



# Playing Rules

## Division: SINGLE A

FALL 2024 / SPRING 2025

### Single A Division Season Play

The Single A Division is intended to be a logical transition from the Tee Ball and Rookie divisions to player pitch baseball using limited player pitching. There will be a 38-foot pitching distance and 60-foot base distance. Players develop the skills of batting, fielding, pitching and base running in this non-competitive, developmental division while learning the rules that closely resemble those of baseball. Emphasis is always placed on learning the fundamentals of baseball, player safety, sportsmanship, and having fun!

1. 5 minutes prior to the scheduled start time, the managers shall have their players line up along their respective foul lines, and the home manager shall accompany 1 player from each team to the pitcher's mound to assist the players in reciting the Little League Pledge:

I trust in God; I love my Country; I will respect its laws; I will play fair; and strive to win; but win or lose; I will always do my best; PLAY BALL!

2. Coaches/parents may umpire their own team's games. If umpiring from behind the plate (recommended), they must wear protective umpire gear including helmet, chest protector/shield, and leg guards. The plate umpire shall call balls/strikes and determine safe/out at all bases. If no coach/parent is available to be the plate umpire, then the offensive coach shall stand behind the player pitcher to call balls and strikes and determine safe/out at home and second base. A liberal interpretation of a "strike" shall be applied – i.e. any hittable pitch shall be deemed a strike. A liberal interpretation of safe/out shall also be applied, keeping in mind that although score is kept, there are no standings kept in Single A.
3. The base coaches must be adults. If there is no plate umpire, the first and third base coaches will umpire their respective bases.
4. At the Foothill Ranch Community Park fields, the shortest pitching rubber shall be used. For games at other parks, a temporary pitching rubber shall be placed at 38 feet. While a coach is pitching, the player pitcher should be positioned a safe distance from home plate, and either slightly to the left or right of the coach pitcher. The coach may choose to pitch standing, sitting on a bucket, or from a knee, and should be approximately 38 feet from home plate. Ideally, the coach shall pitch with enough speed such that the ball is coming in "on a line" as opposed to a high arc that will encourage bad hitting mechanics. The intent is to have the kids hitting the ball, but in the context of preparing them for the next level of baseball.

5. The player pitcher shall throw until the batter strikes out or puts the ball in play, OR a maximum of 4 balls to each batter, whichever comes first. After the 4th ball, the coach pitcher will take over with the strike count remaining on the batter and shall throw a MAXIMUM of 5 pitches minus the number of strikes in the count, regardless of whether they are balls or strikes. (For instance, if the batter has 2 strikes from the player pitcher, then the coach shall throw a maximum of 3 pitches). Note: if the batter fouls off the last pitch, he may receive an extra pitch. After a TOTAL of 3 strikes combined from the player and coach (swinging or called) the at-bat shall be considered a strike out. There are no walks.
  - a. EXAMPLE 1: The pitcher throws 3 balls and 2 strikes to a batter. The coach pitcher shall step in with a count of 2 strikes on the batter and finish the at bat using up to 3 pitches. If the batter swings and misses, or takes a third strike, the batter is out.
  - b. EXAMPLE 2: The player throws 4 balls. The coach pitcher shall step in with a count of zero strikes on the batter and finish the at-bat using up to 5 pitches.
6. Player pitchers may pitch a maximum of 1 inning per game. 1 pitch constitutes an inning. No player shall throw more than 50 pitches per game (excluding warmup pitches). Adherence to the 4-run maximum per half-inning per rule #12 will ensure compliance with this rule without the need to count total pitches or the need to switch pitchers mid-inning.
7. If a player is present in the dugout, there must be an adult in the dugout at all times.
8. On-deck batters are NOT PERMITTED. Only the player at bat may be holding a bat. All other offensive players must be in the dugout behind a fence until it is their turn to bat.
9. If a batter is hit by a pitch by the player pitcher, he/she shall be given the option to a) take first base, b) continue with player pitch (if maximum pitches have not yet been thrown), or c) have the coach pitcher take over with the strike count remaining on the batter.
10. A line shall be painted on the grass at approximately 20' beyond the edge of the infield dirt. Any ball clearing the line on the fly will be a homerun. Any ball that rolls or bounces past the cones without being touched by a player is an automatic double.
11. Players may only advance base to base on a hit with the exception of home runs and automatic doubles (i.e. there is no stealing or triples).
12. Each half inning shall end after 3 outs or 4 runs are recorded, whichever occurs first.
13. In an effort to keep the game moving along and maximize playing time, the transition period between each half inning shall be limited to 2 minutes. Fielders should take their positions during this time and warmup, catchers should get their gear on (with assistance from coaches as needed), and pitchers should throw warmup pitches (to either a player catcher or coach). Note that for warmup pitches only, a player catcher may forego the chest protector/leg guards, but they **must** wear a catcher's helmet with throat guard and a catcher's glove.
14. A maximum of 10 players shall be on the field at one time (6 infield and 4 outfield). Outfielders must begin each play on the grass.
15. A player may not sit out consecutive innings (unless by his/her own will such as due to injury) and every player shall be given the opportunity to play in the infield by the 5th inning.
16. A maximum of 2 defensive coaches are allowed on the field and shall be positioned behind the outfielders. Coaches shall not interfere with the ball in play. During the second half of the season, defensive coaches are encouraged to stay in the dugout to assist players' transition into the upper division next season.
17. At 1:15 (one hour and fifteen minutes) from the start of the game, the existing inning shall be finished and the next inning shall be the final inning, with a maximum of 4 runs allowed for each team. There is a drop-dead time of 1:45 (one hour and forty-five minutes) at which point all play must cease. Managers may call a game earlier if it is their judgment that playing conditions are unsafe.

18. All other rules should follow the Little League Rulebook.
19. The home team is responsible for field preparation prior to each game. Preparation includes dragging & watering the infield, chalking the foul lines, painting the home run line (first game of the day) and placing bases. Visiting team is responsible for take down, clean up, and field lock up after the last scheduled game of the day. Take down consists of putting away bases and cones, dragging, watering, and locking storage bins and bathrooms (where applicable).
20. Each team is responsible for dugout cleanup after each game.
21. Rained out games may or may not be rescheduled based on field availability.