

DLL Local Rules – Single A Division

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The current Little League Baseball rulebook will govern all play not specified below.

The Teams

Single A teams shall be assigned 12 players on their roster. The mandatory play rules listed below shall be modified should a team have more/less than 12 players on their roster for any given game. Team Managers must notify their Player Agent within 24 hours should their team lose a player (quits, injury, etc...).

The Home Team

The home team shall utilize the 3rd base dugout.

DLL Local Equipment and Safety Rules

1. All batting helmets must have either a protective face cage or "C" flap (on the appropriate side of the helmet - left ear for right-handed hitter, right ear for left-handed hitter). (Tee Ball through Majors).
2. All male players *must* wear a protective cup.
3. No on-field batting practice before games. Batting practice with live balls is limited to the batting cages for those fields so equipped. This includes batting balls into fences, which is likewise banned at all times (including practice). Whiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice. Balls may be hit into a portable batting net in the outfield under coach supervision except when the other team is taking infield practice.

Mandatory Play

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All players shall be listed in the batting order.

All players shall play a minimum of five (5) defensive innings during a regular six-inning game, provided there are no more than 12 players on the game roster. If a team has 13 players and all are present, two players will need to sit out 2 innings in a game.

All players must play at least two (2) innings in the infield.

[Fall Season] As it is common for fall season games to end short of six innings, every effort should be made to get players their mandatory infield work by the conclusion of the 4th inning. If a player cannot meet mandatory infield playing time due to shortened games, that player should be given an extra inning of infield the following game.

Players arriving after the scheduled start time of the game will be added to the end of the batting order and their defensive play may be reduced by the number of innings missed. Players listed in a team's starting defensive lineup that arrive less than 5 minutes prior to the scheduled start time of the game may be removed from the starting defensive lineup and have their mandatory defensive play reduced by one inning at the manager's discretion.

The Defense

The defense shall field a maximum of ten (10) players. The extra player must be positioned in the outfield. All outfield players shall be positioned at least 15 feet beyond the outfield grass cut.

A player in the outfield may not make a put out in the infield unless acting as a back up on a run down. The outfielder must throw the ball to an infielder for a put out.

One (1) defensive coach may be positioned on the outfield grass in order to reposition and coach players after the completion of a play. Coaching the players during any live play is not permitted. No other defensive coach is permitted on the playing field.

During coach pitched innings, the pitcher shall be positioned with one foot on either side and adjacent to the pitching mound, even with or just behind the pitching plate.

During coach pitch innings, the catcher shall wear all regulation protective gear including a catcher's glove and be positioned properly behind the plate in the catcher's box. (If you have a left handed catcher, but do not have a right hand catcher's mitt, the player then may use his own glove so that the player is not excluded from the catcher's position. Check with the DLL Equipment manager for available right hand catcher's mitts.)

The Infield Fly Rule is NOT in effect.

The Pitcher

A coach from the offensive team will provide all pitching in the 1st, 2nd, and 6th innings, and any extra innings.

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The coach pitcher shall stand within the standard pitchers mound while delivering a pitch. The standard pitchers mound is a circle whose front is six feet in front of the pitchers plate (rubber).

The coach pitcher is allowed to coach the batter in between pitches but may not coach after delivery of the pitch or while the ball is in play.

Each team will provide its own baseballs during coach pitch innings. Each team will provide one (1) game ball to the plate umpire during kid pitch innings.

If the batted ball makes contact with the coach pitcher the ball is considered live and in play. A bucket to hold baseballs may be used but it must be placed behind the coach pitcher on the pitching mound. If a ball comes into contact with the bucket after the ball is hit the ball is considered live and in play.

LITTLE LEAGUE HAS IMPLEMENTED PITCH COUNT RESTRICTIONS FOR ALL PITCHERS. ALLOWABLE PITCH COUNTS AND REQUIRED DAYS OF REST VARY BY AGE – PLEASE CONSULT REGULATION VI OF THE LITTLE LEAGUE RULES FOR DETAILS. A COPY OF THIS REGULATION IS ALSO AVAILABLE ON THE DLL WEBSITE.

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
17-18	105
13-16	95
11-12	85
9-10	75
7-8	50

Exception: 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.

Note : A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. In addition, if a pitcher has played the position of catcher for four or more innings in a game, they are ineligible to pitch for the remainder of the day.

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.

The principle of “calendar days” remains the same as in previous years. 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.

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Example: If a pitcher in the Little League Major 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 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.

In addition to the pitch count limitations imposed by Little League, players in Single-A are limited to pitching in one (1) inning per game. Delivery of a single pitch constitutes having pitched in an inning. Any pitcher that is removed from the mound and replaced by another pitcher is not eligible to return to the mound during the same game. The required rest period for Single-A pitchers will be governed by the Little League pitch count rules discussed above.

In addition, any pitcher hitting three (3) batters in one inning or four (4) in the game shall be removed.

The Offense

The batting order will consist of all eligible players. Once established, the order cannot be changed except for injury or players arriving late or leaving early. Players arriving late shall be listed at the end of the batting order. If 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.

Each of the first five (5) innings shall end after three (3) outs or three (3) runs, OR two (2) runs during kid pitch innings, whichever occurs first. Three outs are required to retire the side in any innings played beyond the 5th inning.

A substitute runner may be used for the assigned catcher of each inning when there are two outs. The substitute runner must be the player who made the last out.

Little League Rule 4.10 (e) (10 run rule) shall not be in effect.

Two (2) adult base coaches are allowed, as long as there is one coach in the dugout. Base Coaches must be adults.

The Batter

All batters shall wear a helmet with a face mask. A "C" Flap may be worn in place of the face mask as long as it covers the ear closest to the pitcher.

During coach pitched innings, the batter shall be given a maximum of six (6) pitches. A foul ball cannot be counted as the last pitch.

Strikes, whether swung upon and missed, or called by the umpire, shall be recorded during coach pitched innings. A batter is out on 3 strikes, whether called or swung upon and missed, he is not guaranteed the full 6 coach pitches. There are no walks or bases awarded due to hit by pitch during coach pitch innings.

Bunting is not permitted during coach pitched innings.

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The Runner

All base runners shall wear a helmet.

Runners may advance one base on an overthrow at their own risk with only one advance on the same play per runner – regardless of the number of overthrows per play. (Example: overthrow from shortstop to 1st on an infield hit, player may advance to 2nd at his own risk. If the defensive 1st baseman throws to 2nd in an attempt to make a put-out on the advancing runner, an overthrow resulting from this effort will NOT create an opportunity for the runner to advance to 3rd, and so on.)

Runners may not advance on an overthrow while attempting to steal. This includes overthrows on the return throw to the pitcher.

Runners may not begin an attempt to steal once the ball has left the catcher's hand on the return throw to the pitcher (e.g. no "delayed steals"). The runner may, however, attempt to steal if the catcher is making a play on the runner (e.g. pick-off attempt rather than a return throw to the pitcher).

Runners may advance until the ball is in the possession and control of a defensive player in the infield. The "play" is complete once the ball is in the possession and control of a defensive infield player. A runner must return to the previous base if they are not greater than half way to the next base before the defensive infield attains possession. If a runner is tagged out during any such attempted "illegal" advance, the out stands. However, if the runner safely advances to the next base after an "illegal advance", the umpire should return the runner to the previous base. Legal advance - A runner may remain on the advanced based if the player was greater than half way to the base before infield possession was attained.

Runners are not permitted to steal home. Runners are not permitted to steal during coach pitched innings.

Starting and Ending the Game

[Spring Season] Each team must field a minimum of 9 players. 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 team will forfeit the game.

[Spring Season] A score of 6-0 will be reflected as the game score for standings purposes. If neither team can field a team of 9 players by the end of the grace period, the game will be declared a tie and a score of 6-6 will be reflected as the game score for standings purposes.

[Fall Season] Given the instructional nature of the Fall season, there should be no forfeits during a Fall season. Teams are encouraged to borrow players/outfielders from the opposing team to play. All other rules should be followed as appropriate.

No new inning may start after two (2) hours from the SCHEDULED game time or after the published sunset time for that game day, whichever is earlier. An inning begins immediately upon the end of the preceding inning. The game will end and there will be no pitch after 2 1/2 hours from the SCHEDULED game time.

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Regardless of the time of day, the umpire will terminate play whenever early darkness poses a safety hazard to the players. If no umpire is present, the managers should make the call to terminate play when darkness becomes a safety issue. The sunset time rule does not apply to lighted fields.

[Spring Season] During the regular season the game will end and follow the Little League rulebook. All playoff games will be suspended and played in their entirety at the next available time to resume play.