



**RANCHO NIGUEL  
LITTLE LEAGUE  
SINGLE A RULES  
2018**

**PLAYING RULES**

These rules are a summary and addendum to the Little League Official Regulations and Playing Rules, Little League Operating Manual, Rancho Niguel Little League Constitution, and Rancho Niguel Little League Local League Administrative Rules.

**FIELDS**

All games are played on a regulation Little League field with 60-foot bases and 46-foot pitching mound.

**TIME LIMITS**

Games shall be 6 innings in length or 1.5 hours (*90 minutes*), whichever is less and no new inning shall start after 1.5 hours (90 minutes) from the time the game started.

**SCHEDULE**

There will be at least 10 games scheduled during the regular season. No standings are kept. Since no standings are kept all games need not be completed and make-up of rained out games is optional. Managers wishing to schedule a make-up game must coordinate the make-up game scheduling with the opposing manager, the division commissioner and the league scheduler. There are no playoff games beyond the regular season. All players will receive a participation trophy at the end of the season.

**GENERAL RULES**

Up to 10 players may be placed on the field defensively. The 10th player may only play as an additional outfielder. The catcher must wear full protective catcher's gear including facemask and approved catcher's helmet, throat protector, full-length chest protector, leg protectors, and an athletic supporter. A player acting as a pitcher can be no closer to home plate than the *pitcher's* rubber when delivering a pitch to a batter.

Defensive coaches (parents) are permitted to be on the field in fair territory for instructional purposes. Coaches are not permitted to touch a live ball, but only to instruct other players. If a ball accidentally touches a coach, the ball shall remain a live ball. If a coach purposely touches a ball, the ball shall be dead and the runners shall be allowed to take the base they were attempting to make and shall then be allowed to take one additional base.

The defensive team coaches will be the umpires, but they shall not call balls and strikes.

If a ball is overthrown during a play, the runners will be permitted to advance at their own risk, but not more than one base. If the ball goes out of bounds and becomes a dead ball, the base runners shall be awarded one base from the base they occupied when the ball was thrown. Runners may not advance on a wild pitch or passed ball.

Scorekeeping is *optional* for the team, but a team keeping score shall only score their own team and only for the purpose of recording the skill and performance of the players on their team. It shall not be used for the purpose of determining a winner of the game *or league standings*.

The inning is over when 3 offensive players are legally put out or when all players on the roster have batted one time in the half inning, or when the offensive team scores five (5) runs. (Green Book Rule 5.07)

There is no mandatory infield play. Coaches are encouraged to (1) rotate players around the infield and outfield; (2) allow each player who wants to and can do so safely to play at least one infield and one outfield position per game.

There is no infield fly rule, there is no base stealing and there are no protests. Sliding is allowed in order to avoid contact or safely stop from overrunning a base. A player can not slide into another player. Players must be properly trained in sliding.

#### BATTING RULES

The batting order shall include all *registered* players and shall be continuous.

All offensive players including batters, base runners, and base coaches must wear Little League approved protective helmets at all times.

A hit ball is foul if it travels less than 15 feet from home plate. A foul ball will be considered a swinging strike, but not "strike 3", unless it is caught by a defensive player.

Bunting is not permitted.

Use of a batting tee is not permitted.

Throwing of the bat is an automatic out. Any bat that travels more than 10 feet, or is thrown in anger, is considered a thrown bat.

#### PITCHING RULES

Coaches or Managers shall pitch to their team. However, coaches will implement a kid-pitch program in the second half of the season, whereby kids pitch to the opposing team players.

During coach pitch, each batter shall be allowed a maximum of six (6) "good" pitches from a coach to hit unless the coaches agree before the game to some other number, keeping in mind the time limitations of the game. If the batter is unable to hit the ball in the agreed upon number of pitches, he shall be called out on strikes.

After player-pitch is instituted, pitchers shall be given the opportunity to deliver no more than four (4) pitches to a batter. After the fourth pitch, a coach will take over for the pitcher. The strike count will continue and the batter will be provided up to three (3) more pitches from the coach. If the batter is unable to hit a fair ball after three (3) good pitches from a coach, he shall be considered a strike out.

Managers should be aware of total pitches thrown by their pitcher and should limit pitchers to no more than thirty-five (35) pitches per game according to their age, maximum of two (2) innings. Little league pitch count rules must be followed.

Three strikes shall be considered a strike out. A foul tip or foul ball will be considered a strike, but not "strike three", unless a foul tip is caught by the catcher.