

Lynn Valley Little League Single A Rules

Unlike Rookie and T-Ball where three teams attend each scheduled game, Single A will be 2 teams per scheduled game. All games will be played on the West lower gravel diamond (with the dug outs). Each game will comprise of a 30 minute practice followed by a 3-4 inning game. If teams require a longer practice time they should plan to start earlier or plan for a different night. Each team will play twice per week; Saturday and a weeknight.

The league will endeavor to schedule a tournament to complete the season. The format will be based on number of teams. During the tournament portion of the season, scores and records will be reported and standings will be calculated.

Games will be called due to rain by the mutual agreement of the two coaches at Kilmer park not more than 20 minutes prior to start of the practice time. Games missed due to rain are not required to be rescheduled but can be rescheduled by the coaches if they so choose. Games (or practices) can be rescheduled at any time when the diamond is not scheduled for another game.

Practice is an important part of developing a player's skills and ability to work as a team; coaches are expected to respect and utilize practice time and to speak to parents if practice is regularly skipped and the player only attends the game portion.

All Little League baseball rules (see Official Rules of Baseball available through Baseball Canada) will apply in addition to those listed below. If a situation arises where a decision cannot be reached, send the base runners back to the bases before the play commenced and replay it. Kids play baseball to have fun, and it must be our primary goal to make that happen.

When they develop their skills and knowledge of the game and rules within this context, they will come to love the sport of baseball, and value the teamwork, cooperation and sportsmanship that are an essential part of the game.

Please make it clear to your families that any player, coach, spectator or other person displaying poor sportsmanship shall be ejected from the game. Once ejected, the offending person must leave the park immediately or face further disciplinary action.

There can be no discussion during the game regarding calls made by the designated umpire. Please no arguments amongst coaches and umpires at all.

A. GAME DURATION

1. Each game will start 30 minutes after the scheduled practice time to permit a regular practice. Coaches are to use practice time with their team.
2. All games will be a minimum of two innings with the goal of playing three to four innings; additional innings can be played if agreed to by both coaches and if weather and daylight permit. The total game time should not exceed 75 minutes. Once an inning is started, it must be finished.
3. A maximum of five runs can be scored per inning. There are no open innings in regular season play.
4. Games will conclude with a “rally race” around bases and a team hand shake.

B. PITCHING MACHINE

1. The pitching machine, operated by the batting team coach, is to be used for all pitching. Under no circumstances may a child operate the pitching machine.
2. A dead-ball circle is to be painted around the pitching machine.
 - A ball hit cleanly through the circle is a fair ball and in play;
 - Any ball hitting any object (or coach) in the circle, or coming to rest in the circle is a dead ball with no penalty of a pitch and no runners advance;
 - No player may enter the pitching machine circle. If a player retrieves the ball from the circle and makes an out the umpire will rule the hitter and all runners safe.
3. Before feeding the ball into the machine, the coach should hold the ball up in his hand, making sure that the batter AND the catcher is focused on the machine.
4. Offensive coaches will be stationed as follows:
 - (a) pitching machine operator
 - (b) 1st and 3rd base coaching boxes
 - (c) dugout.
 - (d) behind plate (optional)

NOTE: The coach operating the machine may not coach the batter and/or runners. If there is a coach behind the plate, they may only instruct on batting position and swinging the bat. Only the first base, third base or dug out coach may coach or instruct the players.

C. NUMBER OF PLAYERS AND POSITIONS

1. A minimum of seven players per side is needed to start a game. The game may be played by either borrowing players or with a lesser number.
2. All players will bat in order regardless of whether they are playing in the field.
3. If Teams are made up of 12 players or more – every player must be a “Spare” once during a game.

4. Nine players will take their normal field positions. If required, a tenth or eleventh player may play in the outfield but cannot infringe on or near the infield (not playing long infield).
5. Coaches will fairly rotate players through all positions; they may choose to do this by inning or by game.

D. EQUIPMENT

1. All batters and runners must wear batting helmets with chin straps done up during games and practices.
2. Gender protectors are mandatory.
3. Each team will receive a team bag with bats, game balls, helmets and catching gear. Practice balls will be stored in buckets in the lock box..
4. Due to the gravel field; long pants must be worn - no shorts.
5. Catchers must wear all catcher's equipment as supplied. No child will play catcher without wearing a protective cup
6. Bats – only aluminum bats approved by Little League International are permitted. No composites or half-comp bats are allowed.
7. The team will provide bats; children are allowed to bring their own provided they comply with these rules. Coaches are to ensure bats are the appropriate size for the player.
8. NO BATS PERMITTED IN THE DUG OUT.
9. ONLY THE PLAYER BATTING MAY HAVE HIS HANDS ON A BAT. No on deck circle.

E. UMPIRES / COACHES

1. The coach operating the pitching machine will be the deemed umpire and will be responsible for calling outs. If the deemed umpire did not clearly see the play, he/she can ask the closest base coach to the play to make the call.
2. Fielding team coaches will not have responsibility for calling outs.
3. To familiarize players with baseball scoring for tournament play, teams are permitted to keep score. However during regular season, there is no need to report scores or track season records. Scorekeepers are to be provided by the visiting team.
4. Only the batting team is permitted to have coaches on the field (1st Base Coach, 3rd Base Coach, Plate coach and Pitching Machine Coach). There must also be one coach or manager in the Dugout area. Plate, first and third base coaches must be adults.
5. When the team is in the field, the fielding team coaches will coach from inside or in front of the dugout or from outside the foul line in the outfield portion of the field. The coaches are not permitted on the field of play or to occupy the space outside the foul lines between home plate and 1st or 3rd base (reserved for the batting coaches).

F. THE FIELD

1. A line should be chalked between the bases to mark the half-way point.
2. Infielders must be behind the base lines before each pitch.
3. The outfielders must be approximately 30 feet beyond the baselines before each pitch.
4. Foul lines should extend 130 feet from home plate to left and right field.
5. A 100 foot arc connecting the ends of these two lines forms the home-run/double line.
6. Bases will be 50 feet distance from home plate.
7. The pitching machine will be set at a distance from the plate of 43' with a circle of 10 feet diameter set around it.

G. BATTING

1. Teams shall bat in a "Continuous Batting Order", which means that all players including those not currently assigned a fielding position receive a turn.
2. Prior to April 25th, each batter gets 5 pitches with the pitching machine; if the batter fails to hit the ball, he/she will be given the use of the "T"; there will be no strike outs prior to April 25th.
3. When the "T" is used the following rules apply:
 - (a) The ball must be struck; if the "T" is struck, knocking the ball off it is a dead ball (Batting coach to call)
 - (b) All fair balls hit off pitching machine or "T" automatically in play – no matter how short the ball stops
4. On/after April 26th, each batter is allowed a maximum of five pitches. If a batter strikes out swinging before the five pitches, then they will be called out.
5. Foul balls will only count as first and second strikes. A foul ball on the fifth pitch does not result in an out.
6. A fair ball which rolls into foul territory in the outfield and crosses the natural extension of the homerun line is called a double.
7. A ball hit on the ground over the home-run line is called a "Ground Rule Double".
8. It is a "Ground Rule Double" even if an outfielder touches it before it crosses the line.
9. If, in the umpire's opinion, the outfielder deliberately knocks the ball over the home-run line to invoke the ground-rule double, the runner(s) may be awarded an extra base.
10. A ball hit in the air over the home-run line is a home-run.
11. No bunting is permitted.
12. A batter is called out if he/she throws the bat.
13. There is no "on-deck" swinging. All batters must wait at the bench until their turn.

H. RUNNING

1. No stealing and no lead offs.

2. Due to the fact that LVLL Single A plays on a gravel field, for safety sake, there will be sliding on gravel fields. Slides on gravel will be called out.
 - LVLL coaches should realize that 8 year old tournament occurring on grass fields will typically permit sliding and you should practice sliding on a grass field during the season.
3. On hits to the outfield, a runner may not advance once the ball has been thrown back into the infield area (being the area inside the proper baselines and the backstop) or if it has been controlled by an infielder, unless the runner has already advanced more than halfway between bases. It is not necessary for the baseman to catch the ball in order to stop the runners, unless he/she is cutting the ball off in the outfield area (well beyond the baselines).
4. It is the umpire's decision as to whether the runner had advanced half-way to the next base before the ball had returned to the infield. If the runner has not sufficiently advanced, then he/she must return to the previous base.
5. If there is at least one runner on base when a ball is hit to the outfield and the runner(s) is(are) on adjacent bases, then it is the lead runner's position when the ball is thrown back into the infield area which will determine whether runners may or may not advance to the next base. Eg. If the batter hits the ball to the outfield and is more than halfway between 1st and 2nd when the ball is thrown back into the infield, BUT the lead runner who is directly ahead of him (ie between 2nd & 3rd) is NOT more than halfway between the bases, then both runners must return to the previous base, however, if the only runner is on third and doesn't make it halfway to home, the batter-runner could make it as far as 2nd base .
6. A runner may be tagged out for overrunning the base on an overthrow (known as "runner's peril").

I Advancing on overthrows

1. To encourage fielding the ball to first base, an overthrow at first base will NOT be deemed an extra base for the runner.
2. Overthrow To Second Base – a runner cannot advance to third base on an overthrow by an infielder to second base, even if the infielder has retrieved the ball in the outfield. However, if a ball is thrown by an outfielder to second base and the ball remains in the outfield (eg it is thrown from left field past second base and into right field) then the runners may continue advancing until the ball is returned to the infield.
3. To Third Base - No Runs can be scored on an overthrow. This is to encourage players fielding ground balls to attempt the out rather than playing it safe.

J FIELDING

1. All Fielded Outs count
 - Caught Pop Flies

- Caught ball and base runner fails to tag up
 - Force plays at all bases and home plate
 - Tagged off base
2. Fielding team can turn a double or triple play.

K Field Set Up

1. The Home Team is responsible for:
 - (a) preparing and lining the field with chalk before a game;
 - (b) putting out the bases and umpire equipment (Locker combo is 8765)
2. The Visiting Team is responsible for:
 - (a) inspecting the field for and picking up dog poo before the game.
 - (b) putting away the equipment after the game.