

# Kent LL Single A Baseball Bylaw Rules

## General Rules and Guidelines

1. All games shall be played in accordance with the Official Little League Rule Book and the following bylaw playing rules and regulations.
  2. A safety baseball shall be used in lieu of a hardball.
  3. Each player must play at least every other inning (sitting out two consecutive innings is not allowed).
    - a. Violations of this rule should be reported to the VP of Baseball.
  4. Continuous batting order rule applies.
  5. No on-deck batters are allowed. The next batter shall not leave the dugout until the play is complete and the pitcher has the ball on the mound
  6. No runners shall advance once the defensive player stops the ball. A runner that is between bases when the ball is stopped may advance to the next base.
  7. Stealing bases is not permitted.
  8. There is no infield fly rule.
  9. Coaches may be on the field to instruct the players, provided there is (1) adult in the dugout whenever a player is present.
  10. The manager shall place ten players (if available) in the field.
    - a. With ten players, four players shall occupy the outfield.
    - b. Players shall be rotated such that all players experience an infield position for at least one inning per game.
    - c. All players shall play defensively for a minimum of three innings per game. Managers should build batting rosters so each player achieves the same number of at bats, or as close as possible over the season.
  11. No games shall be rescheduled due to team count. Games shall be played with whoever shows up – combine players with other teams necessary to allow the game to be played.
  12. Each coach shall be held responsible for the conduct of their players, themselves, and their spectators.
    - a. The managers have the right to ask any offender(s) to leave the field. Any such incident is to be reported to the VP of Baseball.
  13. Game chatter between offensive and defensive teams is prohibited. However, players may give encouraging chatter to their own teammates.
  14. Alcoholic beverages, or firearms, tobacco products, e-cigarettes, and vaping devices are prohibited at all games and practices.
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## Pre-Game Procedures

1. Coaches shall review the rules and regulations and, when necessary, establish the field boundaries and characteristics to the particular playing field.
2. The home team is responsible for layout of the field, including bases. Layout will be completed 15-20 minutes before the scheduled start of the game.

# Kent LL Single A Baseball Bylaw Rules

- Bases must be breakaway per Rule 1.06
  - 3. The home team shall provide (2) new balls for the game. The visiting team shall provide (1) backup ball.
  - 4. Weather and field conditions prior to game – The coaches shall inspect the field prior to play to determine if the field is playable.
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## Game Timing and Completion

1. The actual start time will be the scheduled start time with the following exceptions:
    - a. Fields are not accessible/playable.
  2. No new inning will be allowed after 1 hour 25 minutes from the actual start of the game. An inning already in progress may be completed after the 90-minute limit.
  3. A complete game will consist of five (5) innings or 1 hour 45 minutes.
  4. Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first.
  5. Darkness – if, in the coaches' opinion, darkness is hampering the game, play will be stopped.
  6. Rain – if, in the coaches' opinion, rain is hampering the game, play will be stopped.
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## Pitching and Machine Use

1. The manager, coach, or pitching machine shall be positioned 40 feet from the front of home plate, with the distance marked using a tape measure. There shall be no walks or strikeouts. Each batter shall stay at bat until:
  - a. A pitched ball is batted fair.
  - b. If the batter has had five pitches and has not hit a fair ball, they shall use a tee to hit the ball. NOTE: The at bat cannot end on a foul ball.
2. If a machine is used, the manager or coach must operate the pitching machine. No players are allowed to operate the pitching machine.
  - a. The pitching machine must have a 6' diameter circle which is a "no access" area to the players.
  - b. Speed of the pitching machine is determined by the home team manager; however, the machine is to be set so that players can make contact and hit the ball. If the machine malfunctions or is continually erratic, the managers shall agree to remove the machine and coach pitch.
  - c. The player in the pitcher's position shall stand to the side of the pitching machine. The player must be at least 3 feet to the side before the pitch is made. The player may not be positioned outside a 14-foot radius of the pitching machine.
  - d. If a thrown ball hits the pitching machine the play is considered dead. No further play may continue by offense or defensive players.

# Kent LL Single A Baseball Bylaw Rules

- e. If a batted ball hits the pitching machine, the ball is live. If the ball lands inside the pitching machine circle, it is considered dead. The runners stay at the base they are at.

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## Equipment Regulations

1. Bat Requirements:
  - a. A Tee ball is not allowed
  - b. Must have a USA stamp
2. Helmets are required anytime a bat is in hand. (Practice, game, etc.)
  - a. It is best practice to not have players hold bats in the dugout and only grab it on their way out to bat.
3. Catchers must wear a face mask attached to a helmet, a throat protector attached to the mask, a chest protector and shin guards.
  - a. All male catchers must wear a hard cup.

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## Scorekeeping and Reporting

1. No official score is kept.

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## Post-Game Responsibilities

1. Both teams must police all playing and spectator areas after each game for garbage.
2. Home team must drag the field and put away the bases and tee.
  - a. If there is a game after your game, the equipment shall remain, but dragging or spot raking is required to maximize the field conditions (Only exception is if there is a game