

Single A Rules - 2016

Although there are some major changes between Single A and Farm/T-Ball, coaches are reminded that Single A is intended to be primarily an instructional and developmental level of play where competitiveness takes a back seat to encouragement. Since practice time is limited, every opportunity to “teach” should be taken advantage of during the games themselves. Coaches should also be mindful of the wide spectrum of playing ability and experience that may exist on their rosters, particularly at this age, and recognize that players may develop at different rates and different times. We would like to provide all of our players with a positive experience and to foster an interest and enjoyment of the game that can continue for years beyond their time in Single A.

1. **Every player is in the lineup.** A batting order should be established at the beginning of the game and adhered to throughout. However, an out will not be issued for a player who leaves during the game.
2. **Every player plays the field every inning.** No defensive player sits out. Six (6) players, and no more than 6 players, play the infield at the normal positions (1B, 2B, SS, 3B, P and C).
3. **All** remaining players, however many there are, play the outfield. Outfielders must play at equal depth (no short fielders). An outfielder cannot cover a base for the purpose of making an out. For example, if there is a runner on first, the centerfielder cannot play shallow, field a ball and step on second base to make a force out, nor could that centerfielder cover second base and receive a throw from another fielder to make such a force out.
4. When a coach is pitching, a defensive player is positioned on the mound. This player should not be positioned in front of the pitching coach, should have a direct and clear view of the batter, and should begin the play in contact with some portion of the mound. In other words, the player is not a roving infielder; he/she should play defense in the same way as a pitcher.

5. **Each player must play at least 2 innings in each game at an infield position** (1B, 2B, SS, 3B or P). Playing catcher does not count toward playing infield for the purpose of satisfying this 2 inning minimum.
6. **Run limit:** In order to keep the game moving, there will be a 3-run limit per team, per inning. This rule is not in effect the 6th inning.

Pitching**

7. Coach / Player Pitching:

First 5 games: players pitch last 2 innings of the game.

During this phase, a player pitches a maximum of one inning per game.

Second 5 games: players pitch last 4 innings of the game.

Remainder of games: players pitch all innings.

8. Balls and strikes will be called both when coaches are pitching as well as when players are pitching.
9. When a coach is pitching, “strike one” and “strike two” will be called—however, there will be no called “strike three.” A player can only strike out by swinging against a coach.
- 10. When a player is pitching, a batter may be called out for a called “strike three.”**
11. There are no walks. When a player is pitching, after “ball four” is called, a coach will come in to pitch. The coach inherits the existing count (amount of strikes on the batter). Again, however, the batter cannot be called out on a third strike when the coach is pitching (it does not matter that the coach is relieving a player).
12. If a player-pitcher hits a batter, a coach will come in to pitch (as opposed to awarding first base). If a pitcher hits 3 batters in one inning, he/she is removed from pitching.

****Pitch Counts**

Maximum Pitches allowed per day

Ages 7-8: 50

Ages 9-10: 75

Mandatory Rest Requirements:

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 day of rest must be observed.

If a player pitches 1-20 pitches in a day, (0) calendar days of rest is required before pitching again.

In addition to the Rest Requirements:

During the first five games, no pitcher can throw more than 1 innings per game.

Thereafter, no pitcher can throw more than 2 innings per game.

No pitcher can throw more than 4 innings in a week.

Batting

13. Bunting is not permitted.

14. When a coach is pitching, both the batter and any runner on base at the time may only advance one base on a batted ball.

Stealing

15. Stealing is only allowed when a player is pitching, not when a coach is pitching.

16. Only one (1) steal per inning of either second or third base is permitted.

17. Stealing home is not permitted.

18. A base runner may attempt a stolen base only after the ball crosses the plate (not upon the pitch).

19. Leading is not permitted.

Base running

20. (Repeating Rule 14) When a coach is pitching, both the batter and any runner on base at the time may only advance one base on a batted ball.
21. Players do not advance on an overthrow.
22. On any ball hit into the outfield, the ball will be deemed dead upon coming back into the infield (either in the air or on the ground) regardless of whether it is secured by a fielder. Upon such a dead ball, a runner must return to the last base reached, and will do so freely (that is, there is no “throwing behind” or throwing out of a runner returning to a base under this rule). This rule is designed to teach fielders to get the ball into the infield and to avoid bad habits and the sloppy play that can occur when runners are circling the bases while the ball is being thrown all over the place. A runner within a step or two of a base at the time the ball is entering the infield should typically be given the benefit of the doubt and be permitted to remain at that base—however, this is a judgment call for the umpire and may not be questioned by a coach.
23. On all plays at second, third, or home, runners must slide.
24. Runners may not slide into first.
25. Runners may not slide head first into any base.
26. Runners may not barrel into the catcher on a play at the plate.

Bench

27. There is only one on-deck batter at a time. Only the on-deck batter may have a bat in his/her hand. The on-deck batter must be in the designated pen and no one else may be in

that pen. All bats should be kept in the pen and, thus, no one should have a bat on the bench or anywhere else.

28. Players, as best you can manage, should remain on the bench when their team is at bat.

29. Try your best to keep parents, siblings and friends off the bench.

Home Team - 1st base dugout

Visiting Team - 3rd base dugout

	Coach Pitch	Player Pitch
Called third strike	No	Yes
Batters/Runners advance on batted ball	One Base	Multiple bases
Stealing	No	Yes, one per inning