

## A (Single A) Rules - 2017

1. Time. Games will be conducted on a “time-limit” basis rather than an “innings played” basis. Games shall be played for a minimum of 60 minutes. No new inning or half-inning will begin after 60 minutes have elapsed from the game’s beginning.
2. Mandatory Playing. Every player on a team roster will participate in each game.
3. Batting. Every player on the roster bats, even if not currently playing defense. Substitutions do not affect the batting order.
4. On-Deck. An on-deck batter is not permitted at any time. All players are to remain in the dugout when not batting or playing defense.
5. Catapult Pitch. Single A is catapult-pitched from 46 feet (the regular Little League distance) or coach pitch based on manager preference. Adults shall operate the catapult. Adults also play catcher.
  - We suggest that the hitter be given the opportunity to hit four (4) good pitches. Taking a good pitch should be counted against the 4 pitch count. Coaching discretion is advised, being mindful of keeping the pace of play moving to provide all players as many at bats as possible.
  - If the batter does not successfully put the ball into play after four (4) good pitches, he/she must use the batting tee. The batter may have as many swings as necessary to put the ball into play off the batting tee.
6. Stealing; Leading Off. Stealing is not permitted. Leading off is not permitted. A runner must remain in contact with a base until the pitch has reached the batter.
7. Fielding. We recommended that 9 players occupy the field. At the manager’s discretion, a 9<sup>th</sup> player may be placed in the outfield, allowing for a Right Fielder, a Left Fielder, a Right Center Fielder, and a Left Center Fielder. The outfielders should remain behind the base path line unless it is necessary to come up to make a play. Only one player may stand by the adult operating the catapult pitching machine. An adult occupies the catcher position, although any defensive player may move to home plate to make a defensive play once the ball is in play. If a team has 10 players at a game, the manager may elect to play 8 players and have 2 players in the dugout, or play all 10 (with an extra infielder between 1<sup>st</sup> and 2<sup>nd</sup>) to avoid a situation where only 1 child is in the dugout at a time.
8. Rotating Fielding Positions. Players should be allowed and encouraged to play in any position that they desire at some point during the season. During each game, each player should have playing time in both the infield and the outfield. Managers are also encouraged to switch defensive players (from position to position, or from dugout to defense and back) so that any given player’s “sit” time is minimized. Participation and fun is the primary goal!
9. Batting Order. The batting order will be reversed in even-numbered innings.
10. Outs. Each team shall bat through the line-up in each half-inning, regardless of the number of outs recorded. If a batter or runner is called out, the batter or runner shall return to the dugout.

11. Advancing. A runner shall advance only one base on a hit, except that if the ball clearly leaves the infield the runner and batter may advance one extra base (two total) at their peril. Players shall not advance on an overthrow.
12. Substitutions. Substitutions are allowed at any time at any position.
13. Equipment. NBLL provides the catapult pitching machine, game balls, batting tees and helmets. All batters and base runners must wear helmets at all times.

**HAVE FUN!**