

Cedar Mill Little League

Single-A Rules

Last Revised: March 2023

OBJECTIVES

- Single-A is intended to be a skill-building, team-building, and positive learning experience.
- More traditional baseball rules are introduced in this division in preparation for the next level of play.
- The score should not be the focus of the game, but can be kept.
- Keeping the game moving and fun is a critical component at this age.

RULES

1. Coaches pitch to their own team. Base coaches will act as umpires.
2. The batter is out after **five strikes**. There are no bases on balls.
 - Please do not use a tee after 5 strikes. This will better prepare players for the next level and will keep the game moving. (*CMLL Board '23 decision*)
3. Inning is over after **three outs** are made or **four runs** are scored.
4. Runners can advance more than one base on a batted ball into the outfield, but must stop advancing an extra base when the ball enters the infield. Runners cannot advance on overthrows.
5. Double plays count; runners must tag up on fly balls.
6. No leading off. No stealing. Feet-first sliding is ok (but please coach them how to do this for safety reasons. No head-first sliding.)
7. **Helmets must be worn at all times** while in the dugout on offense. Keep bats on the inside of the backstop, outside of the dugout. Only the batter should have a bat in their hands.
8. Defensive players play traditional positions. One player will play the pitcher position but needs to stay behind and to the side of the coach/pitcher.
 - Play one extra outfielder for a total of 10 defensive positions. (*CMLL Board '23 decision*)
 - Infielders (besides the pitcher) should be positioned no more than 3 feet in front of the bases, and out of the base path. The pitcher should be positioned no more forward than the front of the mound or approximately 6 feet in front of the pitching rubber.
 - Outfielders will typically be positioned just outside the outer edge of the infield where the dirt meets the grass.
9. Coaches may be in the outfield coaching players on defense.
10. The Home team occupies the third base line dugout. The Visiting team occupies the first base line, and bats first.
11. Game length is six innings, or 75 minutes of play. Do not start a new inning after 75 minutes have elapsed, but you may complete the previous inning.

TIPS FOR KEEPING THE GAME MOVING

- *Coach Pitch*
 - Coaches should sit or kneel to keep the pitcher at the same level as the batter, keeping the flight of the ball low. Coaches should be positioned about 30-35 feet away from the plate.
 - Bring out a bucket of balls to use throughout each inning.
- *Catchers*
 - If the catcher misses the ball, let it go and the pitcher will use a new ball from the bucket.
 - Batting team provides a coach at the backstop to help collect pass balls.
- *Line-up and Batting Order*
 - Before the game, take the time to assign players to a variety of positions throughout the game to learn and develop new skills.
 - Encourage a quick transition between half innings; help players know where to go beforehand.
 - Change up the batting order every game. Assign a coach to help keep players in order on the bench.
 - Keep individual players' hats, gloves, and helmets together for a quick transition.