

SINGLE A LEAGUE DIVISION SPECIFIC RULES

The current Little League Rule Book will govern all play not specified below.

GENERAL GUIDELINES

1. Little League is a program of service to youth that is geared to provide an outlet of healthy activity and training under good leadership in the atmosphere of wholesome community participation. Reminder: this is a game.
2. Single A is potentially an All-Star eligible division; therefore, you must strictly adhere to the LL Green Book and Local Rules of Play to ensure players are in compliance with Little League International, District 16, and CLLL regulations.
3. Players are assigned to teams via draft selection.
4. League age 6, 7, and 8 year olds are eligible.
5. Division and League Champions awarded at end of season.
6. A registered and knowledgeable Adult Game Coordinator (AGC) is required by both teams. The home team AGC is to attend the plate conference before the game.
7. Before a game is suspended for any reason other than weather, the home team must contact the President or Vice Presidents. Contact information can be found on CLLL's website.
8. CLLL does not honor or allow forfeits. If you find yourself in a situation where you cannot field enough players for a game, you must contact your respective Player Agent for assistance.
9. There are NO on deck batters in Little League.
10. Bat weights of any kind are prohibited.
11. Coaches are not allowed in the field, except when operating the pitching machine. A coach, or registered volunteer, shall operate the pitching machine when pitching to their own team.
12. Managers and coaches must remain in the dugout during their team's defensive time on the field.
13. A registered volunteer (manager, coach, AGC, etc.) must remain in the dugout at all times when players are present.

PLAYER PARTICIPATION

1. Each player must play at least every other defensive inning each game. No player may sit the bench for any consecutive innings. This only applies for the first 6 innings. Extra inning defensive lineups are at the discretion of the manager. This rule does not apply when the 15 Run Rule or 10 Run Rule go into effect.
2. Each player must play at least one defensive inning in the infield. Pitcher and/or catcher will be considered an infield position for the purpose of this rule.
3. Each team will use a continuous batting order that will include all players on the team roster present for the game.
4. A player cannot leave or reenter the game during the same defensive inning unless replacing an injured or ill player.
5. Each player who does not participate in 2 defensive innings in a shortened regulation game shall start the following game.
6. Late arrivals will be placed at the end of the original team batting order, regardless of time of arrival. Little League promotes player participation wherever possible.
7. Every player should be given the opportunity to pitch at least one inning or three batters during the regular season. As Single A is a developmental division, managers are required to begin developing pitchers. *A waiver may be issued for a player based on discussion with Player Agents.*

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8. A game may not be started with less than eight (8) players on each team. (Rule 4.04, 4.16) Either team shall be given a 10-minute grace period from the SCHEDULED game time to field nine players.
 - If one team cannot field nine players by the end of the grace period, the game can be played with eight (8) players.
 - If the game is played with eight (8) players, an out will be recorded for the ninth (9th) position in the batting line-up each turn at bat.
 - **There are no forfeits.**
 - In the event a manager is aware they are unable to field nine players prior to the game, a pool player call up may be activated via contacting the Player Agents.
 - In the event you start a game with nine players and a player becomes injured, you may play with eight players (Rule 4.17.)
 - **During playoffs, a minimum of nine (9) players is required.** Either team shall be given a 10-minute grace period from the SCHEDULED game time to field the required 9 players. If one team cannot field 9 players by the end of the grace period, that coach must contact their respective Coaching Coordinator or CLLL Board member to communicate the possibility of a reschedule or forfeit.
9. If a player is being pulled off the bench, that player cannot be placed back on the bench until that respective player plays three (3) consecutive outs.
10. When a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues
11. The infield fly rule is not in effect.
12. Ties are allowed.

BASE RUNNING

1. Base runners are not permitted to lead off from any base prior to a pitch crossing home plate.
2. Stealing is not allowed. For the purposes of this rule, stealing will be defined as advancing a base when the catcher fields the ball cleanly from the pitcher. Fielding the ball cleanly is defined as gaining immediate control of the ball.
3. No player may advance from third to home unless the ball is batted or a hit batter forces the runner home. No runners may advance to any base after an overthrow. The runner can only occupy the base they were attempting.
4. On a ball hit to the outfield (i.e. must be in the grass), after the ball is in the infield (possessed by player or not), the play is over. The runner can only occupy the base they were attempting once the ball is in the infield.
5. Outfielders are not permitted to run in and make a play at any base. They are required to throw the ball to the infield player covering the base.
6. Pinch runners are not allowed as the league uses a continuous batting order.
7. Only the head coach may call the player out (when an umpire is not present). Base coaches (if not a head coach) may not call players out (however, may be asked for their judgement if the head coach's view is obstructed).

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BUNTING

Bunting is not permitted in AA and below.

RUN LIMIT AND PITCHING RULES

As Single A is a developmental division, managers are required to begin developing pitchers. To facilitate this, the following rules apply:

1. Beginning with the first game of the season, a pitcher will start the game and pitch one inning.
2. Balls and strikes will be called by the umpire. **If official umpires are not present, the umpire shall be a coach or registered volunteer of the team that is AT BAT.**
3. There will be strikeouts, but no walks, when a player is pitching.
 - That inning will be subject to a 3-run limit.
 - If the pitcher throws four balls to the batter, there is no walk and the following applies:
 - The Tee will be used to give the batter up to 2 swings to get the ball in play. If after the second swing the ball is not hit into play, the batter must return to the dugout. This does not count as a defensive out. If the ball is hit into fair territory and an out is made, it counts towards the 3 outs required to end an offensive inning.
 - The defensive coach is responsible for placing the Tee just in front of home plate, when used.
 - The defensive coach is responsible for removing the Tee after the batter hits the ball into play.
4. **In the second inning and for the rest of the game**, the machine will be used to pitch.
5. Each inning for the rest of the game will be subject to a 5-run limit, with the exception of the final or declared last inning, which is subject to unlimited runs.
6. **Beginning the third weekend of the season**, a pitcher will start the game for the first two innings.
7. Balls and strikes will be called by the umpire (coach or parent of the team that is at bat.) There will be strikeouts, but no walks, when a player is pitching. Hit batters get first base only when players are pitching.
8. Each of these innings will be subject to a 3-run limit. If the pitcher throws four balls to the batter, there is no walk and the following applies:
 - The Tee will be used to give the batter up to 2 swings to get the ball in play. If after the second swing the ball is not hit into play, the batter must return to the dugout.
 - This does not count as a defensive out. If the ball is hit into fair territory and an out is made, it counts towards the 3 outs required to end an offensive inning.
9. **In the third inning and for the rest of the game**, the machine will be used to pitch.
10. Each inning for the rest of the game will be subject to a 5-run limit, with the exception of the final or declared last inning, which is subject to unlimited runs.

PITCHING MACHINE RULES

1. The home team provides their league issued pitching machine.

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2. The pitching machine will be placed at a distance to provide a consistent strike that would be fair to both teams (approximately 40 feet from home plate – the landing area for a pitcher, in front of the mound)
3. Pitching speed should be set between 35 – 40 mph; any slower and the ball will arc too much. The speed cannot be adjusted after the first pitch of the top of the inning. The speed can only be adjusted before the first pitch of the top of an inning and must be agreed upon by both managers. Both teams will use that speed for the entire inning.
4. The pitcher may not stand any closer to home plate than the placement of the pitching machine, and must stand to either side of the machine. When the machine is in use the pitcher must wear a helmet.
5. Teams must field a catcher with proper catchers' gear, including a protective cup and catcher's mitt per Little League International for safety purposes.
6. There is a maximum of 5 pitches. Should the pitching machine throw a "bad" pitch, it will be counted towards the 5-pitch machine limit. Managers should attempt to fix the machine placement if poor throws are repeated.
7. A walk will not be issued when the machine is pitching.
8. Anytime the ball hits the pitching machine, it is automatically ruled a dead ball and the runners advance one base.

THE BATTER:

1. When using a machine, every batter gets a maximum of 5 pitches (unless the batter fouls off the 5th pitch. If this occurs, the batter gets another pitch until the batter does any one of the following:
 - hits the ball into play,
 - swings and misses, or
 - takes the pitch.
2. If the batter swings and misses at three pitches, or strikes out looking due to pitches being called strikes, (those in the strike zone and called by the umpire) the player is out.
3. If the batter does not hit the ball in fair territory or strike out by the 5th pitch (bad pitches from the machine count towards the pitch count) the following applies:
 - The Tee will be used to give the batter up to 2 swings to get the ball in play. If after the second swing the ball is not hit into play, the batter must return to the dugout. This does not count as a defensive out. If the ball is hit into fair territory and an out is made, it counts towards the 3 outs required to end an offensive inning.
 - The defensive coach is responsible for placing the Tee just in front of home plate, when used.
 - The defensive coach is responsible for removing the Tee after the batter hits the ball into play.
4. The base coaches are allowed to coach the runner while the ball is in play.
5. Offensive coaches are not allowed on the field in fair ball territory while the ball is live.
6. An offensive inning will consist of the following:
 - The defensive teams makes 3 outs:
 - The offensive team scores 5 runs; or
 - In the sixth inning and in any inning thereafter, or any inning declared the final inning, three outs are required to retire the side.

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7. If the defensive team makes an out at any base, the base runner shall be removed from that base.

15 RUN RULE

If after three (3) innings, (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

10 RUN RULE

If after four (4) innings, (three and one half if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

8 RUN RULE

If after five (5) innings, (four and one half if the home team is ahead), one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

TIME LIMITS

Game ends 90 minutes from the scheduled start time of the game. For example, if a game is scheduled to start at 1:00 pm, the game will must end by 2:30 pm (90 minutes from the scheduled start time). No new inning may start after 75 minutes from the start of the game. If a game is stopped due to the time limit, the final score will revert back to the last completed inning. Both managers are to determine the game start time and it is to be recorded in the official score book (home team.) This time must be no later than 10 minutes past (only if waiting for minimum number of players to arrive) the league scheduled start time.

PITCH COUNT RULES

All managers are required to enter all pitch counts into the CLLL website after each game. This must be done before each team's next game. This will be checked by Player Agents regularly.

Little League has implemented Pitch Count Restrictions for all pitchers. Allowable pitch count and required days of rest vary by age – please consult Regulation VI of the Little League Official Regulations for details. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	Maximum Pitches per Day
6/7/8	50

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EXCEPTION: If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning or the game.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

Players will be allowed to enter the game from the bench to the position of pitcher. If the pitcher being replaced was not on the bench the previous inning, the player may be placed on the bench. If the manager, however, wants the player (pitcher being replaced) to remain in the game, a player not on the bench the previous inning must be chosen for the substitution.

(a) Any player on a regular season team may pitch. **EXCEPTION:** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

(b) A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

A calendar day is one full day as it is seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening.

Example: If a pitcher in the Little League Majors Division throws 66 pitches in a game on Saturday morning, that pitcher cannot pitch again until THURSDAY, when he/she has had four (4) calendar days of

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rest (Sunday, Monday, Tuesday and Wednesday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired or 3. The third out is made to complete the half inning. **The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided the pitcher is removed before delivering a pitch to another batter**

BASEBALL BATS - Rule 1.10

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).



Non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats are prohibited. The bat diameter shall not exceed 2 $\frac{5}{8}$ inches for these divisions of play.

It shall not be more than 33 inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.

PRE- AND POST-GAME ACTIVITY

Please also refer to the Field Maintenance Document for care of the fields at Good Times Park.

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1. The home team will sit in the first base dugout.
2. The home team is responsible for putting out garbage cans with garbage bags.
3. The home team shall have use of the field first, one hour before scheduled start of the game. The visiting team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
4. The visiting team shall have use of the field 35 minutes prior to scheduled game time. The home team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
5. Pre-game practice time between games shall be divided equally between home and visitor when consecutive games are played on the same field in the same day. Practice time shall not exceed 25 minutes if it will delay the start of the game beyond the scheduled start time.
6. If adverse field conditions prohibit each team from getting 25 minutes of pre-game practice, then the remaining time shall be divided equally between the two teams, with the game starting at its regularly scheduled time.
7. The last 10 minutes before game time shall be reserved for discussing ground rules with the umpire.
8. Both teams are responsible for cleaning up the trash in both dugouts and around the field including spectator area, to include emptying garbage cans into dumpsters.

TEAM RESPONSIBILITIES

1. The home team scorekeeper shall be the official scorer and is designated as the official pitch count recorder for each game.
2. Both teams shall clean up the dugouts and spectator areas after each game. However, the home team has the final responsibility to ensure the cleanup has occurred. This includes putting garbage into dumpster and returning cans to storage shed.
3. The home team is responsible for providing the game balls. A minimum of three new balls must be provided at the start of each game, as well as any additional balls throughout the game as required by the umpire.

CODE OF CONDUCT

CLLL is a recreational league that strives to create a safe and positive environment for all players, coaches and spectators. To that end we expect ALL participants to abide by the Codes of Conduct statement that were present and agreed to during registration.

Additional actions, as seen fit by the CLLL Board of Directors may include: probation, suspension from practices, games or CLLL functions for the rest of the season; or expulsion from the League (without a refund). Managers and Coaches will be asked to provide the names of any parents who abuse umpires. Coaches who don't cooperate may face a 1 game suspension for refusing to cooperate.

Coaches, players, parents/guardians and spectators are:

1. Required to abide by an umpire or Adult Game Coordinator's or local administrative personnel's decisions; and
2. Prohibited from throwing equipment or any other forceful action in a display of protest or disgust; and

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3. Prohibited from verbally abusing an umpire for any decision or judgment; and
4. Prohibited from verbally abusing a player, a coach, umpire or spectator; and
5. Prohibited from placing their hands upon, pushing, shoving or striking an umpire; or be guilty of physical attack as an aggressor upon any player, coach, umpire, spectator, local administrative personnel or school staff at any time.

Conduct of players, coaches or spectators that is detrimental and contrary to CLLL's Codes of Conduct can result in, but is not limited to, suspension from further participation for whatever period of time deemed reasonable and appropriate by the CLLL Board of Directors