

Tigard Diamond Sports

2025 Single A Rules and Regulations

General

1. Purpose of A Baseball

- The Single A level is a non-competitive, developmental level of baseball. No score is kept at this level.
- TDS expects players to get the opportunity to play in all positions that they can play safely. Do not leave a child in the outfield all season! In all likelihood, they will not choose to play baseball again after that experience. You are highly encouraged to allow every player to play a minimum of 1 inning in the infield each game (it has been done before).
- The batting line-up should change from game to game. The same players should not be batting first and last every game.

2. Game Times

- Weeknight (Monday through Thursday) games start at 6:00 pm.
- Saturday games start at 10:00 am, 12:00 pm, 12:30 pm, or 3:00 pm.

3. Length of Game

- Four (4) innings minimum, five (5) innings maximum
- No new inning begins after one (1) hour and 30 minutes of play. The coaches are allowed to use discretion as deemed practical to shorten any game time due to weather or other playing conditions as long as deviations from official rules are agreeable to all involved.
- An inning is defined as three (3) outs or five (5) runs (whichever occurs first). There is no scoreboard or scorebook at A. The bench coach on the offensive team is responsible for keeping track of the number of runs scored and calling the inning after five (5) runs are scored if necessary.

4. Playing Fields

- Metzger Elementary School
- Templeton South

5. Umpires

- Umpires at A will consist of league-approved Managers or Coaches. The offensive Manager or Coach is responsible for calling balls and strikes, as well as plays in the field, from behind the pitcher, where the coach/manager will also operate the pitching machine when appropriate.

6. Player Rules:

- If a team cannot provide nine (9) players at the start of the game, the opposing team supplies defensive players (if available) to the short-handed team until such time as nine (9) original team players are available to play the game. Borrowed players shall be assigned outfield positions and be substituted when it is their turn to bat for their original team.
- If both teams cannot field a full team, then the game may be played with less than nine (9) players; each team shall field the same number of defensive players.
- If both teams have at least 11 players present at the game, then two (2) additional outfield positions are recognized and assigned: **Mid-left** (between left and center field) and **Mid-right** (between center and right field).
- **Each player shall play a minimum of three (3) innings per game.** Substitutions may occur freely **at the beginning** of each defensive turn. Fielder substitution **during** defensive play may **only** occur as necessary for pitcher change and replacement of injured players.
- Players who are not playing in the field (on defense) or at bat, on base, or coaching a base (on offense) must remain in the dugout at all times during the game, with the exception of pitcher warm-up or use of the restroom. No food is permitted in the dugout during the game with the exception of sunflower seeds or bubble gum, Manager permitting (food required for a medical condition is acceptable).

7. Coaching

- Manager and Coaches for the defensive team shall remain on the bench, and are not allowed on the field.
- The offensive team's league-approved coaching staff provides the umpire/pitching machine operator behind the pitcher's mound, a coach on the bench, and base coaches at 1st and 3rd base. If fewer than 4 league approved manager/coaches are available for a game, helmeted players may be base coaches. Parents or volunteers who are not league-approved are not allowed in the bench area or on the field.

Pitching

1. General

- The pitching distance is 36 feet (from the point of home plate to the front of the pitching rubber).
- A Safe-Soft ball (soft baseball) is used at all games.
- A batting tee **is not used** at the A level during games.
- Each manager must keep a pitch count log to record number of pitches thrown by each player. This information must be available to the manager of the opposing team and must be reported to the league at the end of each game.

2. Pitching Protocol

- For the first three (3) innings, a pitching machine is operated by a league-approved Manager or Coach for the offensive team. Each batter either hits or strikes out. There are no walks. Each player is allowed three (3) strikes. A player is not allowed to advance to first base if hit by a ball pitched by the pitching machine.

- Beginning with the 4th inning, the ball is pitched to the batter by an A player from the opposing team, with one of the following results:

Ball is hit:	Play occurs accordingly.
Three (3) strikes:	Batter is out.
Hit by pitched ball:	Batter MUST advance freely to first base (batter does not have the option to continue at Bat).
Four (4) balls:	Manager or coach from batter's team operates pitching machine for the remainder of the At Bat, until the ball is hit or three (3) strikes occur. The batter's strike count carries over from the pitcher to the machine (batter does not get a new count after the pitcher throws ball 4, and the at-bat continues with the pitching machine).

3. Pitcher Eligibility

- There is no limit to the number of pitcher substitutions.
- A pitcher, once removed, cannot re-enter the game as a pitcher.
- Any player who has played the position of catcher in 3 or more innings in a game is not eligible to pitch on that calendar day.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- TDS follows LL Pitch Count rules, see section VI of LL Rule Book for details**
- Daily pitch count maximum:**

9-10 year olds, 75 pitches

7-8 year olds, 50 pitches

Pitchers can exceed daily pitch count maximum to finish pitching to a batter

- Mandatory Rest:**

If pitcher throws 66+ pitches, 4 days of rest required

If pitcher throws 51-65 pitches, 3 days of rest required

If pitcher throws 36-50 pitches, 2 days of rest required

If pitcher throws 21-35 pitches, 1 days of rest required

- League-approved Managers and Coaches are allowed to warm up pitchers at any time.
- Violation of the pitching rules will result in the suspension of the Manager for the next scheduled game.**

4. Pitching Safety

- If a pitcher hits a 3rd batter during the game, the pitcher is removed from the pitching mound for the remainder of the game.

Infield

- Base Placement: 60 feet between bases
- The infield fly rule does not apply.
- The ball is considered **dead (i.e. runners must stop)** when an attempt to make a play at any base occurs. Runners may **NOT** run if an overthrow occurs when an attempt to make a play at any base occurs.
- At the end of play, the ball is returned to the player pitcher on the mound, who then hands the ball off to the operator of the pitching machine or pitches the ball as defined above. There is **NO** runner advancement for overthrows to the pitcher at the end of a play.

Batter/Runner

- All players present at the game are on the batting roster and cycle through the batting order accordingly.
- No **on-deck** batter is allowed.
- If a batted ball hits the pitching machine, the batter is awarded an automatic single. The ball is dead, and all runners forced to advance may advance safely one base (like a walk).
- Players must slide feet first while advancing forward. A runner is declared out otherwise.
- Bat throwing is not allowed. For the first offense, the **team** is warned of the violation by the umpire. For the second offense, each subsequent batter that throws the bat is called out.
- Bunting is **not** allowed.
- Base stealing is **not** allowed. Runners must be touching their base until the ball has crossed home plate. Players leaving their base early are first warned by the umpire, but are called out if the violation occurs again before that player reaches home plate.
- Base coaches: The purpose of an adult base coach at this level is to teach players how to be base coaches. Two (2) adult base coaches are allowed, only if there is an adult bench coach in the dugout. There must also be a helmeted player in the coaching box. Base coaches must stay in the chalked coaching box and not make physical contact with the runner. Adult base coaches must be a league-approved Manager and/or Coach of the team. A player may be a base coach in place of an adult.