

Single – A Division Ground Rules 2019

“A” DIVISION LITTLE LEAGUE (Ages 6, 7, & 8)

The focus at the Little League A division level remains developmental and players continue with skill building in both fielding positions and batting techniques with an emphasis on team play, sportsmanship and having fun. Greater baseball strategy is taught as well. Players in this division are usually 7 or 8, but there may be some 6-year-old players as well. It is a transitional level so it may include older players who are beginners. Players can sign up to play in this division without trying out. Parents should also have fun, be patient and be unconditionally supportive.

General AA Division information

1. A division teams will be formed in early February.
2. You will be contacted by the manager of your team in mid-February.
3. A division practices will begin in mid-February, usually twice a week until games begin. Once games have begun, most teams practice once a week but it may be twice a week.
4. A division season games will begin in early March and end in early June.
5. A division practices will be on the same day each week and games are played on a rotating schedule. There will usually be one midweek game and one Saturday game. However, depending on the number of teams, there may be Sunday games.
6. All practices and games are played at Los Alamitos Elementary School.
7. The League provides each player with a team jersey, hat, belt and socks. Pants are to be purchased by the family.

A Division Playing Rules

1. Game limit is 1 hour and 45 minutes from start of play. Each game is allotted a total of 2 hours on the field (includes any pre-game warm-up.) Teams must be off the field within 2 hours so the next game can begin on time (Saturdays.)
2. Managers and coaches must not yell or get in verbal confrontations with other managers, coaches, field ump's, spectators or opposing players before, during or after games. Violation of this rule could result in suspension of game(s) or withdrawal from the league (per LL board review).
3. No leadoff or base stealing is allowed.
4. Outs made at home plate
 - a. Force outs are allowed
 - b. A tag play out is not allowed at this level of play to discourage collisions
5. Running base-to-base on singles
 - a. Means one base is advanced each hit by each runner who is not put out
 - b. Runners should be put back to third base if they run from second to home after the following batter hits a single
6. There will be 10 players defensively. You must have 9 players to start the game. Players will be rotated from infield to outfield at a minimum of every 2 innings per game.
7. Tagging up is not allowed at this level of play.
8. At most six players can be positioned inside the outfield grass (including catcher). (Standard infield alignment with 4 outfielders.) Outfielders must be positioned no closer than 20' from the outer edge of the infield/start of the outfield grass. Outfielders cannot cover a base for making a defensive out. They can back up plays as a result of over-thrown ball to a base.
9. A team's at bat will be over when the earlier occurs:

- a. Three outs
 - b. Five runs have scored
10. This division has a continuous batting order and all players must bat in the order they are listed on the managers starting line-up (whether they are playing defensively or not). A player who misses his/her spot in batting order can be appealed out until completion of next batter's turn at bat.
11. There will be no infield fly rule.
12. If a batter attempts or fakes a bunt at any time, the ball will be considered dead, the batter called out, and the runners must return to their original bases.
13. Two adult base coaches will be allowed at this level. (A player may coach with an adult at each base)
14. The pitching machine will do all the pitching. However, there will be a player at the pitcher's position to field the position. The player is located outside the circle that is chalked/marked off, and must not enter the circle to field a ball (5' radius.)
15. A "DEAD BALL" area exists in a radius of five feet around the pitching machine.
 - a. Any ball touched in the dead ball area will be called a no pitch.
 - b. Any ball hitting the pitching machine or its operator will be called a no-pitch.
16. The pitching machine operator shall be supplied by the team at bat
 - a. The pitching machine operator cannot give instructions to the hitters or the base runners other than to have them back away from the plate if they are in danger of being hit.
 - b. Adjustments to the pitching machine, after the game has started, must be with mutual consent of the managers.
 - c. The manager is responsible for instructing the pitching machine operator on its use and how to put it away so it doesn't hurt players or damage equipment. When transporting the pitching machine in its cart, the pitching wheel must face "skyward" so the weight of the machine is not on the wheel.
 - d. If the pitching machine operator calls a pitch, high, low, or bad and the batter hits the ball fair, it is a fair ball. If a ball bounces on the dirt prior to the plate and the batter hits the ball fair, it is a fair ball.
 - e. The pitcher shall be positioned within 3 feet of the pitching machine "DEAD BALL" area and no closer to the plate than the pitching machine at the start of the pitch. This shall be considered the pitcher's regular fielding position.
17. The wheel speed of the pitching machine shall be set at the speed indicator between 5 and 6 on the speed dial to begin the season. A decision by the managers will be made at mid season whether to increase the speed. If a manager(s) want to increase the speed at mid-season, the manager(s) must email the league rep plus all managers requesting this change with a vote. Majority vote will decide if the speed is increased.
18. The batter will be called out after 6 swinging strikes or 6 good pitches thrown. A foul ball will not be called a 3rd strike.
19. Each batter will get a total of six pitches. If a batter fouls off his or her sixth pitch, they will receive another pitch until they hit a ball fair, swing and miss, or let a good pitch pass. (Encourage the players to swing at all pitches; if a pitch is not "hittable", then that pitch shall not count towards the six pitches). The decision of whether the pitch is "hittable" or not will be made by the pitching machine operator. Please inform the managers of this decision.
20. There will be no sliding into any base. Any player sliding will be warned by his manager not to slide again. This will be reviewed at mid-season and may be reinstated based on managers' vote. If a manager(s) want to reinstate sliding, the manager(s) must email all managers requesting this change with a vote. Majority vote will decide.

21. Dugout assignments: the home team will have the third base dugout and the visiting team will have the first base dugout.
22. Bat throwing: anyone throwing their bat will receive one warning from the Manager that they are not to throw their bat. If a player throws his/her bat a second time in the same game, then that player will not be allowed to bat for the remainder of that game. They will be allowed to play their defensive position in the field.
23. Catching: At no time can a player (in catcher's gear) be allowed to catch the pitching machine. When on defense, the catcher shall be positioned "next to and up against" the backstop so he or she does not interfere with the pitched and batted ball. After all balls are thrown to the hitter, the catcher can retrieve the balls for the pitching machine operator.
24. Each team shall supply 1 adult umpire for the game. The umpire from the team at bat shall be the pitching machine operator. This person shall be responsible for calls at home, 3rd base, and the left field foul line. The umpire from the team on defense shall be responsible for calls at first base, second base and the right field foul line. This ump can be positioned on the field of play and may give defensive instructions to his players for positioning them in the field.