



Cactus Foothills Little League 2026 Minor AAA Division Local Rules

- No player may sit out 2 innings until every player has sat out 1 inning.
- Every player must play 1 of the first 4 innings in the infield.
- Maximum of 5 runs per inning. No other run rules. Game ends when it is mathematically impossible for the team behind to come back to tie/win.
- Can play with 8 players (no penalty/automatic out). Cannot borrow players from the other team. Cannot use a temporary replacement player without prior authorization from the League.
- No new inning after 1:45. No drop dead time limit. If a new inning is started, finish the inning unless it becomes mathematically impossible for the team behind to come back to tie/win.
- Stealing home is allowed “on wild pitch/pass ball only if trailing or on a throw from catcher”
- Pitch limits

8 year olds: 50 pitches

9 & 10 year olds: 75 pitches

11 year olds: 85 pitches

- If pitcher reaches limit while facing a batter, pitcher can finish the batter
- Player who catches in 4 innings is not allowed to pitch
- Pitcher who throws 41 or more pitches is not allowed to play catcher
- Player who first plays Catcher and then moves to Pitcher and throws 21 or more pitches is not allowed to return to play Catcher.
- Days of rest for pitchers

1-20 No rest

21-35 1 day

36-50 2 days

51-65 3 days

66+ 4 days



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- Stealing home is allowed “on wild pitch/pass ball only if trailing or on an errant throw from catcher”
- Pitch limits

8 year olds: 50 pitches

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Cactus Foothills Little League 2026 Minor Single A Division Local Rules

- Every player plays defense every inning. Regular infield (P, 1B, 2B, SS, 3B). Catcher is optional. Remaining players in the OF.
- Outfielders must start each play at or behind the cones. The cones have NO other significance.
- Every player must play 1 of the first 4 innings in the infield.
- Every player is in the batting order.
- Maximum of 5 runs per inning. No other run rules.
- Can play with less than 9 players (no penalty/automatic out). Cannot borrow players from the other team.
- No new inning after 1:45. Complete the inning unless the game is out of reach.
- No infield fly rule.
- No bunting.
- Ball hitting machine is a dead ball. Batter and runners advance 1 base.
- Coaches call fair/foul on balls down the line.
- Runners may not advance further than the base they are headed to when the ball is in the infield.
- Each player gets 6 pitches or 3 strikes
- There is no longer any "No Pitch"
- Coach pitch options
 - Game 1: up to 4 players
 - Games 2-4: up to 3 players
 - Games 5-8: up to 2 players
 - Games 9+: none