

2026 AAA TOURNAMENT PLAYING RULES

1. Tournament seeding was based on a random draw.
2. Home team for **ALL** games will be determined by coin flip to be administered by the Board Member on Duty 30-minutes prior to the game time. If the manager or a representative is not available, the represented team will have the choice of home or visitor. If no representatives are available, the Board Member on Duty will determine the home team by a coin flip.
3. Managers will report to the scorekeeper's table 30 minutes prior to game time. At that time, they will turn in their game line-ups to the scorekeeper. Lineups shall be complete with first and last names, jersey numbers, and all nine positions for the players that will be starting the game. Each manager shall present their pitching log to the scorekeeper or opposing manager. Games will not start unless each team has provided their pitching log.
4. Both coaching staffs are responsible for field preparation prior to the game
5. The lower bracket team is required to provide the pitch counter and run the scoreboard for each game. The upper bracket team is required to provide a scorekeeper.
6. The upper bracket team will have a 10-minute field warm up, 30 minutes prior to game start. The lower bracket team will have a 10-minute field warm up, 20 minutes prior to the game start. Both teams must be in the dugout 10 minutes prior to game start. Warm-ups may not run beyond their scheduled times. If a team starts their warmup late, they will not get a full 10 minutes. On field warmups are not guaranteed.
7. The final inning of the game is the inning that is being played when 1-hour 45-minutes has elapsed from the game start time (If either team is up by more than 5-runs when 1-hour 45-minutes has elapsed, the team with the lowest number of runs shall concede the game. If the game is tied, an additional inning(s) will be played until a winner can be established).
8. Games will begin promptly as scheduled when possible. Should the early game complete after your scheduled start time, the game will begin 10 minutes after the conclusion of the early game. Infield warm up time is not guaranteed.
9. No new inning shall start after 9:45 PM. All games will be suspended at 9:55 PM and completed at 4:00 PM on the following day.
10. Teams are required to field 9 players to begin a game. Game time is forfeit time. All teams must play with players from their regular season rosters. **Pool players are not permitted.**
11. Courtesy Runners will be allowed for the Pitcher and Catcher with two (2) outs. The player who recorded the last out will be designated as the courtesy runner.
12. Continuous Batting Order in effect
13. Protests may be lodged based on misinterpretation of the rules only. Fair/Foul, Safe/Out, Ball Strike are judgment calls and NOT protestable. A protest committee shall rule on the protest and will consist of one adult spectator from each team, designated by each team's

manager prior to the start of game, and the board member on duty. Protests will be considered immediately, and protest committee decisions are final.

14. Minimum play requirement (MPR) is 2 complete innings of play, at least 6 outs. To log an inning played, a player must play the whole inning. 3 defensive outs must be played prior to the 4th inning and 6 defensive outs must be played prior to the 6th inning to ensure MPR is met. (*A complete inning is three defensive outs or the offensive team earning 5 runs-the run limit per inning.*)
15. Little League run rules apply – if a team is leading by 15 or more after 3 innings (2 ½ if the home team is ahead), 10 or more runs after 4 innings (3 ½ innings if the home team is ahead) the trailing manager shall concede the game.
16. The maximum number of runs that may be scored in any inning is FIVE runs (no exceptions for over-the-fence home runs that push the number of runs scored in the inning past five), including the final inning.
 - a. ***For example, if a team has already scored four runs in an inning, and then they hit a three-run home run, only five total runs will count for that inning.
17. Should a team be unable to overcome a deficit because of a larger run differential than players in the line-up, or runs allowed per inning, the game will be declared complete – even if the 10-run rule has not been met.
18. The host league will provide two new game balls. The participating teams will provide a gently used ball through the course of the game as needed.
19. The league that wins the tournament will take possession of the City Trophy. The teams name and league will be engraved on the name plate.
20. Any rules not described here will be as described in the Little League Official Regulations and Playing Rules Book.