



# 2025 SINGLE A HOUSE RULES



## SINGLE A DIVISION: LEVEL 5 BASEBALL

Allowable age range: 7-9; teams assigned based on buddy/coach requests at registration and home school.

"Single A" Division is a semi-competitive and a developmental division; coaching emphasis is on player instruction and development. Batters will be introduced to machine pitching (Rawlings Blue Flame). Division rules (fair play) are in-place to mandate player rotation in a variety of positions. Ten players are assigned to field positions each inning, and all rostered players bat whether assigned to a field position or not in continuous batting order. Game scores are recorded.

### **SKILL GOALS:**

- Develop batting skills through proper stance and pitch recognition
- Develop fielding skills (infield and outfield positions, making the play at the correct base, backing up plays at the plate and in the field)
- Develop base running ability (when to run and listening to the 1st and 3rd base coaches)
- Develop tracking skills for catching fly balls
- Pitchers learning proper throwing mechanics
- Develop "big 3" skills of catching (receiving, blocking, throwing), as importance of this position increases at this level
- Learn to love the game of baseball

There is usually 1 practice per week and 2 games, one of which is typically on Saturday.

League age 9 players not drafted into AA division will be placed into Single A player pool. Players will be assigned to teams by the SRVLL Player Agent and Division Coordinator.

### **GAME RECORDS/SCORES:**

- There are 13 official games in the Single A season with everyone playing each other once. We have one bye based on number of teams.
- There are 13 teams between the two leagues: 4=TVLL, 8=SRVLL
- The End of Year Tourney will have two brackets, an A bracket and a B bracket. Coaches will choose what bracket they want to be in based on how they perform against the other teams throughout the season. If they match up well, they may choose to go to the A bracket. If they do not match well, they may choose to go to the B bracket and only play more games that aren't playoff games.

### **ALL SEASON:**

- The 'pitcher' shall be positioned within a circle area estimated to be equivalent to where the 'mound' would be located so that players learn to field at that position/location.
- If a batted ball hits the pitching machine the play is dead and the batter is awarded first base. If there are runners on base they will only advance if there is a force out in effect (example: a runner on first will advance to second; a runner on third with no runner on second will remain at third.)

### **PITCHING / BATTING:**

**Beginning of season to March 31, 2024** - Players will be pitched up to 7 pitches by the pitching machine. If on the 7th pitch the batter fouls the ball off, they will be pitched subsequent pitches until the ball is put in play or the batter swings and misses for an out, whichever occurs first. A half-inning ends when 5 runs are scored or 3 outs are recorded, whichever occurs first. Runners can advance one (1) base on an overthrow, but may not advance to home plate. Play is ruled over when the ball reaches the infield dirt or equivalent and is controlled by a defensive player. Any runner not past the halfway point between bases will return to the base they came from.

**April 1st, 2024 to end of season (including playoffs)** - Players will be pitched up to 7 pitches by the pitching machine. Strikeouts count. A strikeout will consist of 3 pitches considered "strikes," by the designated umpire (coach working pitching machine). This includes swing-and-miss, pitches in the "strike zone," and foul balls. If on the 3rd strike or 7th pitch the batter fouls the ball off, they will be pitched subsequent pitches until the ball is put in play, the batter swings and misses, or the batter does not swing at the third strike, whichever occurs first. An inning ends with 5 runs scored or 3 outs recorded, whichever occurs first. Runners can advance one (1) base on an overthrow, but may not advance to home plate. Play is ruled over when the ball reaches the infield dirt or equivalent and is controlled by a defensive player. Any runner not past the halfway point between bases will return to the base they came from.

Note: the pitching machine settings are to be standard and remain the same throughout the game for both teams

- Recommended machine settings are '3'
- Recommended distance from the plate is 33 feet
- Adjustments may be needed depending on the effectiveness of the given machine spring: intent is that whatever is set is the same for both teams throughout the game
- Official Little League USA bats are to be used only. No other governing baseball body shall be used (i.e. USSSA, etc.) Coaches need to inspect their own teams bat lineup prior to each game.