

# SOLANA BEACH LITTLE LEAGUE LOCAL RULES MINORS A

## A. GENERAL GUIDELINES

**Solana Beach Little League is a recreational program.** Equal emphasis should be placed on sportsmanship, teamwork, learning, fun and competition. Managers and coaches need to respond to all players, regardless of ability, in a positive and calm manner. Many children drop out of recreational youth sport programs because of managers and coaches who place too much emphasis on competition and who are less than patient with players who are not at the top of the game.

Managers, coaches, parents and players should show encouragement and good sportsmanship towards one another. **Derogatory remarks directed at players, managers/ coaches, parents, family members or umpires: WILL NOT BE TOLERATED.** Managers are responsible for the behavior of their coaches, players, player's parents and family members.

Managers are responsible for their players until their parents or an authorized adult arrives. Managers, please make sure that your players' parents or an authorized adult picks up all of your players after all games and practices. **If you are having problems with this issue, please alert the Player Agent or your Division Rep Immediately!**

### **The Little League Parent/Volunteer Pledge**

I will teach all children to play fair and do their best.  
I will positively support all managers, coaches and players.  
I will respect the decisions of the umpires.  
I will praise a good effort despite the outcome of the game.

## B. DIVISION/PLAYER DESCRIPTION

Players in A continue learning fundamentals, improving skills and gaining a better understanding of baseball. Equal participation for all players is an emphasis of Single A.

Single A rules allow 10 players on the defense field at a time. All players play infield and outfield positions and all players bat. An inning ends when the defense gets 3 outs or the hitting team gets 5 runs, whichever comes first. Pitching is by machine, which can be adjusted for each player's strike zone. Managers/coaches may use coach pitch or the tee at their discretion, depending on a player's hitting level. The batter stays at the plate until he/she hits the ball into play, although a player should hit off the tee if he/she has not hit the ball off

the machine or coach pitch after 10 pitches.

Standings are not kept nor are wins and losses recorded. Score is only tracked to determine when 5 runs have been scored in a half inning. Single A teams practice once per week. In the first half of the season, games are on Saturdays only. In the second half of the season, Teams will play 2 games per week, one mid-week and one on Saturdays.

### **C. SCHOOL/FIELD CARE**

#### **Please Pitch In! Help Keep Our Schools & Baseball Fields Neat, Clean & Beautiful!**

1. Remove all trash bags that are half full from the trash cans.
2. Securely close the full trash bags and carry them over and deposit them into the dumpster located at the northeastern corner of the field. Please do not put trash in the recycle dumpsters.
3. Please line the emptied trash cans with a clean trash bag liner. Clean trash bag liners are conveniently stored in the bottom of each trash can.

### **D. LOCAL RULES**

**NOTE:** The Solana Beach Local Rules shall be followed by the teams participating in Solana Beach Little League. However, these local rules are **NOT** a complete list of all baseball rules applicable to the little league divisions. The Official Regulations and Playing Rules provided by Little League Baseball set forth the complete rules of the game. All managers and coaches shall have a good understanding of the Official Baseball rules. In the event of a conflict in the rules, the Solana Beach Local Rules shall be applied.

#### **1. GENERAL**

- a. Game Time.** Every effort must be made to start the game on time. If you have **eight (8)** players, you must start the game. If game delays become a problem, we will be forced to shorten your games by the period of time the game starts late. Starting the first morning games on time is critical.
- b. Run Limit.** There are 5 runs maximum per inning, or 3 outs, whichever occurs first. However, the sixth (or final) inning allows unlimited runs until there are 3 outs, or the team at bat has batted once through the entire order. If the Managers determine that less than six innings will be played, that determination will be made prior to the start of an inning, and that last inning will be played as if it was the 6th inning with the rules listed above. Opposing managers should be watching the clock and approaching darkness and make recommendations which

is in the best interest of player safety.

**c. Time Limit.** There is a two-hour time limit for all games. The time begins when the Managers start the game. No new inning can begin after the two-hour limit, but if a new inning begins before the two-hour time limit, it will be completed unless 1) darkness or weather prohibits it or 2) *the game extends past 2 hours 30 minutes of play time*. The next inning starts the moment the third out occurs.

**d. Rain Outs.** If a game is rained out, you must contact the Division Rep immediately and schedule a make up game.

**e. Rescheduled Games.** You may not reschedule a game without the approval of the Division Rep. For all rescheduled games, it is the home team manager's responsibility to contact the umpires and advise them of the changes. Contact information is provided separately.

**f. Dugouts.** Only 3 adults (appointed managers/coaches) are allowed in the dugout or on the field during a game. One appointed manager/coach must stay in the dugout at all times when there are players on the bench. All players sitting on the bench waiting to bat or who are sitting out an inning, should stay in the dugout, unless they are warming up in the bullpen area. No other adults or minors are permitted in the dugout.

**g. Disputes.** If there is a dispute about a game, please resolve the issue(s) with your Division Rep & the Player Agent, and if necessary, the President. No protests please. All protests must be made with the opposing Manager and if necessary, Division Rep.

**h. Dugout Assignment.** The home team will occupy the first base dugout.

## **2. PRE-GAME**

**a. Visiting Team.** The visiting team sets up the bases and ensures the pitching machine is brought out of storage and set up.

**b. Scorekeeping.** Score does not determine the game's outcome and shall only be kept so as to determine when the offensive team has scored 5 runs.

## **3. POST-GAME**

**a. Dugout Clean Up.** Each team is responsible for cleaning up its own dugout after the game. Please have parents/managers/coaches clean out any equipment and trash in the dugout when the game is over so the next team can move in on time. Please move out of the dugouts promptly. Conduct team meetings and serve snacks off to the far sidelines so as not to interfere with the next team.

**b. General Clean Up.** Please ask players and their family members to clean up dugout and bleacher areas after each game. The League is completely responsible for cleaning up after ourselves! Thank you for your help.

**c. Visiting Team.** The visiting team puts away the bases and pitching machine and locks the storage shed.

**d. Home Team.** The home team drags the infield.

#### **4. PLAYERS**

**a. Substitution.** There will be free player substitution throughout the entire season. If live kid pitch is used, once a pitcher has been removed as a pitcher, that player cannot return as a pitcher. (Additional limitations on pitching and catching substitution noted below).

**b. Minimum Play.** All players will have a minimum playing time of four innings. No player can sit out two consecutive innings. All players must play at least TWO (2) innings in a position other than the outfield (e.g. infield, pitcher, or catcher). All players must sit out 1 inning before any player sits out 2 innings. You are encouraged to structure your game plans to allow all players equal playing time over the course of the season.

**c. Minimum Roster to Play.** Minors A games can be played with 8-10 players. If you have fewer than 8 players, you may still play and “borrow” players from the other team to play in the field.

**d. Injuries.** If a player is injured in a SBLL game, you must contact the Safety Officer and President in writing. Injured players, who have been injured in a SBLL game or elsewhere, must have a treating physician/facility, provide written authorization to resume play.

**e. Discipline.** If a Player is benched for disciplinary reasons, the Manager must discuss it with the Division Rep., the Player Agent and the Player.

**f. Replacement.** If a team loses a player for any reason, or a player on your team misses 3 consecutive games for any reason, the Manager must contact the Player Agent, Division Rep and President immediately. All Division Managers will be apprised of the situation. Managers/Coaches may not contact replacement players without the approval of the Division Rep, Player Agent and President.

**g. Ten Players.** The defensive team will be allowed to field 10 players with the 10th player to be positioned in the outfield only (no rovers).

#### **5. PITCHING/CATCHING (If Live Player pitching is introduced)**

**a. Pitching Limits.**

<b>Age</b>	<b>Pitches Per Day</b>
All ages	50 pitches

**Exception.** If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the third out is made.

**b. Days of Rest.**

<b>Pitches</b>	<b>Days</b>
41-50	3 days
31-40	2 days
16-30	1 day
15	0 days

**c. Pitcher/Catcher Eligibility.** After a player has entered the game as a pitcher, and **delivered 41 or more pitches**, that player will **no longer be eligible to play catcher** for that game and for that day.

**d. Catcher/Pitcher Eligibility.** Any player who has played the position of catcher for 4 or more live kid pitch innings in a game is not eligible to pitch on that same day. Any portion of an inning constitutes a full inning.

**e. Catcher Gear Requirements.** All catchers in the act of catching a pitch must use a catcher's glove and a catcher's helmet, with a chin guard —no exceptions. Under no circumstances shall a male catcher not wear a protective cup for their groin area.

**f. Player Gear Requirements.** Any player serving as catcher while warming up a pitcher, both on the field and in the bullpen must wear a catcher's helmet/mask and use a catcher's glove. During the game **and during practices**, including pre-game warm up drills, any player standing near the plate and receiving throws from the defense must wear a catcher's helmet/mask.

**6. BATTING**

**a. Bat Around.** All teams will utilize the "bat around" method for structuring their batting order. A late arrival will be placed at the end of the batting order. If a

player is injured, becomes ill or must leave the game after the start of the game, then that player's turn in the order will be skipped without penalty. If the player returns, he/she will be inserted into the original spot in the lineup.

**b. Fake Bunt.** A fake bunt-swing away tactic **is not authorized**. Please advise your players of the dangers involved with this tactic and as always, safety first.

**c. On Deck Batters. No on deck batters are allowed anywhere.** Not in the bullpen, not on the sidelines and not in the dugout. No player should have a bat in his/her hands until he/she is walking to the batter's box.

**d. Stealing bases.** Not allowed in this division.

## **7. RUNNING**

**a. Avoid Contact.** The runner is out if he does not slide or make an attempt to go around a fielder who has the ball and is waiting to make a tag (7.08a) advancing.

**b. Head First Slide.** The runner is out if he slides head first while advancing.

**c. Substitute Runners.** Substitute or courtesy runners are allowed if needed.