



Del Mar Little League A Rules of Play

OVERVIEW of DIVISION

DMLL Single A is an instructional league for little league age 8 and 9 wherein kid pitching is introduced for the first time. The philosophy of Single A is player development, through teaching the fundamentals of baseball, both in a practice and game environments. Managers are encouraged to develop each player's fundamentals throughout the season.

The following is a summary of the significant rules and procedures for the Del Mar Little League A Division. As a general rule, the A Division plays according to the 'Official Regulations and Playing Rules for All Divisions of Little League Baseball' also referred to as the 'Green Book' unless specified within this DMLL Rules handout. There are a select number of exceptions to the official rules as adopted by the DMLL Board of Directors, which are noted below. Please be aware of these exceptions before stepping on the field. Please keep these rules with you during each game so as to avoid any confusion.

RULES of PLAY

Batting:

- Balls and strikes will be called on each pitch. A coach from the batting team must be positioned near the pitcher and acts as an umpire. There are strikeouts but no walks. If the pitcher throws 4 balls to the batter, the offensive coach throws up to two strikes (upon agreement with each other before the game the managers may "re-do" a pitch if it is thrown well outside of the strike zone) . If the player still doesn't hit the ball, they shall be declared out. If the batter hits a foul ball he/she may continue to receive pitches. The call by the coach umpires is to be considered final and cannot be contested.
- **Each batter starts with a baseball count (0-1).** To encourage swinging the bat, the Coaches (who will serve as Umpires) will have a liberal strike zone.
- Each player that shows up for a game is in the line up each inning for hitting purposes.
- An "at bat" for a team is three outs.
- **There is no "on-deck batter" position.** Players should come from the bench to the plate after an out and may practice swing once they get to the plate.
- No player shall have a bat in his or her hands while on the bench or in the dugout. A Coach shall be in charge of handing the players their bats.
- There is a 5 run mercy rule per inning. *If a play results in more than 5 runs in an inning (e.g. a 2 run homerun is scored after 4 runs are already in) it will be played to completion but only 5 runs will be scored and recorded for the inning.*
- There is a five run mercy rule per team per inning, except for the last inning. Visitor and Home teams have no mercy rule the last inning of play.
- Bunting is not allowed.
- A helmet must be worn at all times a player is at bat, on the bases, or assisting as a base coach.
- The infield fly rule will not be enforced.
- A dropped third strike results in an out.



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- If a player bats out of turn it will result in that player being called out.
- Unintentional bat throwing is unacceptable (one warning, then it will be treated as intentional).
- Intentional throwing of Bat or Helmet or Glove will result in immediate ejection from game (no warnings - encourage good sportsmanship)

Base Running:

- Base runners must stay in contact with the base until the **ball crosses home plate**.
- Base stealing: Only one stolen base per time on base for each base runner. If a player steals he can no longer advance that time on base via a passed ball, overthrow, or another steal. A player upon reaching base safely after a steal is frozen and can only advance via a hit, subsequent walk by a batter, or hit by pitch. We want to encourage catchers and pitchers to start learning the art of keeping players from advancing without them having to worry about extra bases in the process. Also, the runner cannot advance on an overthrow trying to throw the runner out during a steal attempt.
- Base runners may advance until the ball is in the infield. The infield is from the area where the infield dirt meets the outfield grass to the backstop and includes any foul ground along the third and first base lines
- A runner should avoid contact if there is a play at the base to which he is running. An out will be assessed if the runner fails to avoid contact. Head first sliding is NOT allowed. A player may dive back head first to a base from a standing position (e.g. base is overrun)

Game Duration:

- A normal game will end after six innings or two hours, whichever occurs first. On Saturdays, strict adherence to the time limit of two hours is required so that all games may be completed as scheduled. The sixth inning may not start after 1:45 game time. All games must start on time!
- Only the Managers will decide if the game will be called prior to 6 innings due to weather or light.

FIELD SETUP

Home Team:

- The home team is responsible for prepping the field prior to the game. Prepping the field includes, dragging the infield, watering down the infield if necessary, lining the field and putting out the bases.
- The home team will occupy the first base dugout.
- The home team supplies at least three game balls.
- *The home team will designate an official scorekeeper and pitch count recorder who is responsible for maintaining the official pitch counts for all pitchers in the game (Pitch Count forms are located on the Del Mar Little League Web Site).*
- The home team Manager is responsible for inputting the official pitch count upon being prompted to do so by an e-mail that is sent out by the league. This must be



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done within 24 hours after the completion of the game.

Visiting Team:

- The visiting team will be responsible for the field breakdown after the completion of the game. Field breakdown includes, dragging and watering down the infield, repairing the batters' box, cleaning up trash and putting all equipment away (if final game of day).
- The visiting team will occupy the third base dugout.
- The visiting team should supply at least two game balls as backup.
- The visiting team should also keep keep a pitch counts for all pitchers.

TEAM ROSTERS AND PLAY REQUIREMENTS

Roster size and Replacements:

- A team shall consist of 12 players.
- A team reduced to less than 10 players will need to add a player if there is one available. Players considered will be any players on the Waitlist that are at least 8 years old, or any 8 year olds that were placed in Machine Pitch and are waiting for a spot in Single A.
- Any player who tried out for Minors may be brought up to the Double AA level as the need arises at any time during the season.
- A player may refuse to move up to Double AA if the parents of the player do not want the player to move up.

Defensive Field Makeup:

- Teams will field 10 (regular baseball positions plus extra outfielder). The outfielders shall be positioned on the outfield grass to prevent them from interfering with the infield positions and plays in the infield.
If a team does not have 9 players that Manager has the discretion to 1) either take a player(s) from the other team, subject to agreement with the opposing manager, and play or 2) play with 8 and play a game. If there are 7 or fewer players no game may take place or 3) attempt to re-schedule the game subject to agrrement by the opposing teams manager and division coordinator.
- An outfielder may not be positioned to create a rover immediately behind 2nd base.
- The catcher must wear full protective gear including chest protector, with neck collar, throat guard, shin guards and helmet. Any Male player playing the catcher's position absolutely MUST be wearing a protective cup (NO EXCEPTIONS). A neck guard must also be attached to the helmet.
- ADULTS MAY NOT WARM UP PITCHERS PERIOD!!! Please designate a warm up catcher, who must be wearing a cup, facemask and helmet.

Substitutions & Rotation of Players:

- Every player shall play the infield a minimum of two innings during a six-inning game.
- No player sits on the bench more than one inning in a row. All players shall sit out



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one inning before a player sits out a second.

- A Manager may substitute freely. A defensive fielder must complete an inning to qualify as having played that position during a game.

Pitching:

- Pitchers will pitch from approximately 42 feet from home plate (4 feet short of the Little League regulation 46 ft).
- A manager must remove the pitcher when said pitcher reaches the following pitch count limits:
 - No pitcher will pitch more than 2 innings per game (six outs) or 35 pitches, whichever occurs first.
 - If a pitcher reaches the limit of 35 pitches while facing a batter, the pitcher may continue to pitch until one of the following occurs:
 - That batter reaches base.
 - That batter is put out.
- During league games pitchers must adhere to the following rest requirements:
 - If a player pitches 41 - 50 pitches in a day, two (2) calendar days and one game of rest must be observed.
 - If a player pitches 36 - 40 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, no calendar day of rest is required.
- There are no illegal pitches or balks in Single A.
- A pitcher once removed from the pitcher's position may NOT pitch again in the same game.
- Balls and strikes will be called on each pitch. A coach from the batting team must be positioned near the pitcher and acts as an umpire.
- If the pitcher throws 4 balls to the batter, the offensive coach throws up to two strikes (upon agreement with each other before the game the managers may "re-do" a pitch if it is thrown well outside of the strike zone). If the player still doesn't hit the ball, they shall be declared out. If the batter hits a foul ball he/she may continue to receive pitches.
- A batter hit by a pitch is awarded first base. Any pitcher who hits more than one batter in any game must be removed as pitcher immediately.
- A pitcher who delivers 40 or less pitches in a game can play the position of catcher for the remainder of that day.
- Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day
- No curveballs. A curveball is defined as rotation of the arm or wrist.
- Keep warm-ups to a minimum, especially if changing pitchers in the middle of an inning. Coaches should try to anticipate pitching changes and have players appropriately warmed-up. Three or four warm-up pitches should be sufficient.



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GENERAL and ADMINISTRATIVE RULES

Equipment:

- The league will provide batting helmets, bats and balls for each game. Report damaged or missing equipment to the Single A Coordinator as soon as possible.
- Each player should be in team jersey, cap and long pants (no shorts) for games. Cleats are recommended, no metal cleats are allowed. Jerseys must be tucked in.

Safety:

- Prior to start of a game, the home team Manager must confirm the DMLL First Aid Kit provided by the DMLL is present and accessible. Each manager will be supplied with a first aid kit and ice packs. There should be extra items available on site at each field location. These items must be with the team at every practice and game. If additional kits or ice packs are needed, contact the Safety Coordinator/Equipment Manager.
- Only LL approved bats, 2 ¼" inch in diameter and having a Bat Performance Factor (BPF) of 1.15 or less are allowed per LL International 2011 Rules. Big Barrel Bats are NOT allowed. Composite (in the barrel) bats are NOT allowed.
- No player is allowed to pick up a bat without wearing a helmet.
- There is no "on-deck batter" position. Players should come from the bench to the plate, after the play has stopped. If desired, they may practice swing the bat on the way to the plate.
- All offensive players out of the dugout and on the field of play must wear a helmet. The helmet must be worn until the player is behind the fence and back in the dugout. This includes warm-ups.
- All equipment (bats, helmets, bags, etc.) must be confined within the dugout and may not be stored along the fences within the field of play.
- Managers must carry medical releases for all players at all times.
- Managers and coaches must strictly enforce all additional safety rules as defined by Little League International and Del Mar Little League. Contact league Safety Officer for full information.
- Players may not leave the dugout or the field of play during the game. The only exception is to use the restroom or in the event of an injury.
- Parents or visitors are not allowed in the dugout.

Games:

- There will be one manager and two coaches in the dugout, maximum during games. Coaches are allowed at first and third bases. The Coaches must remain in the dugout unless coaching a base.
- There will be no more than one manager and three coaches allowed on the field for pre-game warm-ups.
- The Manager or a Coach may visit with the pitcher and include the catcher in the visit. The Manager may confer with any other players. A third visit to a pitcher in the same inning will result in a change in pitchers.



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Rules Enforcement:

Managers/coaches will be responsible for all on field and dugout rule enforcement. Register all normal complaints and problems in writing to the Single A Coordinator.

Umpires:

- Umpires are not used. Rulings on the field are made by the managers/coaches.

Behavior:

The league will not tolerate any unsportsmanlike behavior by managers, coaches, players, or parents. Disciplinary actions will be taken at the discretion of the Board of Directors.