

## **2026 RBVLL AAA & Majors End of Season Tournament Rules**

1. Tournament seeding is based on the regular season record and seeding based on the league's GameChanger.
2. The home team for ALL games will be determined by seeding. Highest seed is the home team, lower team is the Visitor.
3. Both teams are responsible for setup and cleanup of the fields.
4. The Home team is responsible for scorekeeping the game and operating the scoreboard. The Visiting is responsible for pitch counting.
5. Managers will report to the scorekeeper's table 30 minutes prior to game time. At that time, they will turn in their game lineups 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.
6. A protest committee shall be set for each game and will consist of one adult spectator from each team, and the board member on duty. Each team is responsible for announcing their protest committee member to the board member on duty prior to the game. It can be the same adult for every game if they choose.
7. Each team is allowed 3 coaches (one manager and two assistants) for each game and they must be the same person from start to finish of the game. Coaches cannot be switched mid-game unless there is an emergency.
8. Managers are the only coach on the field that are allowed to talk to the umpire and the scorekeeper/pitchcounter. Assistant coaches are not allowed to talk to either.
9. Parents/Spectators are not allowed to speak to umpires, scorekeepers/pitchcounter, coaches or players during the game.
10. Games will begin promptly as scheduled when possible. Should the early game complete after the scheduled start time, the game will begin 10-minutes after the conclusion of the early game. Infield warm up time is not guaranteed.
11. Visitors will have a 10-minute field warm up, 30 minutes prior to game start. Home team will have a 10-minute field warm up, 20 minutes prior to game start. Both teams must be in the dugout 10 minutes prior to game start. Warmups may not run beyond their scheduled times. If a team starts their warmup late, they will not get a full 10 minutes. Infield warmups are not guaranteed.

12. No new inning shall start after 9:45 PM Weeknights. All games will be suspended at 9:55 PM and completed at 4:00 PM on the following day.
13. For AAA - Umpire will announce the start time of the game to the scorekeeper. The scorekeeper will write it in the scorebook and is then responsible for the timing of the game. No new innings shall start after 1:45 has elapsed.
14. 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.
15. Continuous Batting Order in effect.
16. 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.
17. Coaches must stay behind and under the fences while coaching in the dugout (for offense and defense). They are not allowed to hang over the fences or stand to the side of them. Basecoaches should be in the dugout until "balls in" is called. If at any time a coach opens the dugout gate and/or steps on the field of play during a live inning that is considered a mound visit (umpires discretion).
  - a. Majors mound visits: A manager may come out once in one inning to visit with the pitcher. The second time out, the player must be removed as the pitcher. The manager may come out twice in a game to visit with a pitcher, but the third time out, the player must be removed as the pitcher. The rule applies to each pitcher who enters a game.
  - b. AAA mound visits: A manager may come out twice in one inning to visit with the pitcher. The third time out, the player must be removed as a pitcher. The manager may come out three times in a game to visit with a pitcher, but the fourth time out, the player must be removed as the pitcher. The rule applies to each pitcher who enters a game.
18. Only one offensive timeout per inning is allowed.
19. If a batter walks they are allowed to advance to the next base at their own risk but if they slow, break stride or stop, they will be directed to return to first base (umpires discretion).
20. Protests may be lodged based on misinterpretation of the rules only and must be done in game. Anything after will not be considered. Fair/Foul, Safe/Out, Ball Strike are judgment calls and NOT protestable. A protest committee shall consist of one adult spectator from each team, and the board member on duty. Protests will be considered immediately, and committee decisions are final.

21. MPR is 2 complete innings of play, at least 6 outs. To log an inning played, a player must play the whole inning. Three (3) defensive outs must be played prior to 4th inning and 6 defensive outs must be played prior to 6th inning to ensure MPR is met.
22. Defensive line-up changes must be announced to the home plate umpire to ensure each player meets MPR.
23. For Majors - 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.
24. For AAA - the regular season run rules apply - Teams may score a maximum of 5 runs per inning, including the final inning of the game.
  - a. If one team leads by more than 10 runs after 4 innings, the game shall be called.
  - b. If one team leads by more than 5 runs after 5 innings, the game shall be called.
  - c. A game shall also be called at any point when, under the five-run limit, it is mathematically impossible for the trailing team to catch up.
25. Any rules not described herein will be enforced as described in the Little League Official Regulations and Playing Rules Book or the RBVLL Local Rules.