(Adopted By the Board Committee 1/13/26)

Aston-Middletown Little League
Major League House Rules (AAA in Fall Ball)

The Major League consists of all 12-year-old players in the league, and 11-year-old players drafted to play in the Majors. "Baseball age" may be different from the child's actual age. Please use the Little League Age Calculator to determine a child's baseball age.

All AMLL Major League games are to be conducted in accordance with the latest edition of Little League Baseball's Official Regulations and Playing Rules except as amended by the house rules listed below. (Some of the rules listed below merely clarify or emphasize certain official Little League rules.) All questions should be directed to the Major League Commissioner.

COACHING STAFF

1. Members. Each team will have a coaching staff approved by the Board of Directors. Each coach must complete a Little League Volunteer Application and a current Criminal Record Check prior to assuming his/her coaching responsibilities; both the application and the record check must be completed annually. Any member of the coaching staff whose verification package is incomplete and did not receive approval for a special grace period, will not be allowed in the dugouts or on the field.

2. Dugout. Each team may have no more than four coaches – one manager and three assistants – in the dugout during a game. Apart from coaches, no non-players may be in the dugout during a game. In the absence of a coach, another adult may temporarily assist in the dugout as a scorekeeper. If not serving as base coach or warming up a pitcher, all managers/coaches must be in the dugout during play. Coaches are allowed to warm up the pitchers.

3. Base Coaches. At least one base coach must be a member of the coaching staff. If a player acts as a base coach, he/she must wear a batting helmet.

PLAYING RULES

1. Time Limit. Because it is many players' last season of baseball, there is no time limit on competitive regular season games. There are no ties. In non-competitive regular season games, no new inning may be started after one hour forty-five minutes from the actual start time. A game will be determined "non-competitive" by mutual agreement of the head coaches. Any inning started will be completed. There are no time limits on playoff games, regardless of score or length.

2. No Run Limit per inning and NO 10-run rule.

3. Extra Innings: An "automatic runner" should begin on 2nd base to start ALL extra innings, beginning in the 7th. The last scheduled batter of the inning should begin on 2nd base.

4. Minimum Play. Every player must play at least 3 full defensive innings of every game. A full inning is from the first pitch of the inning until the last out of the inning.
    a. If for any reason a player does not play at least 3 full innings defensively, for the team's next game that player must play the entire game.
    b. For violations of this rule: first offense, manager warned; second offense, manager serves one-game suspension; third offense, manager is reviewed by the Player Agent, League Commissioner, Director of Baseball Operations, and the President.
    c. Violations of this rule in the playoffs will result in forfeiture of the game. The protest must be made by the opposing team prior to the end of the game to the Major League Commissioner.
    d. This rule does not apply to complete games that are shortened for any reason (time limit, weather, power outage, etc.), but does apply to games in which the home team does not bat in the bottom of the sixth.

5. Free Defensive Substitution. A player may enter the game at any defensive position (except pitcher – regular pitching rules apply) in any inning, independent of the current batting order.

6. Continuous Batting Order: Per Little League Rules, teams will always use a continuous batting order, meaning all players are in the batting order. There are no offensive substitutions.

7. If a player arrives late to a game (after the first pitch of the game has been thrown), he/she must bat last in the lineup. If a player does not bat for any reason, the player is simply skipped in the batting order and no out is taken. All instances of a player not batting must be reported to the league commissioner who will determine whether the reason was justified, and if not, will consult with the Player Agent, Director of Baseball Operations, and Vice President on next steps.

8. No Butcher Boy. No batter may fake a bunt and then swing away on the same pitch. Batters who do this are automatically called out.

9. No intentional walks

10. Hit Batters. There is no AMLL in-house rule for the Major League, or Little League Rule about removing a pitcher simply because of the number of hit batters.

11. Infield Fly Rule is in effect.

12. Dropped 3rd Strike. A batter becomes a runner (and may try to advance to 1st base) when a third strike is not caught by the catcher in the air and either: (1) 1st base is not occupied; or (2) there are 2 outs. The batter may thereafter be put out by being tagged, or by a throw to 1st base that beats the batter-runner. Consistent with Little League Rules, a batter-runner does not "give himself up" until he/she has entered the dugout or dead ball territory, and may run to first base at any point prior. If the bases are loaded with two outs and there is a dropped third strike, there is a force at all bases, including home.

PITCHING RULES

1. Pitching Limits. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position. The pitcher may finish the batter if the limit is reached in the middle of an at bat.
    a. 11-and 12-year-olds may throw 85 pitches per day.
    b. 9- and 10-year-olds may throw 75 pitches per day.
    c. 7- and 8-year-olds may throw 50 pitches per day.
    d. **Failure to strictly follow these requirements will result in the manager's suspension for at least 1 game**

2. Rest Requirements. Pitchers must adhere to the following rest requirements. Official pitch count reverts back to the first pitch to the last batter. Last Batter First Pitch (LBFP) is found in GameChanger -> Box Score -> View Full Stats -> Pitching -> Advanced.
    a. 66 or more pitches in a day, four (4) calendar days rest must be observed.
    b. 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
    c. 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
    d. 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
    e. 1-20 pitches in a day, no (0) calendar days of rest must be observed.
    f. A player may not pitch in more than one game in a day.
    g. A pitcher may not pitch three days in a row.
    h. **Failure to strictly follow these requirements will result in the manager's suspension for at least 1 game**

3. If a pitcher is removed from pitching, they may not return to pitch in that same game, regardless of pitch count.

4. Pitching and Catching. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. If a player catches even a single pitch of 4 innings, the player may not pitch later in that day. For instance, a player can catch the 2nd, 4th and 5th innings and still pitch the 6th. However, if the player catches the 1st, 3rd, 4th innings and a single pitch in the 5th, the player cannot pitch later in that game.

MISCELLANEOUS RULES

1. Missing Players. If a player quits, sustains an injury that will cause him to miss two or more games, or is absent from two consecutive games for any reason (including vacations, illness, etc.), the team's manager must report the player to the Commissioner.

2. Substitute Players. Coaches should make a good faith effort to replace missing players so that both teams will have an equal (±1) number of players. In the playoffs, it is mandatory that both teams have exactly the same number of players.
    a. Subs may not play more defensive innings than anyone on the team's regular roster.

b. Subs may not pitch.
c. Coaches must follow the Pitching and Catching rule above. So, if a sub has pitched 41 or more pitches earlier in the day for a different team, the sub cannot catch.

3. Player Issues. All player issues—such as disciplinary issues, absence from multiple practices/games, etc.— must be reported by the team manager to the League Commissioner and the Player Agent. In such instances, the manager may issue a warning to the player (along with informing the player's parents and the League Commissioner). If the situation persists after the warning, the manager may request a suspension of the player from the Player Agent, League Commissioner, Director of Baseball Operations, and the President.

4. Ejection. If a manager or coach gets ejected from a game he/she must not be present at the facility for the remainder of the game and for the entirety of the team's next game.

5. Cancellations. If a game is rained out or cancelled, the game must be played at the next available make-up date (the next rain date on the schedule). The game will be rescheduled by the League Commissioner and the Scheduler.

6. Post-Season Play:
    a. All regular season rules pertain to playoffs.
    b. Playoff seeding will be determined by each team's regular season record.
        i. Tie breaker rule - In order 1) Win % 2) Head to Head 3) Total wins 4) Coin Flip
    c. The playoff format is double elimination. (Fall ball is single elimination.)
    d. Home and Away shall be determined by coin flip for all games regardless of seed until the championship game(s). In the Championship Game, the team coming out of the Winner's Bracket shall have the choice to be Home or Away. If a second game is forced, then the winner of the first championship game has the choice to be Home or Away.
    e. Playoff rosters must have equal players for both teams, a team can not play with 9 if the opponent has 10.