

PICKERINGTON YOUTH
ATHLETIC ASSOCIATION (PYAA)

JUNIOR LEAGUE BASEBALL (JLB)

SINGLE A LEAGUE RULES

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1.0 General Playing Rules and Policies

1.1 Goals and Objectives

- (a) Teach the skills and rules of baseball.
- (b) Teach and encourage the values of team play, fairness, and sportsmanship while having fun.
- (c) Encourage players to make throws defensively without fear of making a mistake and hurting their team.
- (d) Encourage players to learn proper batting techniques and good baserunning skills.

1.2 Team Assignment

(a) Coaches: Parents who volunteer to Coach will be chosen at the discretion of the respective League Director. Coaches who request to be paired together will be allowed to Coach, unless deemed to disrupt the competitive balance of the league. Two coaches and 1 team mom will be assigned per team, but only two coaches can be paired before the draft. Other parents who volunteer to Coach, but were not chosen, are encouraged and allowed to assist the Coaching staff of their child's assigned team, at the discretion of the Head Coach, given the parent completes the required PYAA background check and concussion training.

(b) Evaluations: Typically, each league will hold evaluations prior to the season (*weather and time permitting*). Players will typically be evaluated on hitting, fielding, base running, pitching, and catching. Players who are unavailable to attend the evaluations will be subject to the following procedures:

(1) If the player played PYAA JLB the previous season, the League Director shall make reasonable attempts to obtain previous year's evaluation data for that player and make a reasonable grade assignment.

(c) Draft: Typically, each league (Single A, Double A, Triple A) will hold a draft prior to the season (*time permitting*). Players will be listed in descending order of their evaluation rank. Coach's players will be included on the draft list but designated.

(1) Each Coach or representative must be present or make prior arrangements with the League Director regarding draft attendance or lack thereof. The Head Coach or representative will select players. Players will be put into sections and the entire section must be picked before players in another section can be drafted. A Coach's player shall be slotted based upon the evaluation results and placed in the appropriate rounds unless the player did not attend evaluations. The order of draft will be determined at the discretion of the League Director.

(d) Modifications: Changes and modifications to the evaluation and draft process are allowed, as proposed by the League Director, and approved by the JLB President.

Additionally, a player's evaluation score can be adjusted by the League Director and approved by the JLB President, if deemed unreasonable or inconsistent with known facts and information. However, any changes must be done in a manner to achieve ultimate competitive balance within the league.

1.5 Player Participation

(a) Roster Batting: Teams will utilize roster batting, meaning every player present will be in the batting order.

(1) The batting order remains intact regardless of defensive changes.

(2) When batting nine or more players, a player that leaves the game for any reason (restroom, injury, etc.) may return at any time and resume his/her previous batting order position without penalty. This spot will be skipped and no out recorded.

(3) If a batter chooses not to bat for any reason (fear, emotions, etc.) other than a temporary leave (restroom, injury, etc.), he/she cannot be forced to bat; and his/her at-bat will not be considered an out.

(4) Should a player arrive late, he/she will be added at the end of the batting order.

(5) If the player is up to bat and is injured causing the player to be unable to complete their at bat, the next batter in the batting order will assume the batter's count and play will continue.

(6) If the players at bat was completed (e.g. on base or out), the last batted out will become a courtesy runner, once play has stopped.

2.0 – Specific Rules for Single A

2.1 Player Age Eligibility

(a) Player is in first or second grade

2.2 Game Format

(a) Field Dimensions: 42 feet pitching distance and 60 feet base length.

(b) Pitcher's mound is not used.

(c) Innings: A regulation game consists of six innings, unless the time Limit (1 hour and 15 minutes) has been reached (*Rule 2.2(b)*) or a mercy run rule is obtained (*Rule 2.2(f)*).

(d) Inning Format: A half inning consists of three outs or five (5) runs.

Six Runs Exception: If on the same play as when the sixth run scores, additional runs score, they will be counted.

(e) Scoring: Score will NOT be kept, except for the Blind Draw Tournament at the end of the season.

(f) Mercy Rule: An imposed Mercy (Run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the prescribed limit. The home team shall not bat if they are winning, and the mercy requirement is met prior to the bottom half of the inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of the inning the home team shall cease batting and the game shall end.

Mercy (Run) Rules are as follows:

(1) Run differential of 10 runs after the 4th inning. This is **NOT** in effect until the tournament at the end of the season.

(g) Ties: Teams will play one extra inning to determine a winner if the game is tied at the end of six innings or if the time limit is reached. The last player recorded as an out from the previous inning will start at second base in the extra inning. If game is still tied after the one extra inning, the game will be called a "tie." The only exception is during post season tournament when a winner is needed. In a tournament the tie rules will be used for every inning that is needed to determine a winner.

2.3 Player Participation

(a) No player can defensively sit the bench a second inning during a game until all players have sat at least one inning.

(b) All players in attendance for the entire game must play at a minimum two innings in the outfield and no more than two innings in the same defensive position unless due to safety concerns or disinterest of the player, which shall be communicated to the opposing coach and umpire prior to the game.

Comment: The purpose of this rule, an inning is defined as three consecutive outs. A game ending by run rule, time limit, and weather cancellations, may make this compliance impossible in some instances.

(c) Catchers: Catchers must wear full catcher's protective equipment (*helmet, knee & shin guards, chest protector, and athletic cup*). Use of a catcher mitt is encouraged, but not mandatory. Fielder's gloves are permitted. If there are 9 players, you must have a catcher, however, if there are less than 9 players, then a catcher is not mandated.

(d) Defensive Alignment: Infielders shall be positioned at first base, second base, third base, shortstop, catcher, and pitcher. **NOTE:** Infield shifts are not permitted.

(1) Four defensive outfielders are allowed for a grand total of ten defensive players. All four outfielders must stay in the grass outfield, and they are not to stand on the fringe between the grass and dirt infield until the ball is put into play.

(a) Outfield alignment consists of Left Fielder, Left-Center Fielder, Right-Center Fielder, Right Fielder.

NOTE: Outfield shifts are not permitted.

(e) Defensive Changes: One defensive change is permitted during an inning. Catchers and bench players are **NOT** eligible for a defensive change during the inning, unless due to injury, sickness, or ejection.

2.4 Pitching

(a) Coach Pitch

(1) A Coach from the team at bat will pitch overhand to his/her batters. Pitching underhand to batters is **NOT** allowed. Distance from the pitching rubber/home plate is at a coach's discretion. They should be a safe distance from the batter while still giving the batter the best opportunity to hit the ball.

(2) Each batter will receive five (5) pitches. If the last pitch or pitch thereafter is fouled, the batter receives another pitch. If the batter does not hit a ball in fair territory after 5 pitches they are out and will return to the dugout. A hit batsman is not in effect when the Coach is pitching.

Note: No Walks in effect for 8u.

- (3) If a fair ball hits a Coach on the field, or a Coach interferes with a fielder making a play on the ball, the ball is dead, and all runners will return to the base they were on when the at bat began and the hitter resumes the at-bat with the current pitch count. For example, if on pitch 4 the batter hits the ball and it hits a coach in the field of play, then the batter will be hitting pitch number 5.
- (4) The pitching Coach shall not be a baserunner Coach. They may however coach the batter (*to get in the correct spot in batter's box, remind them of pitch count, other batting tips*).
- (5) The player pitcher must remain on one of the two lines by the pitching rubber, but no closer than the pitching Coach until the ball is hit.
- (6) Coaches can have 2 or 3 baseballs on the mound. No buckets are permitted on the field during a game.

2.5 Batting

(a) Bat Compliance -

- (1) Bats may not exceed 33" in length.
- (2) Bats must be certified by the manufacturer to meet a Bat Performance Factor of 1.15 or less.
- (3) Bats must be USSSA, USA stamped
- (4) Barrel diameter for any bat may be no larger than $2\frac{3}{4}$.
- (5) Drop 10 (-10) or 12 (-12) ONLY any lower bats will be disqualified from the game.
- (6) Wooden bats of any kind are not permitted.

(b) **Dropped Third Strike:** Not in effect.

(c) **Infield Fly Rule:** Not in effect.

(d) **Bunting:** Not allowed. Attempted bunts of any kind are treated as a foul ball and a warning given to the batter. A second bunt will result in an out.

(e) **On-deck Batter:** YES. Permitted, player needs to stay by the dugout to the batters back.

(f) **Thrown Bat:** An intentional thrown bat can result in an immediate ejection. All thrown bat calls are made at the Umpire's discretion.

(1) First offense for throwing bat: Team Warning.

(2) Second offense for throwing bat: Immediate dead ball. Batter is out.

(g) **Batting Order:** Continuous batting shall be used. The entire roster must be batted through, in order without substitution, in accordance with Rule 1.5(a).

2.6 Base Running

(a) **Leading Off:** Not permitted.

(b) **Stealing:** Not permitted.

(c) **Leaving Early:** Any runner leaving a base early will be issued a warning followed by being called out for further infractions.

(d) **Overthrows:** Base runners are NOT permitted to advance a base on an overthrow.

(1) **INFIELD HITS-** Infield being that the ball is hit anywhere in the infield and REMAINS an infield ball. **INFIELD** being the infield dirt. All base runners and batters may only advance one base. (Ex: a batter may only go to first (making it a hard stop at first, a first base runner may only advance to second, a second

base runner may advance to third, a third base runner may advance home). This will give the defense a chance to be successful on defense.

(2) OUTFIELD HITS- Outfield hits are any ball hit in the air or on the ground that reached the outfield.

(a) The outfield being the grass, this includes fly balls to the outfield or hard hit grounders that roll to the outfield. This means that if a ball is hit and the ball is an infield grounder, but the infielders fail to stop the ball and the ball reaches the outfield, then that is considered an outfield hit.

(b) The outfielders can throw (not run) the ball into an infield player and once AN INFIELD defensive player has possession of the ball- the play will be called dead by the umpire. If the runner is not past the line marked on the field when the infielder obtains possession of the ball, then then the runner must go back to the last base completed. If the runner passes the line when the infielder obtains possession the infield can attempt to throw the runner out, but the overthrow rules apply, and no base runner may advance.

(c) The batter and runners on an **OUTFIELD HIT** may advance **AS MANY** bases as they can attempt until the play is called dead.

(d) OUTFIELD HITS ONLY- If an attempt is made to throw-out a player at a base from an **OUTFIELD HIT** and the ball is overthrown the runners may **NOT** advance.

Runs are to be batted in. Meaning if there is a player on third already, once a ball is hit may advance home on infield or outfield hits. Runners may advance more than one base, if it is not an overthrow situation, or the umpire has not deemed the play dead because a defensive infielder has the ball.

(e) Sliding -

(1) A runner approaching any base (other than first) must slide - or - avoid contact with the defensive player providing the defensive player has possession of the ball. If the runner does not slide and contacts the player covering the base, the runner is out. Any malicious contact will result in an out and an ejection from the game without warning.

(2) Headfirst slides are not allowed except for when an offensive player is going back to a base. The result will be an out if deemed illegal by the umpire.

2.7 Game Times and Game Length

(a) 6 innings or 75-minute time limit, whichever occurs first. For the end of season tournament, the 5 run limit or 3 outs will be in effect for the first 5 innings and then the unlimited run inning will be the 6th inning, or the last inning due to time constraints. The Championship game will have 6 innings played, and time constraints will be removed.