

**LOCAL RULES SUMMARY FOR SINGLE A
MACHINE PITCH DIVISION
SPRING 2018**

ALL "SINGLE A" GAMES ARE GOVERNED BY THE RULES AS STATED IN THE 2018 OFFICIAL REGULATIONS AND PLAYING RULES FOR ALL DIVISIONS OF LITTLE LEAGUE BASEBALL THAT WAS GIVEN TO YOU. THE FOLLOWING ARE LOCAL RULES THAT HAVE BEEN ADOPTED BY THE BOARD OF WINSTON-SALEM NATIONAL LITTLE LEAGUE:

BEFORE THE GAME:

1. Pre-Game Procedures:

- a. The home team will have the opportunity to take infield and outfield warm-up at 25 minutes prior to the scheduled starting time of the game for a period of ten minutes.
- b. The visiting team will have the opportunity to take infield and outfield warm-up at 15 minutes prior to the scheduled starting time of the game for a period of ten minutes.
- c. It is the responsibility of each Manager to ensure his/her team gets the 10 minutes of warm-up when it is allocated.
- d. Five minutes prior to the scheduled start of a game, Managers, Coaches, Players, and Umpires will gather along each foul-line near home plate to recite the Little League Pledge. One or more players from each team are encouraged to lead the pledge from the pitcher's mound.

2. A team must have nine players to begin a game and to continue it (Rules 4.16 & 4.17).

- a. Teams may not borrow players from other teams on an ad hoc basis.
- b. Should the need arise for extra players, the League VP and Player Agent must use the player pool per (Rule V(c) – Selection Of Players).
- c. Should a game be postponed due to the lack of nine players, it will be rescheduled at the discretion of the Executive VP for Baseball. Should the Executive VP for Baseball believe that the game should not be re-scheduled such a recommendation will be made to the League Board of Directors.
- d. Per Little League rules, each team must field a catcher each inning if short players.

3. Each team is required to provide a scorekeeper who will keep the basic elements of the game.

- a. The official forms of the WSNLL are to be used and properly filled out for every game.
- b. The manager is to sign the appropriate forms after every game, along with the scorekeeper, and certify that the outcomes of the game are correct.
- c. If the forms are not filled out properly and signed by the manager, then the manager will not be eligible to participate in the team's next game.
- d. The basics are defined as the strike count, pitch count, outs, base running, and runs for each player for each inning on both teams as well as adding up the final score.

4. No players are allowed to use the batting cage on game day prior to the game.

5. The Home team is always in the first base dugout on the SINGLE A field.

DURING THE GAME:

ADMINISTRATIVE:

1. One Manager and two coaches are allowed on the field. In addition, one parent is allowed in the dugout (Dugout Parent). Two defensive coaches are allowed in the grass portions of the outfield.
2. Curfew – No inning shall start after 8:30 PM. In addition, if a game is delayed due to field condition or thunder/lightning in the area, no inning that was halted in that same evening shall continue after 8:30 PM.
3. Each game will be six innings. A new inning may not begin after the 1:30 time mark. Note that a new inning begins at the completion of the previous inning. If tied the game will play one additional inning to see if the tie can be settled. Each manager along with the official scorekeepers should agree on the official starting time at the beginning of the game and when the 1:30 mark will be which should be written down in the scorebook at that moment. Remember that an inning officially begins when the previous inning ends.
4. Rule 5.07, Minor League: Added language providing that the five-run rule may be suspended in the last half inning for either team, by option of the local league. WSNLL has agreed to suspend this rule in the last inning.
5. Games will be self-officiated. Managers/Coaches will umpire their own games or use parent volunteers. The general guidelines are:
 - a. The 1st base coach will call plays at 1st base and foul/fair balls along the 1st baseline.
 - b. The 3rd base coach will call plays at 3rd base and foul/fair balls along the 3rd baseline.
 - c. The Machine Pitcher will call the remainder of the field (plays at 2nd base, home plate, and “catches” of a fly/line drive ball at all positions).
6. No one is to be allowed to view any game from beyond the outfield fence in fair territory. This helps lessen the possibility of fan interference as well as giving the batter an uninterrupted line of sight.

PLAYING TIME:

1. All of a team’s players that are present at a game and in good standing are required to play at least four innings.
 - A. If the game is shortened due to weather or any other reason and a player does not have 4 innings in, it is expected that you will make up those innings in the next game. This must be clearly tracked in the scorebook and communicated to the league VP within 24 hours after the game.
 - B. If a player is injured this rule does not apply.

C. If this rule is not met, then the manager of the team will not be eligible to manage their next game.

D. If a player is late to the game playing time will be left to manager's discretion but with the understanding that a player will receive an equitable amount of playing time in accord with the general principle of playing two thirds of a game but not less than 2 innings and 1 at bat per (Rule IV (i)).

E. If a player chronically misses practices without valid excuses, the manager may make a case to the League VP for a reduction of playing time. The league VP will review the situation with the manager and possibly the parents before making a decision. In no cases, may the playing time be reduced below the Little League International rule of 2 innings. NOTE: This rule is intended for exceptional situations where a pattern has developed and is not intended for the occasional missed practice.

2. All players must play at least two innings in the infield. Players arriving after the start of the game may have their defensive play reduced by the number of innings missed.

3. On defense, no player may sit out for a second inning until all other players have sat out for at least one inning. If players will need to sit out 2 innings, then these innings must not be back-to-back. The players to sit out twice in a game are to be rotated from game to game and not concentrate on any particular player(s).

BATTING:

1. WSNLL has opted to use the Continuous Batting Order (Rule 4.04) listed below.

a. The order will include all players on the team roster present for the game bating in order. If this option is adopted, each player would be required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play.

b. NOTE: If adopted and a child is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.

c. If the injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues.

d. Also, if a child arrives late to a game site, if the manager chooses to enter him/her in the lineup, he/she would be added to the end of the current lineup.

2. Batters are allowed 8 pitches (hittable or otherwise). The batter is out after receiving 8 pitches or 3 strikes. An at bat cannot end on a foul ball.

3. No bunting is allowed.

4. A batted ball must go past the half circle between the batter's box and the pitcher's mound to be considered "in play".

5. The infield fly rule is not in affect for this division.

6. Fence rule for SINGLE A games played on the Majors or Minors field.
 - a. A temporary outfield fence equal to the distance of the fences on the SINGLE A field will be marked by a series of orange cones and a white line.
 - b. If the ball is hit in the air past the cones, it is a home run.
 - c. If the ball goes past the cones on the ground, it is a ground rule double.

PITCHING:

1. The entire game is Machine Pitch. The front legs of the machine must be on the line in the center of the pitching circle. The machine will be set at 5/4/3 setting on a Louisville Slugger Blue Flame Pitching Machine.
2. The adult pitcher and machine are considered in the field of play and if either is hit by the ball, the result is a dead ball and the batter is awarded first base and additional runners on base advance.
3. The child pitcher must remain in the pitching circle and behind the machine until the ball is hit or crosses the plate.

BASE RUNNING:

1. Stealing in the SINGLE A division is not allowed. Base runners may not lead off base and they cannot advance until the ball is hit.
2. A courtesy runner **MUST** be used for the catcher on record for the next inning once this player is on base and there are two outs in the current inning to allow the catcher to put the equipment on before the end of the team's at bat.
 - a. The courtesy runner is to be the batter/runner closest in the batting order to the catcher of record that made the most recent out in the inning.
3. Rules Concerning Overthrows and Running:
 - a. An overthrow to any base on a batted ball in the infield allows all runners the opportunity to advance one base at their own risk.
 - b. This rule is also enforced on batted balls to the outfield.
4. When the ball is hit to the outfield, the fielding team can stop play by getting the ball back to any infielder. Once the ball is in the possession of an infielder in the infield and in fair territory, runners must return to the prior base if not halfway to the next base. If the runner is halfway to the next base, the runner is free to continue to that base at his/her own risk.

FIELDING:

1. Runners are only allowed to advance one base on an overthrow and there is a maximum on one overthrow. For example, a batter hits a ball to the shortstop who overthrows the first baseman. The first baseman then throws the ball to 2nd

- base and makes another overthrow. The runner has to stay at 2nd base. The goal of this rule is to not have “Little League Home Runs” and also to encourage the kids to make the plays as opposed to holding on to the ball. The rule applies to the other runners on base as well.
2. Play will be stopped when an infielder has possession of the baseball and is in the infield showing the ball by raising it up. If a runner is more than halfway to the next base when the ball is held up, they shall be awarded that base. Otherwise, they must return to the previous base. An outfielder may not run into the infield and hold the ball up. It has to be an infielder.
 3. Outfielders are not allowed to make an infield play (cannot run into the infield and tag a runner or step on a base). The outfielder must throw the ball to an infielder for an out to be recorded.

AFTER THE GAME:

1. Post-Game Procedures:

- a. Both teams and their spectators are responsible for policing the area around the field for trash.
- b. At the conclusion of the final scheduled game or scheduled practice in a day, the home team is responsible for returning the three bases to the concession stand. The visiting team is responsible for securing a tarp on the mound as well as one in the home plate area.

LITTLE LEAGUE CHANGES FOR 2018 -

REMINDERS: ALWAYS REVIEW YOUR LITTLE LEAGUE RULE BOOK BUT NOTE THE FOLLOWING: NOTE NEW LANGUAGE ON USE OF AN ILLEGAL BAT:

- Rule 6.06(d) MUST REVIEW BASEBALL BAT RESOURCE PAGE – SEE LINK HERE:
- <http://www.littleleague.org/learn/equipment/baseballbatinfo.htm>

Regulation III(d) Note 3 has been amended to read, in part: Applies to: All Divisions
NOTE 3: If a medical professional, Umpire in Chief, the player's coach, the player's manager or the player's parent has determined a player sustains a possible concussion, the player must be, at a minimum, removed from the game and/or practice for the remainder of that day. The league must also be aware of its respective state/ provincial/municipal laws with regards to concussions and impose any additional requirements as necessary. His/her return to full participation is subject to:

1. The league's adherence to its respective state/provincial/municipal laws,
2. An evaluation and a written clearance from a physician or other accredited medical provider and

3. Written acknowledgement of the parents Little League International strongly encourages all leagues and teams to not only comply with any applicable state/provincial/municipal laws, but also, to review the information and training materials on concussions that are available free of charge on the Centers For Disease Control website, accessible from the link below. This link provides concussion information from all 50 states: State Concussion Info Summary and Implementation: For the 2014 season, language was added regarding the recommended procedure a league should follow when a player sustains a possible concussion.

ADDITIONAL REMINDERS: IN ADDITION TO THE LOCAL RULES MENTIONED ABOVE, THERE ARE SEVERAL LITTLE LEAGUE RULES THAT WE WISH TO EMPHASIZE.

1. All game participants not actively involved with play on the field are required to be in the dugout and protected by the screens. Managers/coaches are required to be in the dugout area and mindful of safety issues. Any managers/coaches in a live ball area (including buckets) should be mindful of (Rule 7.11), which requires that they vacate any space where a live ball is in play.

2. Bat throwing – While intentional bat throwing can be grounds for ejection, it is not grounds for an “automatic out”. Unintentional bat throwing after a swing is not grounds for ejection or for an “automatic out”. An unintentional bat thrower should be spoken to by the player’s manager/coach and encouraged to be more conscious of this situation.

3. Between innings only one player can be outside the dugout warming up with a bat. Make sure s/he has a helmet on and is not standing around home plate. (Rule 1.08, Note 2)

4. There are no on-deck areas on the Little League, minors, and coach pitch fields. A batter cannot “swing up” on these fields (Rule 1.08 Note 1).

5. All equipment must be inside the dugout and not in the playing area.

6. The first and third bases coaches can be adults as long as there is a third coach present in the dugout. If there is not a third coach available you must use a player with a helmet as one of the base coaches (Rule 4.05 (2)).