



Cambrian Park Little League

Single A Division Guidelines

The instructional Single A division is focused on confidence-building, player development, and preparation for higher levels of play. Unless stated otherwise, the Little League Rule Book and CPLL's Policies, Procedures and Local Rules apply.

Games are managed collaboratively by the managers and coaches on the field. There are no assigned umpires. Coaches are expected to model sportsmanship and resolve judgment calls quickly and respectfully in the best interest of player development.

Adults on the field

- Maximum of three coaches plus one manager (4 adults) per team on field (including dugout).
- Coaches are allowed on the field during play and should be positioned behind all of the defensive players or in foul territory so the players can play the game.
- Instructional pauses must be brief and limited so as not to disrupt the pace of play.
- A defensive coach should be positioned behind the catcher to retrieve passed balls and deliver the batting tee if needed.

Game Format

- The score is not kept.
- No new inning shall begin after 1 hour and 30 minutes from the first pitch.
- A "base race" between the teams shall occur at the end of the game.

Batting

- The coach should deliver pitches (preferably kneeling) from approximately 40 ft.
- Each batter shall receive a maximum of 5 pitches. The tee must be used after the 5th pitch to maintain pace of play.
- There are no walks or strikeouts.
- The last batter of the inning clears the bases.

Defense

- 10 players are used on defense (4 outfielders should be positioned on the outfield grass.)

Stopping the play: emphasizing getting the baseball into the infield

- If the hit does not leave the infield, each runner may advance only one base.
- On hits to the outfield, base runners shall not advance once the ball is thrown into the infield and the ball hits the infield dirt ***or*** is controlled by an infielder. *The maximum hit for a batter is a triple (batter-runner shall not advance home regardless of the status of the ball.)*
- If a runner is less than three-quarters of the way to a base (marked by a line on the field or in the coach's judgement when lines are not marked) when the ball hits the infield dirt or is controlled by an infielder, the runner must return to the previous base after the play is completed.
- The runner is liable to be put out if attempting to advance regardless of their position with respect to the three-quarter line.

Purpose: emphasize urgency to get the ball into the infield and prepare players for AA.

Ending an inning – First half of the season

- The entire batting order bats each inning. (To improve pace of play, managers may agree to bat fewer per inning if the rosters are >10 players/)
- Defensive plays and outs should be attempted and acknowledged for teaching purposes, but no runner shall be removed from the bases.
- The last batter of the inning is the “home run hitter” and clears the bases.

Ending an inning – Second half of the season

- Outs are enforced.
- The inning is over when 3 defensive outs are recorded ***or*** all players have batted.
- The last batter of the inning is the “home run hitter” and clears the bases.

Reminders

- Development, participation, sportsmanship, and fun are the primary objectives.
- Success means the players want to return next season.
- Let's have some fun!