



Single-A League: Playing Rules

Players who do not try their hardest and/or do not show respect for coaches, officials, opponents or teammates will receive reduced playing time at the discretion of the manager/head coach. Coaches will report excessive behavioral issues to the Board and players may be suspended. Parents should discuss this policy with their children. Players must wear white or grey baseball pants for games – no shorts.

Understand that during the season coaches serving as umpires are going to make some wrong calls (it happens at every level of baseball).

Regardless of the situation, arguing with umpires is unacceptable and will not be tolerated by the coaches or the parents. Coaches are expected to carry themselves as role models for their players. If players see coaches arguing, they will do the same. Please make it clear to your players that arguing with umpires is unacceptable.

Scores will be kept and win/losses will be tracked. There will be playoffs for which all teams will qualify.

General Rules

- Adult coaches are not allowed to be in the outfield.
- Defense should have one player at each position. If a team is short a player they should do without an outfielder.
- No player should be scheduled to sit more than 2 innings in a game and no players should be expected to sit on the bench for more than one inning in a row.
- All players should play as close to an equal amount of innings as possible.
- Players should be given the opportunity to play all field positions (subject to safety considerations). [Try www.freebaseballlineups.com to create lineups prior to the game and post it in the dugout. If you have a player that for obvious safety reasons cannot play 1st base or catcher this website allows you to create a lineup around this]
- Scores and pitch count should be kept and recorded on the Reading Little League website after each game.
- A coach of the team fielding serves as the umpire calling balls, strikes and outs. This coach/umpire should stand behind the pitching mound.

Playing Rules:

- Games are scheduled for 6 innings and there will be a continuous batting order. A late arrival may be added to the end of the order only.
- Three outs or a five-run limit ends the inning.
- A two (2) hour time limit is imposed on all games. If there is a game scheduled on the same field following another game, no full inning may start after one hour and 40 minutes from the start of the game to ensure that all games start as close to the scheduled time as possible.
- If a game goes to extra innings, the following tie-breaker will be played to determine a winning team:
 - The seventh inning will be played as normal.
 - Starting in the top of the eighth inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.
- Kids will be pitching (it is recommended that no kid pitch more than 2 innings per game but not required). If needed a player is permitted to pitch more than 2 innings in a game, however they are still restricted to the little league pitch count rules below. All players should be given the opportunity to pitch. Pitchers should pitch from the rubber. If necessary, pitchers can move 1 to 2 feet closer to the plate depending on skill level.
- There are no walks. If the pitch count goes to 4 balls, the batter's coach comes in to pitch to finish the at bat (i.e. if the batter had one strike when the 4th ball was thrown, the batter has two strikes remaining in the at bat when the batter's coach comes in to pitch). When the batter's coach is pitching a tighter strike zone should be used compared to when a kid is pitching. Strikes can be both foul balls and called strikes, in order to encourage an understanding of the strike zone.
- The kid pitcher must stand on either side of the mound (i.e. needs to have one foot on the mound) when the batter's coach is pitching.
- If batter is hit by pitch (thrown by kid) the batter should take first base.
- There is no stealing.
- There is no bunting or fake bunting then swinging (this is an automatic out).
- There is no leading off bases. A runner must wait for the ball to cross the plate before leaving a base.



- No head first sliding running to a base (if a player slides head first he will be called out).
- Base runners will not advance on an overthrow.
- Runners should be encouraged to slide into 2nd, 3rd and home plate when there is a play at that base. If the runner does not slide into the base and there is a resulting collision with the fielder then the runner will be called out. Additionally, a runner will be called out if the runner does not slide or attempt to get around a fielder (including the catcher) who has the ball and is waiting to make the tag.
- A fielder (including the catcher) may not block a base (including home plate) unless the fielder is in possession of the ball or is waiting to receive a thrown ball that is already in flight and half way to the fielder.

The main reason we are keeping the rosters sizes to 10 or 11 kids is so we can get as many kids pitching as possible. It will be up to the coaches to try to work with their kids during practices to help develop pitchers. Little League is strict with the amount of pitches youngsters throw in a week. The coaches should either designate a parent each game or track the pitches himself (their own team and the opponent's team). At the end of each inning the pitch count should be verified with the opposing coach and then recorded in the scorebook. ***Pitch counts must be entered into the Reading Little League website by going to Team Home → Calendar → Results.***

Managers must log pitch counts into the Reading Little League website no later than the morning after the game.

Standard Little League pitching rules apply.

| <u>Pitch count limit per day is by age of player:</u> | <u>Limit</u> |
|---|--------------|
| 8-year olds (born 9/1/10-8/31/11) | 50 |
| 9-year olds (born 9/1/09-8/31/10) | 75 |
| 10-year olds (born 9/1/08-8/31/09) | 75 |
| 11-12-year olds (born 8/31/08 or before) | 85 |

Rest needed depends on pitches thrown: Days rest needed*

| | |
|--------------------|---|
| 1-20 pitches | 0 |
| 21-35 pitches | 1 |
| 36-50 pitches | 2 |
| 51-65 pitches | 3 |
| 66 or more pitches | 4 |

*Note on pitch count limits and thresholds. These are to avoid changing pitchers during batter. A pitcher is allowed to finish the batter if they reach the limit during the batter. Ex: Pitcher is at 48, starts a batter and can continue to pitch to that batter even if they exceed the 50 limit. Similarly, for thresholds for days rest (20, 35, 50, 65) If a pitcher is below a threshold before starting a batter and then exceeds it during the batter, he will only be charged with the threshold as long as they do not deliver a pitch to the next batter. ex: Pitcher starts batter with 18, throws 5 pitches to the batter. The batter reaches base or is put out or the inning ends, the pitcher is only charged with 20 pitches and needs 0 days' rest.

Catchers

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player who has played the position of catcher in more than three innings in a game is not eligible to pitch on that calendar day.