine will be placed 46' from home plate.
9. The offensive coach will feed the balls in the machine to its own players.
10. The coach feeding the machine shall have not contact, either verbal or non-verbal with the batter and/or base runner. One warning will be given by the umpire, with the second violation resulting in immediate removal of the coach feeding the machine.
11. The run rule will be in effect, which is a total of five (5) runs per inning or three (3) outs, whichever comes first.

12. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment in an unsportsmanlike manner shall be benched for one inning and removed from the game on any subsequent misbehavior.
13. Managers and Coaches may not touch a player during a play. If an offensive base runner is touched during play by a Manager or Coach, the runner will be declared out.
14. Managers and Coaches should ensure that the catcher is playing their position and not interfere beyond teaching.

#### **Offense Rules:**

1. Batting order shall consist of all players present, utilizing a continuous batting order, regardless of the number, and must be maintained through the game. Late players shall be added to the lineup at the end of the order. Managers should alter their batting order each game.
2. No base stealing is allowed.
3. Each player shall receive five (5) hit-able pitches not to exceed three swinging strikes
4. Runners may advance one base on overthrows to first, second, or third bases. Runners are only allowed to advance one base on an overthrow, not a base per overthrow. Example; If a defensive player overthrows first base, the runner may advance to second. If the defensive player at first then attempts to throw the runner out at second and overthrows the base again, the runner will NOT be allowed to advance another base. If a runner was on first base at the time of the first overthrow to first base, the runner may only advance to third base, not home.
5. On balls hit to the outfield, runners may advance until the ball has been returned to possession of an infield player in the infield.
6. If a hit ball strikes a Manager or Coach, it is declared a dead ball and the batter will be awarded the first base and all forced runners will advance one base.
7. Headfirst slides are not allowed. Headfirst slides will result in an automatic out.
8. There shall only be 3 offensive Coaches on the field during offense. First and third base Coaches and 1 Coach feeding the pitching machine.
9. A catcher is recommended so they can begin learning the position, but is not required, but a player in the position must wear applicable safety gear.

#### **Defense Rules:**

1. The defense team must utilize standard infield positions; one player per position. All remaining players will play in the outfield and must be positioned in an umbrella formation at least ten feet from the infield. Only four defensive players are allowed in the outfield with rover, for a total of 10 defensive players.
2. The pitcher must wear a helmet with a facemask and must stand to either side of the machine but must stand behind the wheel of the pitching machine. The pitcher must also have one (1) foot in the dirt when the ball is fed into the machine.
3. All players must play one inning in the infield, per game. Unless circumstances prohibit no player should play more than three innings in the infield. While playing in the infield no player should play more than one inning in a single position. Exceptions may be made for purposes related to player safety with approval of the Player Agent or Safety Officer.
4. All Managers must adhere to mandatory play rules as outlined in the Little League Green Book for all players.
5. There shall be no Defensive Coaches on the field during play.

#### **Tie-Breaking Play:**

Tie-breaking play is only used in tournament play, where a winner must be declared. Tie-breaking procedures are designed to speed up play in determining a winner. The process is as follows.

1. The last batter (last out) from the previous inning will be placed on first base, and the batter prior to that will be placed on second base.
2. The inning will start with one (1) out and two (2) runners on (first and second).
3. The Home and Visiting team will have a chance to score in each tied inning. Whichever team has the lead at the end of the inning, is declared the winner.
4. This process will continue until a winner is determined.