

**Riverside-Bradford Baseball League
Single A
Division Rules**

1. The pitching distance is forty-three feet at this level. Pitchers must be in contact with the rubber when they release the ball. **If not, then the umpires** will call an illegal pitch and a ball.
2. At the umpire's discretion, a pitcher may hit only two batters in an inning and three in a game. Velocity, control and intent will be factors.
3. The batting order is continuous and the on-deck batter at the end of a game will bat first in the next game. A team must have the same order throughout the season, changing only once during the regular season and once more during the playoffs. The commissioner must be notified prior to any changes.
4. The umpire will issue one warning per team about throwing the bat. A second offense will result in an out.
5. Catchers and fielders cannot block a base. The runner must have access to the base. **Obstruction** will be called at the umpire's discretion.
6. Runners can advance on all passed balls and overthrows when the ball stays in play. Runners cannot advance when the pitcher has the ball on the mound OR if the catcher has the ball and the runner has retreated to the last occupied base, allowing a throw to the pitcher. The umpire will decide if the runner has retreated. The mound is defined as the circle, of 10-foot diameter, surrounding the pitching rubber. The umpire will use his best discretion.
7. Three successful steals will be allowed per inning. A team can only advance home once per inning when the ball is NOT hit into play or as a result of a bases loaded walk.
8. The infield fly rule will NOT be enforced.
9. A maximum of five runs per inning is allowed. In the sixth inning, the team behind by more than five runs can score enough runs to tie the game but not go ahead. In the event runners score more than five runs due to a hit, the play will run its course but only five runs will be counted.
10. Umpires make final determination on ALL RULES. Little League rules prevail on any situation not covered above.