

# CONCORD AMERICAN LITTLE LEAGUE, INC. LEAGUE POLICY

*Approved January 25, 2007*

## SINGLE 'A' INSTRUCTIONAL DIVISION

1. The division shall consist of a minimum of four (4) teams, and a maximum of sixteen (16) teams, or eight (8) teams per available playing field.
2. Eligible Single 'A' players should be, six (6) if they have previously completed one (1) season of Tee-Ball, age seven (7), eight (8), with the exception made for nine (9) and Ten (10) year old players when it is in the best interest of a particular child.
3. Twelve (12) and Eleven (11) year old players are not eligible to play in the Single 'A' Division.

**Minor Division Rules (These rules are supplemental to the minor league rules published annually by Little League Baseball, Inc.)**

### General

- A. SINGLE 'A' Division is an **instructional** division of Concord American Minor league. The intended purpose of this division is to teach and train young players.
- B. **All players must play a minimum of nine (9) outs on defense per six (6) -inning games. Free substitution shall be allowed in between innings however player substitutions shall be reported to the official scorekeeper and innings played will be noted for each player in the official scorebook. Post game each manager shall examine the official score book and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements.**
- C. **A point system shall be used for determining division standings**  
TWO (2) points will be awarded for a win  
ONE (1) point will be awarded for a Tie  
ZERO (0) Points are awarded for a loss
- D. No set infields are allowed. Players must be rotated into different positions between the infield and outfield during each game.
- E. Ten (10) players will be used on defense by use of a fourth outfielder
- F. Five (5) run rule – the fifth run scored in any half-inning ends that half-inning.
- G. Three (3) innings shall constitute a regulation game. **Examples: (E1)** If after three (3) complete innings of play the game is called for lack of light it will be considered a complete game the score at the end of a complete inning is the final game score. **(E2)** If only a half of a inning is completed and the game is called the score reverts back to the score at the end of the last complete inning. **(E3)** If after three (3) complete innings the score is tied, it will be scored & reported as a tie game.
- H. No inning shall start after two (2) hours have elapsed since the official starting time of the game. It shall be held that a new inning starts immediately when the third out is made, or the fifth run is scored, ending the preceding inning.
- I. Rule **6.05 (e), (infield fly)** shall not apply in the Farm division.
- J. Rule **4.19, (protesting game)** shall not apply in the Farm division.
- K. One defensive team coach is allowed on the field for instructional purposes and will also serve as first and second base umpire.
- L. After the ball has been hit into play and returned to any infielder within the infield the play is over and no runner may advance. A runner who has advanced more than half way to the next base may continue his attempt to advance to that base. The defensive player may attempt a play on the advancing runner. In this case the ball remains live until returned/retained back to an infielder or pitcher within the infield area. When the ball is in possession of a player in the infield and it appears no further play is possible the umpire will call 'TIME' and no further action will be possible on the playing field. Outfielders must start play behind the outfield line until the ball has been batted.

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### Batters

**On Deck Batters are not permitted on the field or in the caged area next to the bullpen.**

- A. All players on the team roster will bat in order. Players coming to the game late will be added to the end of the batting order. **See LL Rule 4.04**
- B. No walks will be awarded batters.
- C. No bunting is allowed.

### Runners

- A. No stealing is allowed.
- B. Runners may only advance One (1) Base per overthrow.
- C. Runner may not leave any base on any pitch until the ball has been batted.
- D. In case of injury to the runner, the last player listed in the batting order at that time shall be the substitute runner. (see rule 3.04)

### Pitching

- A. **No** pitcher of league playing age nine (**9**) or above is allowed to pitch in the 'A' division.
- B. The pitchers plate will be level with home plate and the distance will be 40 feet from the front side of the pitchers plate to the rear point of home plate.
- C. Pitchers who hit a total of two (**2**) batters in an inning or three (**3**) total must be removed immediately as pitcher.
- D. Pitchers who intentionally pitch at any batter shall be removed from the game immediately and also be suspended from the next game.
- E. After the pitch count reaches three (**3**) balls to each batter the offensive manager or coach will pitch to the batter until the at bat is complete. The batter must put the ball in play or strike out. No walks will be awarded. When a coach is pitching no base will be awarded to a batter hit by the pitch.
- F. Starting with the 2007 season, pitchers in all divisions of Little League, from age 7 to 18, will have specific limits for each game, based on their age. The number of pitches delivered in a game will determine the amount of rest the player must have before pitching again.

The number of pitches allowable under the new regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

The table below gives an overview of the number of pitches that will be allowed per day for each pitcher in the Single 'A', division of play.

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<u>League Playing Age</u>	MAX. Pitches allowed per day
7 & 8 Years old	75

The rest periods required during the 2007 regular season are listed below.

Pitchers league ages 7 through 12 must adhere to the following REST requirements:

### If a player pitches:

- 61 or more pitches in a day, three (3) calendar days of rest must be observed.
- 41 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- 21 - 40 pitches in a day, one (1) calendar day of rest must be observed.
- 1-20 pitches in a day, no calendar day of rest is required before pitching again.

G. Single 'A' Division pitchers shall only pitch a maximum of two (2) innings per game. Single 'A' Division Pitchers may pitch up to four (4) innings per calendar week, (Sunday through Saturday) provided that said pitcher has not exceeded the pitch count and has observed the mandatory pitch count rest requirements between pitching appearances.

## SCOREKEEPING RULE CHANGES FOR 2007

**Changes adopted for the 2007 Scorekeeping Rules** (located in the publication "What's the Score?"  
The text below will be added as Rule 10.22 ...

### PITCH COUNT

**10.22** – Each pitch delivered to a batter shall be counted. (Exception: A pitch declared "no pitch" will not be charged to that pitcher.)

- (a) **The official scorekeeper's record of the pitch count shall be the official record.** In the absence of an official scorekeeper, the record of the person designated by the local league (or tournament director) to count pitches will be the official record.
- (b) The pitches may be counted by a person other than the scorekeeper, but the total pitches for each pitcher must be entered in the scorebook, or in a locally produced register for this purpose. The scorebook or register will be used to determine the pitching eligibility in a subsequent game or games.
- (c) When requested by the manager, the scorekeeper and any other official(s) involved in tallying the pitch count must provide current information on the pitch count for a pitcher currently in the game.
- (d) The scorekeeper and any other official(s) involved in tallying the pitch count must inform the umpire-in-chief and manager when the maximum number of pitches has been delivered by a particular pitcher, pursuant to the pitcher's league age. (See Regulation VI.) However, the failure by such officials to notify the umpire-in-chief and manager does not relieve the manager of the responsibility to remove a pitcher when the limit is reached as required in Regulation VI.

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### Umpires

- A. Plate umpires shall be assigned from a non-competing team.
- B. The offense shall station one adult coach in the third base coaching box who shall be the umpire for that base.
- C. Defense shall station one coach on the field to instruct players as well as act as the umpire for first and second base.
- D. Plate umpire will call all balls, strikes, catches, and tag-ups. These are judgement calls and shall not be argued. ***Penalty: after warning, ejection and possible suspension, pending board of directors action.***
- E Batted ball hits adult pitcher. If defensive player has opportunity to play the ball, batter is out. Runners return to original bases. If there was no chance for a play the batter the batter will be awarded first base, all runners advance one (1) base. ***This is the Umpires judgment.***
- F We have also installed a red stop play light at the Olivera Rd. Baseball complex and on the Major Division scoreboard at the Galindo Mt. Diablo Baseball Complex it is visible from most fields. It is operated by an un-adjustable photocell to determine unsafe light levels.  
All Play must stop when it lights. **(Please read Little League rules 4.15 (1- 6), 4.12, 5.10 (b- h), 4.11**

**Note: Home team is always 1st base dugout. This is important. We use this system in every division in the league.**