

Game Day Rules:

A Division



This is a supplemental policy to both the By-Laws of Santa Teresa Little League and the official rules provided by Little League International.

The A division is an instructional level of Santa Teresa Little League. Its intent is not to cultivate a competitive atmosphere but to improve player's skill level and to prepare the children for the more competitive Minor and Major division of play. The development of players' skill should be a primary focus in the division. Counting total runs and winning the game will not be the focus. It is the manager's responsibility to teach the fundamentals of the game, develop players and to provide a positive experience that will encourage the child to continue playing Little League.

Managers are responsible for providing a set of game day rules to each family at the team meeting in the beginning of the season.

1. Field Setup: (add in the other laws for field set up from upper leagues).

please add a ½ mark on the 1st and 3rd base chalk line.

2. Starting the Game:

A plate meeting between the two manager should occur to go over any game day rules, roster exchanges, and any other exchange of information needed for the game.

3. Coach Pitch:

This is a coach pitch division. **The Little League rulebook states that players age 6 are not allowed to participate in a player pitch division.**

First 6 GAMES

- a. Batter receives a maximum of **5** pitches from the coach/manager who is standing or kneeling 15' – 18' from the plate (15' for lesser batters; up to 18' if they consistently make contact).
- b. Pitches should be flat and hittable.
- c. There are no "called" balls or strikes.
- d. Batters do not walk, but they cannot receive more than 5 pitches.
- e. If the batter has not batted the ball into fair territory after 5 pitches, that is considered a strikeout.
- f. If on the 5th pitch the batter hits a 'foul ball' they will be provided another pitch. If during any subsequent pitches the batter hits a 'foul ball' they will continue to receive pitches until either: (A) the ball is batted in fair territory where the result of the play dictates the outcome (safe or out), (B) the batter swings and misses for a swinging strikeout, or (c) the batter does not swing which is considered a strikeout.

Remainder of the season

- a. Batter receives a maximum of **6** pitches from the coach/manager who is standing no closer than 20' (attempt to challenge accomplished batters).
- b. Pitches should be flat and hittable.
- c. There are no "called" balls or strikes, however swinging strikes are called. Three swinging strikes results in an out.

- d. Batters do not walk, but they can strikeout.
- e. If the batter has not batted the ball into fair territory after 5 pitches, and they do not swing at the 6th pitch, that is considered a strikeout.
- f. If on the 6th pitch the batter hits a 'foul ball' they are provided another pitch. If during any subsequent pitches the batter hits a 'foul ball' they continue to receive pitches until either: (A) the ball is batted in fair territory where the result of the play dictates the outcome (safe or out), (B) the batter swings and misses for a swinging strikeout, or (c) the batter does not swing which is considered a strikeout.

4. Ending Play:

- a. The play is considered "dead" when the pitcher has the ball on the infield.
- b. Runners will advance to the next base if they are more than 50% of the way to the next base.
- c. Runners will return to the prior base if they are less than 50% of the way to the next base.

5. Batting:

- a. Use continuous batting order.
- b. The lead-off batter should be rotated for each game, giving all players a similar amount of at bats throughout the season.
- c. Batting will continue until there are 3 **defensive outs** (including strikeouts, or 3 runs have been scored. Managers need to advise defensive team when the 3rd run has scored.

6. Base Running:

- a. Players should be encouraged to run the bases on balls in play.
- b. When balls are hit to the outfield, the base coaches will have the discretion to send the players to second or third. It is encouraged to limit base running advances to teach the fundamentals of the game.
- c. Players must run the bases independently when ball is in play. Coaches may not run with players on the field.
- d. No infield fly rule.
- e. Feet first sliding is permitted. Head First sliding **is not** permitted.
- f. Managers must teach rules of obstruction and interference. Obstruction/Interference will not be called but will be taught.

7. Catching

- a. The catcher is a mandatory position for all Single A teams. If you are short on players, pull a player from the outfield or infield to fill the position.
- b. When playing the catcher position all players must wear a protective cup/jock supporter and have the adequate catching equipment as stated by Little League International rule book (shin guards, chest protector w/dangle, catcher's mask/helmet w/throat protector)
- c. During games while in the catching position and being fed pitches, players are to be instructed to give their best effort/attempt to catch/block the pitch. However if the pitch is not caught they are to leave the ball where it lies (unless it is in the batters area in which case they can move it out of the way).
- d. Catchers are to be instructed not to throw the caught pitch back to the coach. They are to roll the ball behind them to the backstop so as to prevent slow play from occurring. Coaches may provide a bucket (if available) for the catcher to place the balls in to help speed up the game.

8. Passed Balls/Overthrows:

- a. There is no stealing in the Single A division. Runners cannot advance on passed balls pitched to the catcher.
- b. Any overthrown ball, either in the field of play, foul territory or out of bounds, the runner(s) are allowed to advance a **maximum** of one (1) base. Managers/Coaches should use discretion emphasizing advancing on overthrows for **exaggerated or egregious errors only**.

9. Coaching on the Field:

- a. Only official members of the coaching staff are permitted on the field and in the dugout during the game. (A parent may be authorized to enter the field of play if an injury occurs but only after being authorized by a member of the coaching staff). Managers and coaches are encouraged to be out in the field teaching and instructing the players on the proper technique and correct baseball play.
 - Defense: The defense must supply one coach behind the catcher and we recommend that there are at least one but no more than two coaches on the field at all times.
 - Offense: Coach pitcher and one behind catcher to assist with batter positioning.
- b. There must be at least (1) approved volunteer (team mom recommended) in the dugout at all times. Players are not allowed in the dugout without an adult.

10. Defense:

- a. Teams may field 4 outfielders.
- b. No "buck" short stops or additional infielders.
- c. Managers are required to rotate their players to various positions. No player may play the same position for more than two consecutive innings. No player can sit for 2 consecutive innings per game.
- d. The managers will track the positions played by every player on the team. Every player must play at least (1) inning in the infield, although it is strongly encouraged they play more. It is recommended that the managers utilize league provided tools to help with the tracking of the rotation of players.
- f. Outfielders should be at least 10 feet out from the grass infield edge when the batter swings.
- g. The player in the position must be standing in the approximate position of a pitcher.
- h. Only coaches, players, and authorized volunteers are allowed in the dugout at all times.
- i. There are no on deck batters and warming up batters behind the dugout is not permitted.

11. Bunting:

- a. No bunting allowed.

12. Game Time Limit:

- a. Games are 90 minutes unless inclement weather causes the game to end.
- b. The next half inning can start up to the 89th minute of the game. The completion of the next half inning will end the game.
- c. There is no inning limit.

13. Thrown Bats:

- a. 1st time, a child will be warned but be allowed to carry out the result of the play.
- b. 2nd time, the child may be called out if the thrown bat endangered another player or coach. The manager will explain to them the dangers of throwing the bat.
- c. Every other subsequent At Bat where the batter has thrown the bat they will be susceptible to being immediately called out.
- f. Only the batter may have a bat in their hand. All other bats should be idle.

14. Umpiring the Game:

- a. Managers and coaches will be in charge of all umpiring duties.
- b. 1st and 3rd base coaches for the offensive team will make **safe/out calls at their respective bases.** **The coach pitching to his/her team makes safe/out calls at second/home. Base coaches determine when the runner is more than 50% between bases.**

This policy has been adopted by the STLL Board of Directors: 12/2022