



## 2020 Spring Season – Single A Rules at a Glance

- Time Limit:** Time limit TBD, but time limit will be “drop dead.”
- Home/Visitor:** Home team = 1<sup>st</sup> Base dugout; Visiting team = 3<sup>rd</sup> Base dugout
- 5 Run Rule:** Maximum 5 runs per half inning for the entire game
- Player Rotation:**
- No player can sit for 2 innings until everyone on the team has sat 1 inning.
  - No player can sit out defensively more than 1 inning consecutively unless due to injury. A player must sit for an entire inning to be considered as having sat out an inning.
  - No player may play more than 1 inning at a position.
  - All players must play 2 full innings in the infield in the first 4 innings of the game. If there are 13 players present, then all must play 2 full infield innings in the first 5 innings.
  - Penalties apply for not following playing time rules: See Full Rules
- Minimum Players:** No forfeits. If a team has less than 9 players, borrow some from the other team, but borrowed players should only play outfield.

### Machine Pitching and Coach Pitching

- From the beginning of preseason games and through 3/27/2020 (8 scheduled games for most teams) the batter receives a MAXIMUM OF 4 HITTABLE MACHINE PITCHES to put the ball into play. However, a batter's at bat cannot end on a foul ball.
- During this period, coach pitching will be used if the batter does not put the ball in play against the machine. The coach will throw 3 pitches to the batter. The batter will either put the ball in play, or strike out and return to the dugout.
- If the coach comes out to pitch, an out is automatically recorded against the offensive team, but play continues.
  - a. If there are less than 2 outs, and an out is recorded on a runner other than the batter running to 1B, the defense will still only get credit for one out, and the runner that was put out will return to the dugout. EXCEPTION: If during a coach pitch situation, the batter or any other runner attempts to advance more than one base, and that batter or runner is put out, then the defense will get credit for the extra out, and it is effectively a double play.
  - b. If there are 2 outs, and no runners are put out on the play, then the inning is considered over if/when the batter safely reaches 1<sup>st</sup> base (by virtue of the automatic out recorded by the batter having struck out).
- For all games played on and after 3/28/2020, including makeup games, coach pitching will not be used. The batter will receive a MAXIMUM OF 5 HITTABLE MACHINE PITCHES, and an at bat cannot end on a foul ball. If the batter “strikes out” against the machine, he is out and returns to the dugout.
- A “Hittable” pitch does not need to be a perfect strike, but rather a pitch that is not completely out of the hitting zone.

## Bats

All non-wood bats must have the USA Baseball insignia to be used during practice and games. (See Full Rules for additional details.)

## Offense

- **Dead Ball:** When ball hits the perimeter fence (not dugout fence) or batting cage netting. One additional base is awarded on the overthrow (i.e. the base that the runner was heading for plus one).
- **Runners Advancing:** Runners can't advance to next base when the pitcher has the ball on the mound and the runner is not more than halfway to next base. Umpire's discretion.
- **Overthrows to First Base:** A batter, at his own risk, may advance a **maximum** of one base on an infield overthrow to first base when the ball goes into foul territory but remains live. However, if the batter has already rounded first and is headed to second when the overthrow occurs, he may make an attempt at third base.
- **Overrunning First:** A batter who overruns first base and turns into the field of play is not automatically out if tagged – only if ump determines the player was making an attempt to advance to second base.
- **Ball Hits Pitching Machine:** Any batted ball that hits the pitching machine or pitching coach shall be considered a dead ball single. All runners advance one base.
- **Sliding:** Allowed, but runner is out if he/she slides head first (unless diving back to a base).
- **Injured Runner / Batter:** The player who made the last out shall replace the injured or ill runner. If the injury occurs during that player's at bat, then the next batter will bat without penalty to the offensive team, and will get a fresh set of pitches.
- **Throwing Bat:** If a batter throws the bat, that batter is given one warning. If the batter throws the bat again during the game, the umpire shall call the batter out.

## Defense

- 10 Players in the field. 4 must be outfielders, who must play at least 15 feet behind the infield dirt.
- An outfielder may not put out a base runner by directly tagging him or stepping on a base. In the event a fielder violates this rule, the umpire will declare a "dead ball," and all runners will be safe at the base to which they were headed.

## Manager/Coaches

- 4 coaches total allowed on field/dugout (including Manager).
- One adult must be in the dugout at all times.
- **The coach standing behind home plate may not coach the players in any way.**
- Only the Manager may talk to the umpires.

## Dugout / Safety

- Face cages are required on all batting helmets.
- Only the Manager or a coach may "warm up" the Pitching Machine.
- No siblings, batboys/girls, etc. allowed in dugouts
- Catcher's helmets must have dangling throat guard
- No jewelry allowed, including necklaces
- Only the first batter of each half-inning is allowed outside the dugout between half-innings.
- No player (including the on-deck hitter) may have a bat in his/her hand unless they are up to bat.
- Only on-deck hitter may sit in the uncovered area of the dugout, and that player must wear a helmet. All other players must stay under the covered portion of the dugout.

- No gum or food is allowed in dugout or on the field. Water, sports drinks, and sunflower seeds only.

### **Field Maintenance**

- Home team chawks the field before game and sets up pitching machine.
- Visiting team drags and waters field afterward and breaks down pitching machine.
- Make sure your dugout and stands are clean for the next game.
- Managers of the day's final game empty in-field trash cans into the main dumpsters, and also lock up the field.