



Minors AA Supplemental Rules

30 July 2025

Rev 1.2



SUMMARY OF CHANGES

Table 1: Summary of Changes

Revision	Release Date	Changes/Updates
0.1	07 Mar 2025	Draft
1.0	26 Mar 2025	Rules approved by BOD
1.1	17 Apr 2025	Added in darkness suspension rule and clarification on stealing, stoppage of play
1.2	30 July 2025	Updated rules for Fall play



1.0 PURPOSE

The purpose of this document is to establish Academy Little League Minors AA Supplemental Rules that provide specific local guidance for gameplay within the Minors AA division. These supplemental rules are designed to clarify and standardize gameplay expectations, ensuring consistency across teams, coaches, players, and spectators.

These rules are intended to complement, not replace, the official regulations set forth by Little League International, as defined in the Little League Baseball Official Regulations, Playing Rules, and Policies (current year edition). Where discrepancies arise, Little League International rules shall take precedence, except where local league modifications are expressly permitted.

All Minors AA coaches are required to adhere to these supplemental rules consistently to promote fairness, safety, and an enjoyable experience for all participants.

This document is maintained by the Academy Little League Vice President of Baseball and may be amended following approval by the Academy Little League Board of Directors. Supplemental rules will be reviewed annually before each season.

2.0 OVERVIEW

The Minors AA (7–9 years old) division introduces players to a combination of kid pitch and coach pitch formats. This developmental league focuses on improving hitting, fielding, and overall game awareness, with an emphasis on fun, skill-building, and positive competition.

3.0 SEASON STRUCTURE AND PROGRESSION

The Minors AA Spring division consists of 14 games. The Fall division consists of 8 games. The home team determines the game number in case of reschedules.

4.0 GAME RULES AND FORMAT

I. Game Structure

- Games will be six innings or one hour 30 minutes (no new inning after time expires, complete the inning during weekday games, but weekend games end immediately at the one hour 30-minute mark ('drop-dead time'), with the score reverting to the last completed inning.
- Games are official after four full innings or 3.5 innings if the home team is ahead.
- If a game is tied after six innings or time expires, the game will be recorded as a tie.
- If, in the judgment of the managers and umpire(s), darkness has progressed to a point where continued play poses a safety risk or impairs fair play, the game shall be suspended or ended. If a game is called due to darkness before it becomes official, it will be resumed at a later date from the point of suspension. If it is an official game (per division inning requirements), the result will be final with the score reverting to the last completed inning.
 - *Note: When no umpire is present (e.g., in Tee Ball, Rookies, or early Minors AA), both managers must agree to stop the game for safety.*
- Each team will provide one game ball.
- The home team uses the first base dugout and the visiting team uses the third base dugout.
- The home team is responsible for setting up the field (drag, line, etc.) while the away team is responsible for tear down.
- Each team is responsible for cleaning up their dugout after a game.

II. Pitching Rules

- **All innings will be player pitch:**
 - Distance: Pitching will occur from a distance of 42 feet, measured from the apex of home plate to the front edge of the pitcher's plate.
 - If the batter receives three strikes, either swinging or called strikes, the result will be a strikeout.
 - No walks.
 - If the batter is hit by a player pitch, the batter has the option to take first base or go immediately to coach pitch (coaches should encourage the batter to choose coach pitch).
 - When the count reaches four (4) balls, a Coach will come in and pitch three (3) additional pitches to complete the at-bat. If the coach's pitches are poorly thrown, they are still only allowed three (3) pitches.
 - The Coach will pitch overhand from 35 feet (or a reasonable fair distance to deliver hittable pitches) to complete the at-bat.
- When a Coach is pitching, only swinging strikes will be called.
- The count of strikes continues with Coach pitch. For example, if the batter has two (2) strikes when the Coach comes in to pitch and the batter swings and misses at the first pitch, that is the third strike and the batter is out.
- The last strike will not end on a foul ball.

- At the conclusion of the game, both coaches must complete a Pitching Affidavit and have it signed by the other coach. The affidavit must be presented to the opposing coach before the start of the next game.
- A player assumes the position of a pitcher once they are on the pitching rubber and throws one warm-up pitch.
- Managers are authorized two mound visits per inning. A pitching change must occur for any visits beyond the authorized visits.
- Teams must follow Little League International pitch counts and rest by age group.
- Pitchers who are Little League Age 9, will use Little League Age 8 pitching limits.

IV. Batting Rules

- Teams will bat the full roster (continuous lineup).
- Bunting is not permitted in Minors AA.
- No on-deck batters allowed for safety reasons.
- A batter must maintain one foot in the batter's box throughout the at-bat (rule 6.02)
 - In Minors AA, discretion is given the instructional intent of the division.

V. Pool Players

- Player Agent will invite all registered players to participate in the player pool at the beginning of the season.
- Managers who require pool players to meet their minimum player requirements will notify the Player Agent as soon as possible.
- Player Agents will assign available players from the pool at their discretion.
- Pool players shall not pitch. If the pool player is scheduled to play for his/her regular team the same day, they also cannot catch. If they have already played, and did not throw more than 40 pitches, then they are eligible to catch as a pool player.
- Pool players are expected to play in their own scheduled game prior to being eligible to pool play.

VI. Baserunning Rules

- No stealing bases.
- Runners may advance one base only per overthrow, at their own risk, regardless of additional overthrows during the same play.
- Runners may advance one base only on a passed ball to the catcher, at their own risk.
- Only one runner may advance to home on a passed ball per inning. Sliding is encouraged for close plays but is not mandatory.
- No headfirst sliding ever.
- Courtesy runner allowed for catcher or pitcher with two outs (last batted out).

VII. Defensive Play & Positioning

- 10 defensive players (four outfielders, infielders play standard positions).
- Every player must play two innings in the field.
- Players may not sit out two consecutive innings.
- Every player must play at least one inning in the infield per game (unless a safety concern is identified by the coach).

- No infield fly rule applies in Minors AA.

VIII. Coaching & Game Management

- No umpires will be provided. A Manager or Coach from each team will serve as umpire for their team's defensive half of the inning. The umpire will be responsible for calling balls and strikes and plays at each base. The umpire will be positioned behind the mound in the infield. The umpire has the ultimate decision-making authority. At their discretion, the umpire may ask assistance from the other team's Manager.
- In the event of a dispute between coaches, the head coaches will meet at home plate. If no resolution is reached, the game will continue with a redo of the last play.
- No defensive coaches are allowed in the outfield in the Minors AA Division.

IX. Scoring, Standings & Reporting

- No standings will be kept in the Minors AA division.
- Game Changer is the official scorebook that tracks the scores and players' playing time.
- The home team is responsible for keeping the official scorebook and must verify the score with the visiting team before submission.
- During Player Pitch, the visiting team is responsible for keeping the official pitch count and must verify the pitch count with the home team before submission.
- Scores and pitch count must be reported to the league within 24 hours of game completion.
- Maximum of four runs per inning.

X. Short Players Procedures

- A team must have at least eight (8) players to start a game.
- If a team has fewer than eight players, the game will be played with shared defensive players from the other team, but the official score will be recorded as a 7-0 loss for the short-handed team.

XI. Playoffs & End of Season Tournament

- A Spring end of season tournament will be held, with seeding based on random selection.

XI. Safety & Sportsmanship

- No arguing with Managers or Coaches serving as umpire.
- Lightning delays require 25 minutes before resumption of play with the latest reported strike being at least 8 miles away.
- During Lightning delays, players, coaches, and spectators should take shelter in their cars or an enclosed building.
- All players must wear helmets while batting and running bases.
- All bats must have the USA stamp.
- No metal cleats.
- Players must avoid collisions at home plate and all bases—contact must be minimized, or the runner may be called out for safety reasons.