East Side Little League- AAA/Minors League
Rules & Regulations 2026

Little Leagues, "Official Regulations and Playing Rules", governs all playing rules, in addition to the following ESLL administrative rules:

The primary function of this program is for the players to have fun playing baseball while learning proper baseball fundamentals. Individual statistics, team records, league standings and championships should not be the overriding goals.

PRE-GAME PREPARATION & SET-UP

Both teams are responsible for field set-up, which is to include:

- Confirm layout of foul lines and batter's box prior to game;
- Placing of bases;
- Each team is to supply two (2) game baseballs
- In case of inclement weather during the day, both managers and their parents should be at the field early to prepare the field for the game. No batting practice will take place until the field is prepared for play.
- After poor weather for Saturday games a representative from EACH team must participate in prepping the field they will use that day.
- Pre-Game routine (6:00 pm game start example). Home team on field from 5:00 until 5:25; visitor on field from 5:26 to 5:50. At March, each team uses one batting cage until all players have batted. At Carman the team not on the field uses the cage. Be ready for the pledge at 5:57 pm so defense can continue out to the field from the pledge.
- Home Team provides base umpire.
- NOTE: The Softball Field next to Carman Field MAY NOT be used at any time, whether it is empty or not – we are not permitted to use it.
- NOTE: Do not warm your team up in the field beyond Carman CF Fence – it is distracting to the Catcher and Batter who are playing. You will have time to warm up before your game.

POST-GAME CLEAN-UP

Both managers are responsible for the following:

- Managers must rake the mound, home plate and clean up base paths (leave chalk lines intact) after games and practices to afford a common courtesy to other teams. NOTE: Rake base paths along the path, not across, as the lips are already significant, and we don't want them getting any higher.
- Managers must lock the gates, garage and all doors to all facilities to avoid children from accessing the facilities unsupervised.
- Managers must put the tarp down on the mound and home plate to preserve the surface and protect against heavy rains and water runoff. Be careful to not cover any grass as covered grass dies very quickly in the heat of the day.
- Managers must empty the trash cans and pick up all loose trash.
- Managers must lock up and make sure the March field bathroom, garage door, clubhouse door(s) and snack bar doors and windows are locked.
- Managers must pull the bases and place them in locked storage. Make sure to always use base-post plugs!!

- Managers must put away all the rakes, shovels and gear in locked storage.
- Managers must put away the scoreboard keyboard and AV equipment.
- Managers at Carman must lock the gate and must turn off the lights after use.If teams do not adhere to these basic field maintenance rules, Managers for the offending team(s) will be notified by the AAA/Minors director and could potentially lose practice time, suspension from a future game or potential forfeiting of a future game.

CARMAN FIELD PARKING

- For 2026, the ESLL Carman Field parking policy is that NO cars from either team are permitted to drive through the WCASA complex to Carman Field.
- Coaches, parents and umpires are not permitted to drive their car to the field.
- This is an agreement that East Side has made with the West Chester Athletic Association and all officers, directors and managers are required to enforce this policy and that everyone signs off on before the season begins.
- If this policy is not strictly enforced by every manager, that manager could lose their privilege to drive the equipment to the field.
- THE ONLY EXCEPTION TO THIS RULE IS A HANDICAPPED PERSON WHO CAN BE DRIVEN TO THE FIELD AND THE CAR MUST RETURN TO THE PARKING LOT.
- The code for the gate lock as you enter the complex is 7532. Please be sure the gate is locked on your way out especially if you are the last team playing.

CARMAN FIELD LIGHTS

- IT IS THE COACHES' RESPONSIBILITY TO TURN OFF LIGHTS FOR THE FIELD AFTER NIGHT GAMES OR PRACTICES. FAILURE TO DO SO CAN LEAD TO FORFEITURE OF PRACTICE TIME.
- The code for the light house lock is **9382**.
- The switch to turn the lights ON or OFF is located in the lighthouse structure that is near the lower softball field. The switch has brown tape on it and is located near the top.

AAA PLAYER FOR MAJORS DIVISION CALL UPS

- Prior to the start of the regular season, the AAA and Majors Director along with the VP of Little League will establish a team list starting with the reverse AAA Draft (with the last pick in the draft order being first). This order will be used to call up players for Majors player replacement. This pool can consist of league age 10 through 11 year olds.

- If a roster player on a Majors team is unable to play for two-2 weeks or more, that team must select a new player from the AAA League system that has met all the requirements to be selected for a Major League team and placed on that teams' roster.

- If a Major League team is short players for an individual game, that team shall select a temporary player from the AAA League system from the same pool of players that are eligible.
- A player in any division that was injured and under a doctors' care must present a doctors' release that the player is physically able to play baseball.

REPORTING OF SCORES & PITCH COUNTS

- The manager of the winning team is responsible to report/enter the game score within the Gamechanger mobile app.
- Each manager should report/enter the agreed upon pitch counts for their own team on the Google doc provided by the league within 24 hours or prior to your next game should your team play on back to back days.
- Regular season standings does NOT affect your positioning for the Playoffs. We will randomly pick out of a hat for the first round opponents which will determine seeding.

GENERAL GUIDELINES

- Before each game the players, umpires, managers and coaches must conduct the Little League Pledge.
- Players are not permitted in the doorway of the dugout or on-deck area. In fact, there is no such thing as an on-deck Batter in Little League, so there is no on-deck area.
- The ONLY batter permitted to come out onto the field to swing is the lead-off batter of the inning. No other player is to put hands on a bat. Ever. The bat shall be retrieved and brought back to the dugout by the NEXT HITTER in the lineup.
- All managers and coaches not assigned as base coaches must remain in the dugout during play and not in the field of play. There must ALWAYS be at least one (1) adult in the dugout at all times. If you do not have enough coaches, then players must coach the bases with a helmet on.
- Managers and Coaches must be properly attired. Cutoffs and sleeveless shirts are not permitted.
- Managers and/or coaches not properly attired are not permitted to be in the dugouts or coach 1st or 3rd base, or umpire.
- The game Umpire along with both managers at the field decide rain-outs. (except in cases when determined by the league) Every effort should be made to get the game in and rescheduling should be done through the Director, who will notify the Umpire-In-Chief. Decisions should be made at the field unless a downpour is occurring. Games should not be canceled at 3 or 4pm.
- The home team will be in the first base line dugout for each game.
- Everyone must play at least three (3) innings in the field, with the mandatory one (1) inning in the infield.
- No player may sit for 2 innings in a row; unless dealing with an injury.

- Players must start at least every other game.
- **AAA** - There is a 2 hour hard stop for all AAA division games. No new inning may start after 1:45 so please note start time at the beginning of the game (when players take the field at the beginning). The next inning starts when the third out of the previous inning occurs. Please be respectful of the time when games are scheduled behind you. ***please review final inning rule under batting*
- **Minors** - *Standardized Game Timing*

To ensure consistency for umpires, parents, and coaches, all games will follow the same clock:

- No New Inning: 1 hour and 40 minutes after start time.
- Hard Stop: 2 hours. If a game reaches the 2-hour mark, play stops immediately.
- Start Time: Officially begins when the defensive team takes the field for the 1st inning.
- Next Inning Definition: An inning "starts" the moment the third out of the previous inning is recorded.
- Exceptions: Daylight and Weather are the only exceptions to stop a game earlier than stated times.

2. Consistent Run Limits

We are prioritizing pace of play and sportsmanship by removing "unlimited" innings.

- Five-Run Rule: There is a 5-run maximum for every half-inning.
- No Unlimited Innings: The 5-run cap remains in effect for the 6th inning, the "final" inning, and any extra innings.
- Outcome Management: Head Coaches are expected to monitor the score and use the final innings to ensure all players get reps, knowing the maximum possible runs that can be scored.

3. Operational Flow

- Umpire/Coach Sync: Head Coaches and Umpires must confirm the official start time and note it in the scorebook before the first pitch.
- Post Game: Please clear the dugouts immediately following the game to allow the next teams to prepare. Post-game meetings should take place outside the fence.

- Evening games NOT at Carman Field should end before dusk when visibility creates a hazardous situation.
- First (1st) and third (3rd) base coaches will only give verbal instructions to the base runners from the coaching box area i.e. can not make contact with the players.
- No physical contact is permitted while the ball is in play. If physical assistance is provided, the base runner is declared out, the ball is declared “dead”, and all other base runners return to their last touched base.
- Practice dates/times/locations are provided as part of the overall season

schedule. If a team must make up a cancelled game that may take the place of a required practice.

- The League will assign umpires. In the event at least one umpire does not show, contact the Director of AAA/Minors at least 5 minutes prior to the game. If it is determined a League-assigned umpire will not be present, both managers must agree to a method of umpiring the game with the best interest of playing the game in mind. This can be done by an agreed-upon parent umpire handling all umpire responsibilities from behind the mound for both teams or one parent from each team handling a half inning at a time.
- All other rules are covered in the standard Little League Rule Book.
- MANAGERS ARE REQUIRED TO ENSURE THAT ALL VOLUNTEERS ASSOCIATED WITH THEIR TEAM MUST HAVE ALL CLEARANCES ON RECORD WITH ESLL PRIOR TO COMMENCING LEAGUE ACTIVITIES OR TAKING THE FIELD

MERCY RULE

The game will end if one team holds a ten (10) run advantage after 4 innings. (3-1/2 innings if the Home Team is ahead)

RAIN OUT GAMES

- For all games that need to be rescheduled, Managers will work with the AAA/Minors Director and League scheduler to reschedule a game date using a future practice date scheduled for either team or possibly a Sunday time slot.
- If Managers cannot agree to a new game date within 3 days, the Director and Scheduler will schedule the game using a future practice of one of the two teams and will notify both managers and the Umpire in Chief.

EJECTION FROM GAME

- A member of the coaching staff ejected from a game is not the conduct ESLL wants to present to the players as acceptable.
- A Manager, Coach, or Scorekeeper ejected from the game per Rule 4.08 must, in addition to serving a one game suspension, umpire a Minor League (9-12 year old) baseball game.
- Failure to umpire the game will result in further disciplinary action, up to and including removal as Manager, Coach, or Scorekeeper for the remainder of the season.
- A second ejection will result in a more severe suspension and a third ejection will result in a suspension for the remainder of the season.

POOL PLAYERS

In order to ensure teams have at least 9 players for each game, AAA/Minors League teams will be permitted to borrow up to 2 player(s) from the opposing team under the following rules:

- Team missing players fill their outfield from the bottom of the inning's batting lineup of the opposing team from right to left.
- Borrowed players are not eligible to pitch in the game.
- The borrowed player will NOT bat for the opposing team but will still bat in the order of their team.

IF A TEAM IS UNABLE TO FIELD 9 PLAYERS WITH BORROWED PLAYERS, THAT TEAM WILL FORFEIT THE GAME. HOWEVER, THE MANAGERS MAY DECIDE TO CONTINUE TO PLAY A FRIENDLY GAME IN THE INTEREST OF PROVIDING PLAYING TIME TO ALL PLAYERS.

EQUIPMENT AND UNIFORMS

Players will be issued a uniform shirt and hat. Uniform shirts and hats are kept by the player at the conclusion of the season.

- A manager/team may not assess players a fee, or request payment for, any uniforms including, special hat, shirts, socks, etc., or equipment such as bats, helmets, etc., without expressed permission of the Board of Directors. All items purchased for team use are the property of East Side Little League and Little League Baseball.
- Player's names are not permitted on the back of the uniform shirt.
- Only equipment and uniforms supplied by the League are permitted.
- All equipment must meet Little League, Inc., safety requirements

BATTING

- All players bat in established order and all players must bat in a continuous order.
- Batting orders must be exchanged a minimum of 5 minutes prior to the start of the game. Once exchanged, the batting order becomes official.
- Only players at the field at that time can be included in the batting order. All players arriving after exchange of the batting orders are placed at the end of the listing. All players whether or not they are playing the field must bat.
- Coaches are encouraged to play as many innings as possible and to not intentionally slow the place of play to limit the number of innings played. Coaches found to have repeatedly attempted this may be suspended after League review.
- All half innings are five (5) run maximum.
- **The sixth or final innings removes the five (5) run maximum rule. Also, if the game reaches extra innings, the five (5) run maximum is no longer in effect. **PLAYOFFS ONLY****
- All batters must wear helmets.

- Bunting & walks are permitted.
- A check swing is not considered a bunt.
- If a batter shows bunt or a team decides to bunt a third time during an inning, a strike will be called on the batter (on the third strike, the batter is out), regardless of intent or outcome. The batter will return to his position to bat (except for a third strike) and all runners will return to their bases regardless of the play.
- A batter hit by a pitch will take first base and does not have the option of taking the pitch as a "ball" and continuing his/her at bat.
- No advance on dropped third strike. The batter is out.
- The on-deck batter is not permitted to have a bat in his hands. **NO EXCEPTIONS**. No other player is to have a bat in their hands at any time other than if they are up to bat for the game.
- NO Softball style bats may be used, regardless of whether they are approved by Little League Baseball

FIELDING

- Use 9 players at proper positions on the field at a time – no special shifts to overplay one are permitted.
- Outfielders must play at least 25 feet behind the base paths.
- Players may be substituted freely on an inning-to-inning basis.
- There is NO infield fly rule for the AAA/Minor League.

PITCHING

- Pitchers will pitch the entire season at regulation Little League distance, which is 46 feet (front of pitcher's rubber to the back of home plate).
- Once a pitcher is removed from pitching, he is not permitted to pitch again during that game.
- The pitcher warming up on the mound prior to the start of the inning is the pitcher of record, and must pitch to at least one batter.
- Any player on the team may pitch with the exception of a player who was the catcher in four (4) or more innings. (three innings plus ONE pitch equals four innings).
- If the pitcher threw forty-one (41) or more pitches that day, he may not play the position of catcher the rest of the day. Catchers can become a pitcher as long as the player has not thrown forty-one (41) or more pitches that day.
- Any player that plays catcher in three (3) innings or less, moves to the pitcher and delivers 21 pitches or more in the same day, may not return to catcher that day.
- Pitcher's warm-up tosses are to be kept to a maximum of five (5) after the completion of the first inning unless the catcher is not ready due to equipment reasons.

- - No Balks.
- - No Intentional Walks.
- A pitcher can only pitch in one game per day but he can pitch in a delayed/resumed game in the same day as long as the game started that same day.

PITCH LIMITS & REPORTING

- ☐ **11 year-olds = 85 pitches per day maximum.**
- ☐ **9-10 year-olds = 75 pitches per day maximum**

Pitchers league age 11 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 or more pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

PITCHER MAY FINISH THE BATTER AT ALL PITCH COUNT LEVELS.

- A pitcher who reaches his pitch count maximum during one batter can exceed his pitch count to complete that batter only.
- If that same batter becomes lead-off for the next inning due to a pickoff, etc., a new pitcher must enter the game and the pitcher cannot finish pitching to that batter.
- The away team will provide the, "official scorer", for purposes of the pitch count. The scorekeeper/bookman for each team will, at the end of each half-inning, confirm the pitch count for both/all pitchers with the other team's scorekeeper. If, after the first pitch of that half-inning, a discrepancy arises, the official scorer's pitch count is the official count.
- All pitchers' names and all pitch counts shall be reported/entered thru the Google doc provided by the League after each game.
- If a game does not complete the first inning, the pitch count for both teams will not count and the pitch count for all pitchers in this game will be zero.
- If a game is stopped mid-way through the sixth for any reason and reverted back to the fifth inning for the final score, all pitches in all innings and abbreviated innings are to be counted.
- A pitch that, for any reason, does not cross the foul line may still be considered a pitch if the umpire decides it counts. If a pitcher either accidentally or purposely drops the ball it can count as a pitch if the umpire

deems it a pitch.
- Not adhering to the pitch-count rule is able to be protested and repeated offenses by a manager may result in suspension determined by the ESLL board.
- Pitch count follows the pitcher, not the arm, so that an ambidextrous pitcher cannot double his pitch count.
- If a situation arises not covered here or in the LL rulebook or any LL publication, the home plate umpire at the field at the time of the infraction, will make a determination if it was a pitch or not.

CATCHING

- Catchers are to be encouraged to aggressively pursue and retrieve all passed balls and wild pitches to maintain the flow of the game.
- Catchers must use a catcher's glove and protective equipment to catch pitches. Catchers must wear protective cups. The chest protector must have flap extension and flap down. Catcher's helmet must have ear covers, and mask must have 'dangling' throat guard.
- Catchers must wear a catcher's helmet/mask during infield warm-ups.
- Catchers warming-up pitchers must wear a protective cup and catchers helmet/mask.
- Backing up catchers to retrieve passed balls is not permitted.
- Pitchers can play the catcher position as long as the pitcher threw forty (40) pitches or less that day. If the pitcher threw forty-one (41) or more pitches that day, he may not play the position of catcher the rest of the day. Catchers can become pitchers.

BASE RUNNING

- The base coaches should be adults capable of instructing the runners.
- A player may coach first base but the player must be wearing a helmet at all times.
- Stealing is permitted with limitations on the number of steals of home plate.
- During the Minors regular season, stealing of home plate will not be permitted. For AAA, this is permitted. (this includes wild pitches and passed balls). Managers should use the regular season to develop multiple catchers. At the conclusion of the regular season the Minors Director and VP of Little League will determine whether to add a maximum steal per inning rule for the playoffs.
- Runners may NOT advance an extra base on a steal of any base at any time. This includes overthrows of the base or when throwing back to the pitcher.
- A runner on third base may advance to home on a throw from the catcher to second base but is considered a steal of home plate.
- Runners may not leave the base until the ball has reached the batter or is hit.

- Base runners may advance on errant throwbacks from the catcher to the pitcher. (i.e. catcher overthrows pitcher on a return throw)
- Base runners are permitted to advance on overthrows of bases or balls thrown from outfield to infield at their discretion.
- No head first sliding is permitted. Any player who slides headfirst will be called out.
- A base runner may not run over or into a defensive player in an attempt to dislodge the ball. Any base runner that does so will be called out and immediately ejected from the game for unsportsmanlike play. The ball will be declared 'dead' and all runners shall return to the base they were last entitled. Sliding headfirst back into a base that has been overrun is permitted.
- Leading is not permitted. Runners may not leave the base until the ball has reached home plate or is hit. If a base runner leaves early and the ball is hit in fair territory, Rule 7.13 applies.
- Runners may advance on passed balls/wild pitches.
- The special pinch runner rule, Rule 7.14, is not in effect in the Little League Minor Program. (No pinch runners unless the player is hurt.)

UMPIRE DISCUSSIONS

- If the team Manager, and ONLY the Manager, would like to discuss a call made on the field they should request "Time". When the Plate Umpire grants "Time" the Manager should then approach the Plate Umpire and have a *polite* conversation regarding the call that was made or the rule they believe may not have been followed properly.
- If a manager has a book rule question, the manager must show the plate umpire the rule in the book that he/she is questioning.
- The base umpire must request help from the home plate umpire for there to be a discussion regarding a call by the base umpire.

PLAYOFFS

- All teams will make the end of season Playoffs and regular season standings have no affect on the Playoff seeds or schedule.
- A random seeded, single elimination format playoff schedule will be created to determine a league champion.
- Pitch counts do not reset at the start of the playoffs. Plan accordingly.
- The league playoffs champion will be awarded a trophy.
- The Playoffs follow all other Rules & Regulations for the AAA/Minors League including pitch counts and Pool Players. If it is determined that a team intentionally has less than nine (9) players to gain an advantage, a decision will be made by the League as to whether the game should be forfeited or played under protest.

East Side Little League- AAA/Minors League
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I have read, understand and agree with the policies, procedures, rules and regulations of Little League Baseball and East Side Little League.

Manager: _____ **Date:** _____

Print Name: