

## **2026 Minor AA Ground Rules**

### **PLAYER DRESS CODE:**

- Players must be in uniform provided by the league, a shirt and hat with the team logo.
- All players must wear an athletic supporter and catchers must wear a protective cup.
- Uniform shirts are to be tucked in at all times.
- No metal cleats. Only Little League approved equipment may be used.

### **GAME DURATION:**

- Weekend games will be 2-hours from the official start time. The official start time is per the schedule, not when the umpire starts the game. If time expires during an at bat, the batter will complete the at bat before the umpire ends the game due to time.
- Weekday games will be 6 innings or shortened because of safety issues due to lack of sunlight. This is to be enforced by the team coordinator and/or adult umpire or the Board Member on Duty.

**5-RUN RULE:** An inning will end after a team scores its fifth run, except for the 6th inning.

**10-RUN RULE:** 10-run rule will apply only after the 5th inning. If one team is ahead by 10 runs or more going into the 6th inning, the 10-run rule will apply and the game will be complete.

**ADULT UMPIRE:** If an adult umpire is not present at the game, the visiting team will provide an adult umpire to work the game as head umpire. The adult umpire is not required to work the plate. The Home Team Parent will act as an adult Team Coordinator who will find the BMOD or another Board Member to resolve any issues (i.e. rules questions, inappropriate conduct).

### **PITCHING:**

- Pitchers are limited to two (2) innings per game.
- Days rest and pitching availability will follow Little League Pitch count rules. Players age 6 may pitch a maximum of 35 pitches per day. Players age 7 or 8 may pitch a maximum of 50 pitches per day. Players age 9 or 10 may pitch a maximum of 75 pitches per day.
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.
- NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.
- Regulation VI (d): If a pitcher reaches a day(s) threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. The batter reaches base; 2. The batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.
- If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
- Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. Catching 1 pitch in their fourth (4th) inning constitutes catching a fourth (4th) inning.

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- There will be no walks. After four (4) balls a coach from the offensive team will assume the count and pitch the remaining strikes. A coach may strike a batter out.
- Coaches must pitch overhand from the pitching rubber. Player remaining in the game to play defensive pitcher must stand on
- the dirt surrounding the pitching rubber either to the left or right of the coach pitcher.
- A pitcher must be removed from pitching (but may remain in the game) if 2 batters are hit in one inning or 3 in a game.

### **OFFENSE:**

- All players will bat through the line-up.
- No direct steals are allowed. Once the pitched ball crosses the plate, runners are limited to a standard 2-step lead equal to the length of the cutout arc in the grass.
- Runners may advance only 1 base, regardless of the number of overthrows per offensive play, after a pitched ball touches the backstop. No runner will steal home on any pitched ball.
- Runners may advance on throws from the catcher back to the pitcher when the throw travels past the entire grass infield and reaches the dirt infield or beyond. No steals during a coach pitch situation.
- When a throw from the outfield is controlled by a defensive player positioned anywhere in the infield, the ball is dead and base runners may not take extra bases. Base runners must stop at the base they were heading to when the ball was controlled.
- A batter is out for illegal action when he/she fakes a bunt and then takes a full swing.
- An offensive team will complete their "at bat" if any of the following occur:
  1. Three (3) defensive outs
  2. Five (5) runs scored
  3. Offensive team has batted through the line up.

**DEFENSE:** Catchers should be ready to play defense before the 3rd out is made. If the catcher is not ready, the coach can have another player ready with a mask and catcher's glove to warm up the pitcher. Managers and coaches are permitted to warm up a pitcher at home plate or in the bullpen at any time.

**DUGOUTS:** No food or gum allowed in the dugouts or on the field of play.

**SUBSTITUTION RULES:** All players must play at least nine (9) defensive outs. Every player must play a minimum of one inning in the infield (P, 1B, 2B, 3B, SS, C) in the first 4 innings of play.

**COACHES:** Rule 4.05 – Base coaches shall be eligible players in the uniform of their team; an adult manager and/or coach. Both base coaches may be adult managers or coaches. At least one adult manager or coach must be in the dugout. A maximum of four (4) coaches are allowed in the dugout.

### **FORMS:**

All coaches and managers must have a league-approved application on file. Player medical release forms must be with the manager/coach at every game or practice.

### **FIELD PREPARATION:**

- Both managers are responsible for field prep.

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<b>Home Team</b>	<b>Visiting Team</b>
Drag and Water the infield	Prep the mound & home plate
Rake and Dress the field	Chalk the box and lines

- Both managers will check and prep the bullpen area. Post game fieldwork will be completed as time allows. Repair the mound (game and bullpen) and plate areas first then water and drag the infield. Coaches from the completed game should help prep the field for the next game.

**SCORE KEEPING:** Home team will provide an official scorekeeper. Visiting team will provide someone to track pitch counts that will be recorded in the official scorebook after each half inning. This person is also responsible for updating the official scoreboard. The scorekeeper will advise the umpire (and coach if asked) the pitcher's status between each inning. All pitch count and scorekeeping must be done in the score booth.

#### **PRE-GAME INFELD:**

- Visiting team: 20 minutes before game time.
- Home team: 10 minutes before game time.
- No live batting practice from home plate or cages before games – wiffle ball batting practice in the outfield is okay.

**PENALTIES: Rule 4.07** – When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. Any manager, coach, or player ejected from a game is suspended for the next physically played game and may not be in attendance at the game site from which they are suspended.

#### **END OF GAME RESPONSIBILITIES:**

Both managers are responsible for the trash in their dugout and in the stands after each game or practice. When time permits between games and after the last game of the day, please rake the field and groom the batter's box and pitchers mound. Managers are to keep the equipment room clean and organized after each game or practice.

**Both managers shall empty all trash cans and replace liners after the last game of the day. Home team will also ensure the equipment shed is locked and all lights are off before leaving the park.**