

WOODLAND LITTLE LEAGUE

SINGLE A

DIVISION RULES

OBJECTIVE OF LEAGUE:

The objective of the Single A league is to provide a competitive atmosphere without keeping score. The managers and coaches are expected to teach **the fundamentals** of baseball to their players without the pressure of winning and losing. Success in this league is measured by how well each and **EVERY** player progresses throughout the season and how each coach embraces the objective of the Single A league. The most important aspect of your season will be to get your players ready for the next level of play for the following season.

Coaches are required to **move players to all positions and teach the fundamentals of each area**. Coaches should emphasize the importance of every position in baseball.

Also, as important, is the matter of **GOOD SPORTSMANSHIP**. Players should be taught the meaning of good sportsmanship. Set an example by the way you behave and conduct yourself on and off the field (Your players will react the same way they see you and your coaches react). In this league there is no reason for managers and coaches to argue with umpires or amongst themselves. Sportsmanship does not just take place inside the foul lines; the behavior of your parents is a key ingredient on how your player will respond to you and your staff. By keeping everyone informed and up to speed with your style of coaching and your expectations for your players, your season should go smoothly.

The rules for the Single A baseball league will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book book):

A. Minor A

1. Pitching and Batting

a. First half of the season shall be a coach pitch, tee ball format.

- i. The batter will receive 5 pitches from a coach in which to hit a ball into fair territory.
- ii. If a batter should foul off the 5th pitch, they may continue provided they make contact.
- iii. Should a batter fail to hit a ball into fair territory within their allotted number of pitches the player will hit from a tee until they place a ball into fair territory (balls hit from a tee must be hit at a minimum of 8 feet from home plate, to be a fair ball).
- iv. Bunting is not allowed.
- v. Batters will bat top to bottom in the first inning, bottom to top in the second inning. Rotating back and forth for all innings played. Each inning you bat all players before switching. Do not switch after 3 outs. An out is removed from the base.
- vi. Two defensive coaches are permitted, with one in the field and one behind home plate.

b. Second half of the season shall be coach pitch only.

- i. The batter will receive 7 pitches from a coach in which to hit a ball into fair territory.
 - ii. If a batter should foul off the 7th pitch, they may continue provided they make contact.
 - iii. Should a batter fail to hit a ball into fair territory within their allotted number of pitches, the batter is out.
 - iv. The batting order is normal for the 2nd half. Top to bottom until each batter has batted or 3 outs have been recorded. If 3 outs are recorded, then you pick up where the last inning ended.
- c.** Any authorized adult may pitch. The adult pitcher must only pitch from the front rubber from a standing or kneeling position.
- d.** There are no on deck batters. The only player with a bat in their hand will be the batter at the plate.
- e.** A batted ball must reach the outfield grass in the air to advance more than 1 base.
- f.** Two defensive coaches are permitted.

2. Duration of Game

- a. No new inning may start after 1 hour 15 minutes.
- b. No game will last more than 1 hour and 30 minutes. Any game reaching this allotted time shall be terminated at once.
- c. If at any time lighting for a game becomes too dim to safely continue a game, the game shall be called. Safety is your main concern.

3. Base running

- a. There will be no stealing allowed.
- b. Play stops once the ball goes into the pitcher player or pitcher coach area.
- c. You may not advance on an over throw.
- d. Players can slide into any base or home plate permitting it is not head- first. You may dive head-first **BACK** to a base from which you came.
- e. The defensive player tagging the orange bag at first base is not an out. The orange base is for the batter that is running to first. The offensive player shall only touch the orange bag.
- f. Two base coaches are allowed. They must be in the coach's box.
- g. The last batter is not allowed to run all the way around the bases after hitting.

4. Players and Player Requirements

- a. Each player attending any game shall play every inning and maintain their position in the batting order. Any player that is late to the game shall be inserted at the bottom of the lineup.
- b. One player will be placed in each of the infield positions including the pitcher and catcher positions, with the remaining players taking up positions in the outfield.
 - i. The player playing the pitching position shall stand 6 feet behind the coach pitcher with one foot on the pitching rubber.
 - ii. Infielders shall be on the dirt area in the infield and not in the base line or on the grass.
 - iii. Outfielders shall be spread out evenly in the outfield no closer than 10 feet from the grass that starts the outfield.
 - iv. Charging from the outfield positions is not allowed. The players positioned in the outfield must wait until the ball is hit to move inward toward the batter.

Outfielders must start behind the white chalked line, or if no white line is in place, may not be any closer than 10 feet of the infield dirt until the ball is hit.

5. City Tournament

- a. Rules to follow at a later date.

6. League Rules

- a. You may play with less than 9 players without penalty if a replacement player is not available.
- b. If anyone is ejected from a game, it is a minimum one (1) game suspension (Extra game)
- c. Any request for disciplinary action against a player must be in writing to the Player Agent before it will be looked at by the Disciplinary Committee.
- d. The Home Team is responsible for unlocking/locking the gate on their side, putting the bases and Tee before the game, picking up the game balls before the game and providing the tee during the first half of the season.
- e. The Visiting Team is responsible for unlocking/locking the gate on their side and returning the bases to the knock box after the game.
- f. Home Team is in the first base dugout.
- g. If a League umpire is not assigned to the game, the base coaches will make the call on fair or foul balls. Only call out "FOUL BALL", and just point to fair territory on fair balls. The coach that is pitching will make the safe or out calls on the bases.
- h. A coach from the defensive team may line up behind the catcher to return all past balls to the coach who is pitching to their team.

7. Safety Rules

- a. All players must wear a helmet whenever they have a bat in their hands.
- b. No warming up with bats or baseballs outside the fence.
- c. No more than **5 adults** in the dugout.
- d. All Catchers must wear a catcher's helmet with throat guard and male catchers must use a cup during catching duties.
- e. All male players must wear an athletic supporter or sliding pants.

8. Coaching Tips

- a. Teach your players to play positions in accordance with the rules.
- b. Instruct them on how to make the correct play. Do not teach them to be a one player team.
- c. Teach each player how to run the bases in order to play the game, not WIN it.
- d. Teach your players the techniques needed to play each position, where to put their feet; how to complete a force out, tag out, and cover their base.
- e. Teach them where to stand in the batter's box, how to hold a bat, batting stance.
- f. Teach them how to slide correctly for safety.
- g. Enforce the safety rules above.