



Single A League Rules for Wasco Baseball

Summary of League

The Single A league is for players in **Third and Fourth Grade**. The Single A league is **competitive and is a 100% Kid-Pitch league**. Formal scorekeeping of league games and league standings will be kept.

Player Registration

Players in third or fourth grade (Spring Season) or who will be going into third or fourth grade (Fall Season), will be assigned to the Single A league. Any exceptions to this rule, will need to be presented to the Single A Commissioner.

Game Rules

Game Overview: Games shall be played according to National Federation of State High School Associations baseball rules unless otherwise noted. Single A league games are six (6) inning games. Extra innings may be played in accordance with the league time and other game completion rules as provided for herein. If rain, darkness or weather ends a game prior to four (4) complete innings of play the game will be suspended. If the game is called after 4 innings the score will stand as a complete game reverting back to the score at the end of the last fully completed inning, including if such score results in a tie game (3 ½ innings complete with the home team winning).

Time Limit: Subject to Extra Innings rules during the Playoffs, there is a 2 hour time limit to start a new inning (no new inning can be started after 2 hours). A new inning that starts between 1 hour and 45 minutes and 1 hours and 59 minutes, will be the "Last Inning." The Umpire is responsible for keeping the official time.

Last Inning: There shall be no run limit in the "Last Inning." The "Last Inning" shall be defined as the 6th inning, unless declared earlier by the managers and umpire as follows: (i) the inning declared as the "Last Inning" due to darkness, or (ii) the inning started at 1 hour and 45 minutes and up to 1 hours and 59 minutes. (For Example: If the 4th inning ends 1 hour and 50 minutes after the original scheduled start time, then the 5th inning shall be the "Last Inning").

Mercy Rule: There is no Mercy Rule.

Extra Innings: If the teams are tied after the Last Inning, then Extra Innings shall be played as follows:

- A. Regular Season:** During the Regular Season, if a game is tied after 6 innings and the Time Limit has not been reached, then the teams shall play a Modified Tie Breaker (as provided for below herein). If the game is still tied after one round of the Modified Tie Breaker, and the Time Limit has not been reached, then the teams shall play a second round of the Modified Tie Breaker. If the Time Limit has been reached after the first round of the Modified Tie Breaker and the game is still tied the game will be recorded as a tie. If the game is still tied after the second round of the Modified Tie Breaker, then the game will be recorded as a tie.

B. Playoffs: Extra Innings during the Playoffs shall be as follows:

- a. Bracket Games: Except for the Championship Game, all other playoff games that are tied after the Last Inning shall be played as follows:
 - i. Prior to Time Limit being reached: The teams shall continue to play standard extra innings until the Time Limit has been reached or a winner is declared.
 - ii. After Time Limit reached: When the Time Limit has been reached, then the teams shall play a Modified Tie Breaker (as provided for below herein) until a winner is declared.
- b. Championship Game: The teams shall continue to play standard extra innings until a winner is declared.

C. Modified Tie Breaker: "Modified Tie Breaker rules are as follows:

- a. The player making the last out in the previous inning will begin as a baserunner at second base; and
- b. One out will be charged (i.e. each team will have two outs for their turn at bat).

Umpires: Umpires will be assigned by Wasco Baseball.

Base Coaches: Adults will coach 1st base and 3rd base, with one adult in the dugout. These Coaches must be registered, rostered and approved by the Wasco Baseball Board of Directors.

Defensive Coach: One Coach (preferably the Head Coach) will be permitted to stand on the field, behind the pitcher. This Coach must be a registered, rostered and approved by the Wasco Baseball Board of Directors.

Uniforms: Uniforms are conventional, with long-legged pants (no shorts) and player-provided sneakers or compositional baseball shoes (no steel spiked shoes permitted). The league provides a jersey, baseball pants, a belt and a baseball hat to each player. Each player is responsible for wearing their entire uniforms on game-day (with all shirts "tucked in"). It is expected that hats will be worn to both practices and the games, however, jerseys are to be worn to games only. No jewelry is permitted at games or practices. ***Managers are not required to play the players who are not in uniform.*** Players need to make every effort to wear their uniform, so it is visible. Managers/Parents have the discretion to deviate from this in cases of inclement weather and/or the health of a child. All players must be properly equipped, with catchers wearing a cup.

Entering Scores: The winning team shall be responsible for recording the score in SportsEngine, within one week of the completion of the game. All scores for the season must be reported by 8pm CST on the final Sunday of the Regular Season to be counted toward the final standings.

Rainouts / Suspended Games / Make-Up Games / Rescheduled Games: The Home team manager is responsible for checking the fields to determine if a game should start due to rain or threatening weather. If the Home team manager determines that the field or conditions are unplayable, they should contact the Visiting Manager and umpire within 2 hours of the start time. If a game is suspended due to weather, the game is recorded by both managers from the point at which it was stopped with all stats, including pitchers, held until the make-up game. Once a date and time is agreed between both managers, the game is restarted from the recorded stoppage point. The game will be completed within a new 2-hour time limit from the rescheduled start time. If teams cannot come to an agreement on a date to re-schedule a rained out or cancelled game within one week, the League Commissioner will offer three (3) make-up dates to choose from; if one team cannot play on any of the three dates, that team will be given a loss, their opponent will be awarded a win. If neither team can play on one of the 3 make-up dates, both teams will be given a loss. The commissioner decision is final on all decisions.

Heat / Cold / Lightning Policies: Please refer to the Policies section of the Wasco Baseball website:
<https://www.wascobaseball.com/policies>

Field Dimensions

Distance between bases: The distance from the back of home plate (the point) to the outfield side of the middle of the bases at 1st and 3rd is 60 feet. The distance from the back of home plate (the point) to the center of 2nd base is 84 feet and 10.25 inches.

Pitching rubber distance:

Low A: 42 feet from the back of home plate (point) to the front of the rubber.

High A: 46 feet from the back of home plate (point) to the front of the rubber.

Team Lineup and Minimum Player Requirements

A minimum team will consist of 8 players. No out shall be recorded in the ninth batting position if only 8 players are present at a game. If more players arrive after the game begins, they will be added to the end of the batting order. Teams without 8 players by 10 minutes past the scheduled start time shall forfeit the game with a score of 7-0. A team may use a player from the league below, but in no case may that player pitch or play catcher. If a team has 9 players, they may call up a player from the league below; if they have 8 players, they may call up two players. In no case may a player not registered with Wasco Baseball play as a walk-on. Call up players must wear the team uniform of their full-time team. A team cannot call up a player if that player's full-time team has a game scheduled at the same time. You cannot use a player from the same league or from any travel team. All call up players must bat last. Lineups shall be exchanged by the teams 10 minutes prior to the first pitch and the lineup provided to the opposing team shall include at minimum the following information: The Batting Order with the First Name, Last Name and Number for each Player.

Standings & Tiebreakers

The following is the list in order of the tiebreakers used to slot teams for the post-season tournament:

1. Winning Percentage (wins + (ties*.5)/games)
2. Head to Head Winning Percentage (Highest of all teams tied after computing (wins + (ties*.5)/games) for only games played against tied teams.
3. Head to Head Run Differential: Highest of total runs scored when playing all tied teams in #2 - (minus) total number of runs allowed when playing tied teams in #2
4. Runs Against Overall: Lowest of: Total number of runs allowed for all games played
5. Runs for Overall: Highest of: Total number of runs scored for all games played

If there are any issues or if there is still a tie after the 5th tiebreaker, the Vice President will be involved and make the final decision using his/her discretion.

Note: the Wasco Baseball Website does not always calculate the standings correctly.

Offense

Runs Scored (Run Limit): The inning will be over after 5 runs are scored, except there shall be no run limit in the Last Inning.

Batting Order: Continuous batting order shall be used. The batting order, established for the game, will remain the same throughout the game. If a team bats out of order and it is noticed in that inning, they will re-bat starting with the child they missed. If there were runners on base, they will return to the base they were on. The manager's discretion will be used to make these decisions (case in point, the out-of-turn batter is 5th or 6th down in the order)

Bat Restrictions:

Bats that are acceptable are:

- 2-1/4" diameter barrel with either a USSSA or USA Baseball stamp.
- 2-5/8" diameter with the USA Baseball stamp.
- Solid one-piece barrel Wood bat (does not require USA Baseball stamp).

Thrown Bat Rule: The batter must not throw his bat. A hit WILL NOT COUNT if the bat is thrown. The batter will receive a warning, and if the batter throws the bat a second time during the same “game” then the batter will be called “out”. Throwing the bat is dangerous, so please stress this rule with the children.

Helmets: Batting helmets shall be worn in all practice and game situations whenever a player is preparing to bat or is batting.

On Deck: Only one batter is allowed at a time on the on deck-circle, and the on-deck batter must wear a helmet.

Substitute Runners: A substitute base runner shall be used for the catcher with 2 outs. (Substitute runner shall be the last batted out).

Base Running

Leadoffs/Stealing: Leadoffs are NOT allowed. Stealing may occur to 2nd and 3rd base after the ball crosses the plate. After a pitch crosses the plate, runners may take a secondary lead, off the base.

Low A: There is a limit of 3 steals per team, per inning.

High A: There is a limit of 4 steals per team, per inning.

Sliding: Sliding into any base, except 1st, is permitted. The runner must slide at home plate if there is a play. The runner will be called out by the umpire if the runner does not slide. There is no sliding headfirst into a base. A headfirst slide into a base will result in the runner being called out. Diving headfirst while retreating to a base is allowed.

Delayed Steals: Delayed Steals are allowed at 1st and 2nd Base. A Delayed Steal for the Single A level happens when a base runner leaves for the next base after the catcher attempts to throw the ball back to the pitcher. The runner must pass the halfway point before the pitcher catches the ball, otherwise they will need to return to the base they started.

Running out of the Baseline: Runners must stay in the base line. They may not run all over the field to avoid being tagged out. A runner out of the base line will be considered “out”. While running to 1st base, a runner can run to the right or left of the line, as long as there is no deliberate move toward 2nd base. Children should be taught, however, to over-run 1st base toward the right side of the base or straight-ahead.

Baserunner Interference: If a runner interferes with a fielder while the fielder is fielding the ball, the runner is out. Runners can run in front of the fielder as long as they don’t touch the fielder. If the fielder has the ball in the base line, the runner cannot try to go around the fielder to avoid the tag or the runner will be out. The runner may run out of the base line in order to avoid interference, but not when a play is being made on the runner.

Play is Dead: When the ball reaches the infield (to any player in the infield) from the outfield, all runners will be considered at the base they are currently closest to. Thus, the infielder controlling the ball is the signal that the play is “dead” and the runners remain at the bases they are currently at. Base coaches are encouraged to hold their runners while the ball is in the infield attempting to be brought under control. We are not trying to run up the score.

Overthrows: If a play is made on a runner at any base from the **infield**, and the ball is overthrown prior to the umpire stopping the play, the runners may advance **one base only** at their own risk. On any overthrows from the **outfield** position to all bases (1st, 2nd, 3rd, & home), the base runners will be allowed to continue to advance to the next base until a **position infielder** has possession of the ball. If the ball is in possession of an infielder prior to a runner passing the halfway point, they must return to the previous base. Any base runner behind them will return to their previous base as well.

Advancing Home: When a runner possesses 3rd base immediately before the next pitch, the runner may only advance home on a ball put into play by the batter, on a bases-loaded walk, or on a hit-by-pitch when the bases are loaded. That runner may not steal home or advance home from 3rd base on a passed ball, wild pitch, or any play not initiated from a batted ball (i.e. catcher overthrow pitcher on throwback, pick-off attempts to any base, catcher throws to 2nd on a steal, etc).

Defense

All players present for a game must play (unless not in uniform, which is the manager's discretion).

Number of Fielders: There will be 9 players on the field at one time and it is recommended that each player be allowed to play all positions during the season.

Inning Minimums/Playing Requirements: Each player shall play a minimum of four (4) innings in the field. No fielder is permitted to play the same defensive position for more than three (3) innings per game. All players must play two (2) innings in the infield. Players having to leave after the start of a game will be allowed to return to the game. Each manager is responsible to maintain a documented rotation for his own team consistent with this rule. The inning / position requirement set forth in the rules shall be superseded by time, weather, darkness, injury or mercy rules of the league.

Infield Fly: There is no infield fly rule. Fielders cannot get in front of a runner and block the runner from getting to a base when a play is not being made. If a runner is blocked, the umpire can award as many bases to the runner as he feels that runner would have made. If the fielder is turned away from the runner, it is the runner's responsibility to go around the fielder.

Catchers: All participants in any practice or game situation when playing the catcher position, shall wear a protective supporter and catcher headgear, chest protector and shin guards.

Pitching

All pitchers must pitch from the pitching rubber.

Inning Limits: Each pitcher is allowed a maximum of 2 consecutive innings per game. Pitcher may not return to the mound after removed. One pitch in an inning constitutes an inning. Maximum innings pitching rules apply to extra innings.

Uniforms: Pitchers shall not wear sunglasses, wrist bands, white / light colored arm sleeves, or white / light colored shirts under uniform shirt, which might hide the baseball.

Balks: Balks will not be called.

Intentional Walks: There will be no intentional walks.

Hit Batters: If any pitcher hits 2 batters in any one inning, he must be removed. If a pitcher hits 3 batters in a game, he must be removed.

Mound Visits: Coaching staff may visit the defense including the pitcher during the game. Visits should be limited to 1 minute. On the second trip in an inning to confer with the defense with the same pitcher on the mound, that pitcher must be removed.

Warm-Ups: Teams are allowed 2 minutes or 5 warm-up pitches in between innings, whichever is less. Any player catching for warm-ups in between innings or in the bullpen must wear full catcher's equipment.

Wasco Baseball Pitch Count Rules

League	Max Pitch Count Per Day	1-30 pitches	31-45 pitches	46-60 pitches	61-75 pitches	76+ pitches	Max Pitches per Weekend (Fri, Sat, Sun)
Farm/Low Single A	60	0 days rest	1 day rest	2 days rest			75
High Single A	70	0 days rest	1 day rest	2 days rest	3 days rest		85
Double A	80	0 days rest	1 day rest	2 days rest	3 days rest	4 days rest	95
Triple A	90	0 days rest	1 day rest	2 days rest	3 days rest	4 days rest	105

Additional Rules & Guidelines

- No Pitcher can appear in a game 3 days in a row regardless of Pitch Count
- Pitchers should not pitch in multiple games on the same day unless their initial appearance is to finish an inning and they throw less than 15 pitches
- Try to avoid having a player catch on days they are pitching or severely limit the amount of use behind the plate on days they pitch
- Keep pitchers well rested by not allowing them to hit their max pitch count per weekend, more than 2 weekends in a row at any point during the season
- Players in Farm, Single A and Double A should only be throwing fastballs and changeups. In Triple A, players can start throwing breaking pitches
- Parents, In House Coaches and All Star coaches need to be in communication to ensure these limits are not exceeded.

Failures to follow the Pitch Count Rules should be reported to the Commissioner.

Conduct

UNDER NO CIRCUMSTANCES DO WE WANT ANY ARGUING ON THE FIELD. ACTIONS LIKE THIS IN FRONT OF THE CHILDREN WILL NOT BE TOLERATED. Managers are 100% responsible for the conduct of their coaches, parents and players. Parents are to be informed of the rules before the season begins. All managers, coaches, players, umpires, parents, and board members are subject to the Wasco Baseball Codes of Conduct. The Single A League Commissioner must be notified as soon as possible with a report to the League President as to what occurred if a problem arises.

Managers, coaches, players, and fans may not argue or complain about an umpire's call. If a player or manager is ejected from a game, they are required to sit out the next game. If a player or manager is caught at the next game, they are subject to removal from the league. Any rule interpretation or question must be directed to the Vice-President of Wasco Baseball at the e-mail address found on the league website in writing. Interpretations will be made by the Wasco Executive Board and a written response will be given. (This in no way will be considered a protest, as there are no protested games).

Rosters

Only players that are registered shall be considered "rostered players" and be allowed to participate in practices, games or other league sponsored events. A "registration" shall be considered completed when the player has their registration fully completed through SportsEngine (the Wasco Baseball website), which includes the applicable fees paid, the medical waiver form and code of conduct form completed. Use of a non-rostered player shall be strictly prohibited and will result in disciplinary action against the team manager.

SPRING RECREATIONAL LEAGUE: Rosters will be constructed by a Draft. The Draft Rules can be found on the [Wasco Baseball Website](#).

FALL RECREATIONAL LEAGUE: Rosters will be constructed by a Draft. The Draft Rules can be found on the [Wasco Baseball Website](#).

Dugout Selection & Rules

Unless otherwise agreed to by the managers, the home team shall occupy the 3rd base dugout/bench and the visitor team shall occupy the 1st base dugout/bench. The only persons allowed in the dugout during a game are the players, the manager, coaches and a scorekeeper. Managers and coaches shall remain in the dugout during game play unless specifically allowed by league rule or functioning as a base coach or an outfield coach.

Field Preparation and Care

Do not warm up your team on the infield, prior to a game. Please use your side of the outfield. You can use the out of play infield area, on your side, for groundballs. But please ask your players to avoid touching the chalk lines.

The **home team** is responsible for ensuring the field is set up properly for the game, including chalking the foul lines and the batter's box. The home team will supply the game balls and shall be required to surrender the field to the visiting team fifteen minutes before game time.

At the end of the game, the **away team** is responsible for clean-up. Bases should be left "in" (there is no need to take the bases out and replace them with plugs). Please put away all rakes and ensure all field equipment (marking string, dig out tool, and chalker) are in the field box **with the lid closed tightly**. The away team is responsible for smoothing and filling any holes created during play especially around the bases, home plate, and the pitcher's mound.

The field shall be cleared of all players five minutes prior to the start of the game. The Managers shall concur in the event a previous game makes the field setup impossible to be completed prior to the scheduled start of the game. Teams should remove all equipment from their dugouts immediately following their game, and prior to post-game meetings, to allow the next games teams to enter the dugouts timely. **Each team is responsible for the removal of all trash from their respective dugouts, spectator areas, and the field.** All field issues should be reported to fields@wascobaseball.com.