



Local Single A Division Rules

*These local rules do not attempt to explain every playing or safety rule. **All managers and assistants should have a thorough understanding of all rules and regulations in the 2026 Official Regulations and Playing Rules Book (the “Blue Book”).** The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Spring Valley has adopted. **All managers and assistants should download the Official Little League Rules App to have Blue Book rules accessible at any time.***

General and Safety

1. Single A (A) is a non-competitive, instructional division. No standings will be kept. No end of year tournament. Each team will play up to 12 games.
2. One (1) Manager and three (3) Coaches are permitted in the dugout or on the field with proper credentials.
3. Baseballs used are league-official, “real” baseballs.
4. The bat must meet the USA Baseball Bat standard (USABat) as adopted by Little League. Tee Ball bats are **not** permitted.
5. Score will **NOT** be kept.
6. The batting order will consist of all present players on the team roster. A player who arrives late must be placed at the bottom of the batting order with no penalty.
7. Players who are not at bat must remain in the dugout. There is no on-deck circle nor warming up in the dugout allowed.
8. Lineups must be created prior to each game, provided to the opposing team, and contain player name and number.
9. Courtesy runners are allowed for the catcher of record when there are TWO OUTS. The Courtesy runner is required to be the player who made the last out. In the event you are running for both the pitcher and catcher, the second runner would be the player who made the previous out.
10. There is no penalty for a missed at-bat.
11. This division will have **NO** umpires. Outs will be determined by Team Managers ONLY.

Time and Run Rules

12. Single A (A) will have a time limit of 1:30 hour from the scheduled game time. No new inning will begin after the 1:30 time limit has expired (Start of game time is the scheduled game time unless it starts late due to factors outside of the two teams control, such as lights, umpires, previous game, etc.).
13. A new inning starts the instant the third out is made.

14. The inning will end after 5 players have crossed the plate **OR** three outs.

Playing Rules

15. Coaching Placements:

- Offensive

1. One coach pitching off the machine
2. One coach at 1st base
3. One coach at 3rd base
4. Team parent/coach with the kids in the dugout to ensure player safety.

- Defensive

1. One coach in right-center assisting fielders
2. One coach in left-center assisting fielders
3. One coach behind home to shag balls
4. Team parent/coach with the kids in the dugout to ensure player safety.

16. All teams will utilize a league-provided pitching machine to pitch the ball to their batters. The machine will be placed directly in front of the pitching mound with the back leg touching the mound.

- The League will provide a sand bag to be laid across the front leg of the pitching machine.
- The League recommends the machine be set at 3, 3, 3.
- Both managers will meet prior to game start and agree on machine set up

17. The defense will line up at the following positions:

- Pitcher (even with the pitching rubber)
- Catcher
- First Base
- Second Base
- Shortstop
- Third Base
- Four Outfielders in the grass (Right Field, Right Center, Left Center, Left Field)

18. **All batters have five (5) pitches to put the ball into play.** If the batter does not

swing on the fifth pitch, he or she is out. If the batter fouls off the fifth pitch of the at-bat, the batter will continue to bat until he/she swings and misses or puts the ball in play.

19. Runners will **not** be allowed to advance on an overthrow to a base from an infielder.

- As this is a developmental division, we want to encourage the defensive players to attempt to make the proper play.

20. On a batted ball that remains in the dirt infield (does not reach the outfield grass), **the batter and existing runners on base may advance one base.**
21. On a batted ball that is determined to be an outfield hit, runners may continue to advance until the ball is back in the infield and **within the infield diamond (within the basepaths)**. The play will be dead at this point and any runners not on a base or between bases will return to the previous base.
22. A ball that is attempted to be fielded by an infielder and is deflected by an infielder is considered an infield hit.
23. Runners will **not be allowed to advance on an overthrow** to a base from an infielder.
24. Coaches and the pitching machine are considered part of the field. A ball hitting a coach or pitching machine will remain live even if it rolls or bounces in foul territory.
25. No bunts or half swings. Steals and leadoffs are not permitted.
26. The infield fly rule is not in effect.

Playing Time

27. A player can only play the same position for a maximum of two (2) consecutive innings. The player must then rotate to another position for one (1) inning.
28. Each player must play at least **one (1) inning** in the infield with a **maximum of four (4) innings** in the infield. A player can only catch **one (1) inning** per game.
29. An uninjured defensive player may not sit for two (2) consecutive innings (players must play every other inning)
30. Every player on the team is required to sit one inning unless the game does not go six (6) innings or the team does not have a full roster at the game. This does not pertain to extenuating circumstances, restroom emergencies, injuries, etc.
31. These rules are intended to encourage instruction and to rotate players among positions. Managers are required to determine defensive positioning for every inning prior to game to stay in compliance with these rules.
 - Protests for any rules violations are to be resolved on the field prior to continuing the game. Protests of any rule violations must occur prior to the next pitch. Once a pitch is thrown, the play or rulings stand as called.
32. A manager who violates the requirement that each player plays at least two (2) innings in the infield or who sits an uninjured player for two (2) or more consecutive innings will receive a written warning from the SVLL Board. A second violation of either of these rules after a written warning may result in further discipline up to and including suspension of the manager.