



# Southeast Diamondbacks Little League

## Single-A Division Rules

All general rules of baseball are followed (ref: Little League Rulebook app.) Specific rules that apply to SEDLL are listed below.

### 1. FIELD PREPARATION

- a. PRE –GAME: The Home team shall be responsible for preparing the field for play including setting up the bases & pitching machine (when needed), chalking the base lines and batter's boxes and removing the tarps.
  - i. Bases are to be set at 60ft.
  - ii. Front of pitching machine to be placed 40 feet from the front of home plate.
- b. POST-GAME: The Visiting team is responsible for dragging the infield/home plate area, removal and storage of the pitching machine and watering down the infield (if required.)
  - i. ***In the interest of good sportsmanship, it is encouraged that both teams assist in pre and post-game field responsibilities.***
- c. CLEAN UP: Each team will clean up their dugout and pick up all trash around the bleachers following their game and before distributing snacks to the players. Team Managers are responsible for ensuring that all the trash is cleaned up in and out of the dugouts before leaving the playing field. It is the Manager's responsibility to ensure all spectators clean up their respective areas.

### 2. MANAGER/COACH INFORMATION

- a. A MAXIMUM OF FOUR coaches/managers may be in the dugout at any time.
- b. All coaches must be registered with the SEDLL system.
- c. Coaches may be in the outfield during defensive play.
- d. **One coach must always remain in the dugout if players are in the dugout.**

### 3. THE DEFENSE

- a. All defensive players should be used but may consist of 1 pitcher (no pitching - just fielding), 6 regular position infielders and 4/5 outfielders.
- b. There is NO catcher in the A-ball Division. It's recommended that you place a net behind the plate to gather pitches (vs. the baseballs going all the way to the backstop.)
- c. You are encouraged to move players around each inning to help develop their position skills.

### 4. THE BATTER/BASERUNNER

- a. EVERY batter and runner must wear a helmet. The helmet must remain on while the batter is running the bases.

- b. Each team will bat their entire lineup each inning. The bases will be cleared upon the conclusion of the last batter in the lineups at bat.
- c. Batters will receive no more than 5 **hittable** pitches during an at-bat. However, an at-bat cannot end on a 5<sup>th</sup> pitch that is a foul ball.
  - i. If the batter misses the 5<sup>th</sup> pitch, the player will hit the ball off a tee.
- d. There are no on deck batters, no practice swings inside or outside the dugout between innings. **This is a Little League rule.**
- e. All overthrows will result in one additional base. That is, the base they are running to plus the next one.
- f. There will be NO walks or hit by pitch allowed.
  - i. If a batter is hit by a pitch, it will not considered a “hittable” ball.
- g. Stealing bases is not allowed.
- h. Sliding is not allowed.
  - i. The first offense will result in a warning. Any consecutive offense by the same player results in a player being called out.

## 5. GAME PROCEEDINGS

- a. OFFICIAL GAME TIME: The official start time of every game is the scheduled game time of that game. (If a 1-hour game starts 15 minutes late, the teams will have 15 minutes less to play.) The league President, Vice-President or Umpire In Chief will be the sole determinant of any exceptions to this rule.
- b. The end of the game occurs if:
  - i. An inning is completed after the game time of 45 minutes. When the 45 minute no new inning time is reached, play shall continue until the home team either has completed their turn at bat.
  - ii. “Drop dead” game time is reached at 1:00.
    - 1. Once a player steps into the batter’s box, neither the no new inning nor drop-dead rule can be enforced until the player completes his or her at bat.
- c. Games should not be forfeited due to lack of players. Just play with the number of players you have.
- d. The Single-A division will use soft (code #5) baseballs only.

## 6. MISC. RULES

- a. There will be NO score kept in A-ball division.
- b. Any combination of coach pitch and the pitching machines may be used (coach’s discretion.)
- c. Any hit ball that makes contact with the pitching machine or the coach operating the machine is considered a live ball and all runners may advance.
- d. There are no paid umpires in A-ball. The managers are to self-umpire the game.
- e. If a player needs to temporarily leave the game (eg: going to the bathroom) and returns to the game within a short period of time, the following rules apply...
  - i. Defense – A substitute player may be utilized in that person’s position. The player that left may resume their defensive position upon their return (assuming that minimum player requirements are met for the person that left and the

substitute player.) NOTE: If the player who left was pitching, the player may return to a different defensive position but may not return as the pitcher for the duration of the game.

- ii. Batting – If the player who needs to leave is scheduled to be at bat, that player batting position will be moved to the bottom of the lineup card. The next scheduled batter in the lineup will bat in place of that player. (The skipped over at bat will not be recorded as an out.)
- iii. Base running – If a player is running the bases and needs to leave, a pinch runner may be utilized. The pinch runner shall be the batter that made the most recent out. The player who left the game may not replace the substitute base runner during that base running sequence. (The player must wait until their next at bat or defensive positioning, whichever comes first.)

- 7. There is no end of season tournament in A ball. All players will receive a participation trophy or medal at the end of the season.

Have fun!