

# NTLL Single-A Baseball Spring Rules 2008

## PITCHING –

Although we are trying to develop a young pitcher we are also trying to keep the game moving at a faster pace.

Allow the player to throw until the batter gets a hit, strikes out or get 4 balls (a regular major league at bat minus the actual BB). Once the player pitcher reaches 4 balls the Coach will come into pitch and the strikes on the batter will roll over to the coach, regardless if there is 2, 1 or zero strikes. The Coach will finish throwing a **maximum of 4 (FOUR) pitches** unless the last pitch is a foul or just completely out of the strike zone. If completely out of the strike zone, the coach will get one more pitch.

- **Example-** 3 bad pitches by the coach, the coach will need to tell the batter he's only getting one more pitch. After the 4th pitch and the kid does not swing, even if the coach throws one in the dirt, the player will sit down and the batter will be counted as an OUT.
- **Example –** Batter has two strikes at the time the coach comes into pitch. The coach throws a perfect strike the batter chooses not to swing. The pitch should be called Strike 3 and the batter counted as an out.

If your pitcher can not throw from the PITCHER'S PLATE, he is allowed **3 FEET** toward home plate (that means no closer than 43 feet from home plate). Please mark this area with a defined line through the ground and instruct your pitcher to stay within that area. PLEASE honor and respect this rule... 3 ft from the PITCHER'S PLATE, NOT the Mound Area. If your pitcher consistently is striking our players when pitching 3 ft from the Rubber it might be time to challenge him by moving him to pitch from the actual Pitcher's Plate. **Beginning April 12<sup>th</sup> all pitchers should be pitching from the Rubber.**

No pitcher can pitch more than **2** innings or **50** pitches. If the kid pitches **2** innings they must be consecutive.

- If a player pitches 41 or more pitches in a day, two (2) calendar days of rest – and a game – must be observed
- If a player pitches 21-40 pitches or more in a day, one (1) calendar day of rest must be observed
- If a player pitches 1-20 pitches in a day, no rest is required
- A “calendar day” is defined as defined as one full day as seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening. Example: if a pitcher throws 50 pitches in a game on Saturday morning, that pitcher cannot pitch again until Tuesday, when he/she had had two calendar days of rest (Sunday and Monday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.
- If a pitcher reaches the pitch count limit while facing a batter, he/she may continue until that batter's at-bat is completed.

If a pitcher hits 3 batters he must be removed from the pitching position.

A player who delivers one or more pitch during a game, may not play the position of catcher for the remainder of the day.

When a coach is pitching, the defensive player **must** have 1 foot on the dirt part of the mound. The player can stand on either side of the mound depending on the batter, but cannot play a short infield position.

**Coaches**, please help the opposing pitcher to stay in front of the 'rubber' as they can tend to drift off center when pitching.

## BATTING –

We always encourage our kids to hit, but we must also introduce them to the fact that every plate appearance is not a successful one.

**Strike Zone** – Just below the knees to the armpit area and 1 ball width on both the inside and outside portion of the plate.

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**UMPIRE** - The Offensive Coach (team batting) will call balls and strikes on his batters from behind the mound of the opposing team's pitcher. Please have the coach that will come in and pitch to the kids is the same coach that is calling balls and strikes. We hope to speed up the game by having the coach call balls and strikes on his own players.

### **Hit Batter –**

A batter who is hit with a pitch should be encouraged to shake it off and continue batting. However, some may refuse or may actually be hurt, so there is also an option to go to 1st base. If he chooses to continue to hit, the pitch will be counted as a ball. If the batter is hit twice in the same at bat by a player pitch he will be awarded 1<sup>st</sup> base. If a Coach pitching hits the batter, the pitch will not count as 1 of the 4 pitches the batter gets from the Coach. If the batter is hit with a pitch and is reluctant to hit his next at bat, he may be skipped in the batting order without any penalty.

**MINIMUM Number of players** – A team will be able to play with 8 original roster players and it is NOT recommended to borrow players from the other team. 7 or less players, it is recommended to borrow from the other team in order to complete a defensive team.

**DEFENSE** – Teams may field 10 Players – 4 Outfielders. The Defensive team may have One uniformed Manager or Coach on the field to assist (coach) his team, but will need to do so Outside of Fair play, between 1<sup>st</sup> and RF Foul pole and 3<sup>rd</sup> base and LF Foul pole.

**RUNS, BATTING ORDER OR OUTS** - The innings will be played until 5 runs, 3 outs, or the offensive team has completed going through the entire batting order. Once any of the 3 is attained, the inning will be over. If any team is short handed, the team will send no more than 9 kids to bat in any inning.

**Official Game** – An official game is considered 5 full innings unless the home team is ahead at the end of the top half of the 5<sup>th</sup> inning.

### **BASE RUNNING -**

When the ball is hit in the outfield and runners continue to the next base, once the ball comes into the clay area, whether the ball is caught or not, the runners should be held at the closest base. Note – this rule will need to be enforced by the coaches. This will help the kids from panicking and making an errant throw as well as preventing possible injury.

**1st Base Overthrows** – Runners may attempt to advance 1 base on an infield play at 1<sup>st</sup> base. To avoid circus play, if a throw in an attempt to get the runner at 2<sup>nd</sup> base is wild and goes into center or left field, the play should be ruled dead with the runner on 2<sup>nd</sup>. This should also be discussed between managers prior to the start of the game.

**NOTE** - If there is a physical play at the plate, where the catcher or pitcher has the ball and is about to try and tag the runner, the runner **must** slide. If the runner does not slide into home, the runner will be called OUT regardless if he reaches safely or not.

**Speed up Rule** - I know kids at this age love to run the bases so this rule is optional. If your catcher is standing on one of the bases with 2 outs, you may opt to switch the runner with the player who made the last out of the last inning OR the player that made the 1<sup>st</sup> out in the inning. You may not substitute any other player for this rule and again this is optional.

**WE POLICE OURSELVES SO IT IS RECOMMENDED TO FOR THE MANAGERS TO MEET PRIOR TO EACH GAME TO AGREE ON THE RULES AT HAND SO NO MUMBLING UNDERNEATH OUR BREATH ABOUT THE OTHER MANAGER IS HEARD BY KIDS IN THE DUGOUT.**

Those are the league rules for Single A Spring 2008.