



AA Baseball Local Rules

(2026 Revision)

1. A minimum of nine players must be at the game. Managers who know will have less than nine players should call the other manager at least one day ahead of time to reschedule. Inform Player Agent of any changes.
2. The **home team sets up the field** including: garbage cans, field raking and prep, placing bases, chalk lines, etc.
3. The **visiting team cleans the field following the game** including: putting bases away, raking the fields, clean out the dugouts and stands, dump the trash and put can back in the shed.
4. AA plays with ten players in the field. The infield positions are 1st, 2nd, SS, 3rd, Catcher, and Pitcher. Outfield positions are RF, RC, LC, LF. Outfielders should be spaced evenly. If only 9 players are available, it is recommended that only one Center Fielder be used.
5. All **players must be rotated**. Players must rotate between infield, outfield and bench every **two innings**.
6. No player may play more than three innings in the infield or outfield. Play each player equal time.
7. To assist fielders, one coach may be in the field on defense. No second base coaches on offense.
8. No additional base advance on an overthrow.
9. Base runners may advance one base on any ball leaving the live ball area, i.e, ball going out of play.

10. A batter who throws their bat dangerously will get one warning. The second thrown bat the batter is OUT. The player's manager is expected to support the umpire and make this call.
11. All players must wear long pants for practice and games. All boys must wear an athletic supporter. Catchers must wear a cup. All players are recommended to wear a cup.
12. Managers/Coaches must stay in the coach's boxes or dugouts during offensive plays. Only 1 manager and 2 coaches, all BACKGROUND APPROVED and having completed ABUSE AWARENESS and CONCUSSION AWARENESS training, may be in the dugout during the game in addition to team players, active or not (due to injury/illness).

Reminder of Little League requirements, ALL Managers, Coaches, Volunteer Umpires, Scorekeepers, and any other persons on the field or having player contact in games OR practices MUST have a completed Background Check and have completed Abuse Awareness and CDC Concussion Awareness training.

13. Base Coaching. You have the option of one coach and one player, or two coaches.
14. Managers must have first aid kit and medical release forms at all games and practices. Recommend making a copy for team parent.
15. Players must be registered to play before practicing or playing games.
16. Report all injuries and submit injury incident reports to the safety officer immediately after incident.
17. The offensive team consists of all team players. **All Players bat in rotation** whether or not they are playing in the field. No changes may be made in the batting order during a game.

18. ONLY USA labeled bats are approved for use in AA. T-ball bats are not allowed in Little League AA (Minors). Bats that have the 1.15 BPF certification, or any other bat that does not have the USA Approved sticker on it are not allowed.

Use of an illegal bat shall result in the ejection of the Manager (or Acting Manager) and the player from the game, and from the team's next game played. (LL Rule 3.0 a).

19.Reminder of **Little League** rules, there is no on-deck batter in AA ball, and no batter may be outside the playing field swinging a bat. Between innings, only the leadoff hitter may be outside the bench area. No player should handle a bat until it is his/her time at bat.

20.No bunting allowed. A short roller must be caused by a full swing. If the umpire judges that a full swing was not attempted, but rather a bunting motion, it will be called a dead ball.

21.Sliding is allowed by feet first only. No head first sliding is allowed. A head first slide will be called out by the umpire. Note, a dive **back** to any base is not considered an illegal head first slide.

22.No sliding into first base is allowed. (Diving back to first base is allowed.)

23.Pitching Rules: AA will be machine pitch only for the first half of season. There will be no coach pitch unless no pitching machine is available, such as in case of equipment failure.

For the first half of the season, there are NO called strikes-only swinging strikes.

The 2nd half of the season, which will begin the **second Monday in May**, will be kid pitch only. Pitch limits as specified in the Little League Rules must be adhered to.

The umpire will call balls and strikes during the 2nd half of the season.

In both halves of the season, a batter will receive a maximum of 7 pitches, with the provision that if the 7th pitch is fouled off, an 8th pitch shall be thrown.

24. Five Run Rule: AA has a five run rule per inning for the team at bat. This applies to all innings.

25. Stealing and Leading off: Stealing bases is not allowed. Leading off the base before the ball is struck is NOT ALLOWED.

26. Base Running: Base runners may advance once the ball is hit, and continue running until a defensive player gains control of the ball. At that point, the base runner can continue running to the next base, but cannot begin running to another base beyond that.

27. Managers and coaches must find volunteer umpires to call games. They must have submitted a volunteer form and completed the background check, abuse awareness training, and CDC Concussion training. Home team supplies the plate umpire.

28. No players, managers, coaches, or fan shall question the call of the umpire. Please work closely with the umpires in a cooperative way.

29. The Umpire In Chief for the game may overrule any call.

30. Cancellation/Postponement of games due to Field Conditions: Decisions to not play a scheduled game, primarily due to rainouts and the after-effects of rain, but also due to other weather and field conditions, are governed by Little League Rule 3.10 AND the Sprague Little League Rainout Policy.

31. Scores: To keep track of outs and batting order only, the home team shall keep the official scorebook for the game. No scores are recorded. Player records are not kept, EXCEPT participation in each game must be tracked, and pitch counts must

be tracked for pitches delivered by kids, and provided to the “AA” Division Player Agent at the end of the season.

32. Conduct: NO parent, manager, coach, spectator or player shall cause, through actions or comments, anything that detracts from the game. Any problems should be resolved without confrontation and with concern for the kids. If Managers are unable to resolve a problem, inform an available Sprague Little League official to help eliminate the problem.

33. Game time limit: Games shall be limited to two hours. The top of a new inning shall not start after two hours. Once the top of an inning has started, the bottom of the inning should be played.

34. Ten Run Rule: There is no ten run rule. A game should continue for six innings or two hours, whichever comes first.