



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: 6 year olds

Teams and parents are required 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 the 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. For turf fields, this includes ensuring bases are put away.
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 to keep score in GameChanger. 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. Both managers need to be aware of where the scorekeeper is in the stands to make it easy for substitutions, questions, etc.
7. Pitching distance – the coach pitching must release the ball no closer than 25' from the front of home plate (rubber) and pitch overhand.
8. A coach pitcher is prohibited from coaching baserunners but will be allowed to assist the batter in the batter's box.
9. The run rule will be in effect, which is a total of five (5) runs per inning or three (3) outs, whichever comes first.
10. 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.

11. 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.
12. 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 are recommended to alter their batting order each game.
2. No base stealing is allowed. Runners must be on the base until the ball crosses home plate.
3. Each batter is allowed six pitches (6) or three (3) strikes. If a batter hits a foul ball on the sixth pitch, he or she can continue batting until he or she either does not make contact with the ball or puts the ball in play. A strike is defined as a batter offering a ball with a swing or check swing crossing the plate or fouling a pitch. Everything else will be called a ball regardless of location. No walks are permitted.
4. Runners may advance on overthrows of a ball in play one base.
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 or until the umpire calls time out.
6. If a hit ball strikes a Manager or Coach, it is declared a dead ball and the batter will be awarded first base and all forced runners will advance one base.
7. Headfirst slides are not allowed. Headfirst slides will result in an automatic out. The only permitted headfirst slides are back to the previous base.
8. A catcher is required so they can begin learning the position. A player in the position must wear applicable safety gear. An exception to a required catcher would be, in the event a team only has 9 players or less, they may utilize 4 or more in the outfield and vacate the catcher's position.

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 no less than 20ft behind the base path or off of the turf field when game is held on turf.
2. The pitcher may wear a helmet with a facemask and must stand to either side of the pitcher but must stand behind the Coach pitching and have one (1) foot in the dirt.
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 Handbook for all players.
5. There shall be a max of 2 Defensive Coaches on the field during play. They have to be outside the turf area.

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.

Coach Pitch FAQ's:

The topics below are NOT an inclusive list and mainly apply to coach pitch division. Once the game begins, the Umpire will make all final decisions.

1. Can a runner score from 3rd on an overthrow?
Yes
2. Can an outfielder make an unassisted play at any base?
Yes
3. Can a runner on 3rd base score on a passed ball by the catcher?
No, not unless the ball was put into play by the batter and time has not been called by the umpire.
4. How many bases can a runner advance on an overthrow?
One base