

2026 NBLL Rules for AAA (revised 11/5/2025)

1. A new inning may not begin after one hour and 45 minutes.
2. No player shall sit out more than two consecutive innings in any regulation game, except for cases of illness, injury, or disciplinary action by the manager or umpire. An inning is defined as 3 outs by any team or the conclusion of the game by the winning run scored or the time limit being reached.
3. Every player on the roster bats, even if not currently playing defense. Substitutions do not affect the batting order.
4. Stealing (or base runners advancing without the batter putting the ball into play) is permitted in AAA under the following circumstances, as described in the NBLL Bylaws. In AAA, base runners may advance without the batter putting the ball into play **ONLY** in the following situations:
 - a. A base runner may advance to 2nd and/or 3rd on a wild pitch and/or a passed ball where the ball leaves the catcher's box (within the catcher's reach). A base runner may advance on ANY loose ball (i.e., not in the catcher's control) that falls outside this designated area. A base runner may not advance if the ball is caught and in the catcher's control, even if the catcher is physically outside the catcher's box area.
 - b. A base runner may not advance to home plate on passed balls or overthrows back to the pitcher.
 - c. A base runner may not advance to 2nd and/or 3rd on an overthrow to the pitcher from the catcher.
5. Every inning has a 5-run rule. Specifically, once a team scores 5 runs in its half of an inning, their half of the inning is over and the opposing team shall have its turn to bat regardless of the number of outs recorded. There are NO open innings in AAA
6. There is no 15/10-run or Mercy rule in AAA. Play continues until the time limit has been reached, until 6 innings have been played, or until the game is suspended due to weather or darkness. Games may end in a tie.
7. Bunting is not permitted in AAA.

The following are from the Little League International rule book, but listed here for quick reference. All managers should be familiar with Little League official rules (rules app available through Google or Apple app stores: www.littleleague.org/rulebookapp))

8. An on-deck batter is not permitted at any time.

9. Pitching Restrictions

- Any player who has played 4 or more innings of catcher may not pitch that day ●
Once a pitcher is removed, they may not pitch again in the same game.
- A pitcher who delivers 41 or more pitches in a game cannot play the catcher position for the remainder of that day.
- **Required days of rest: (from 2022 Little League Rule Book)**

>= 66 pitches	4 calendar days rest
51-65 pitches	3 calendar days rest
36-50 pitches	2 calendar days rest
21-35 pitches	1 calendar day of rest
1-20 pitches	0 calendar days
- **Maximum pitches per game:**

Age 11-12	85 pitches
Age 9-10	75 pitches
Age 6-8	50 pitches

 - If the pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until a) that batter reaches base, b) that batter is put out, or c) the third out is made to complete the half inning.
 - If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached with his first pitch to a batter not the last pitch of the at bat, provided that pitcher is removed before delivering a pitch to another batter. (I.e. If a pitcher begins pitching to a batter with his 33rd pitch and finishes the at bat with 42 pitches, he/she will be only required to observe one calendar day of rest.)
- Managers and coaches may warm up a pitcher on the mound (new for 2023).
Players must wear a mask when warming up a pitcher.

10. If a single pitcher hits two batters in one inning or three batters in one game, the pitcher must be replaced.

11. Head first sliding is not permitted into a base, but is permissible for returning to a bag. The runner shall be called “out” if he/she slides head first into the bag.

12. A base runner may continue to advance on an overthrow (or otherwise) except in the cases explicitly defined in 4b and 4c AND described here:
- a. the defense attempts to return the ball to the pitcher who is reasonably near the pitcher's mound AND there is no attempt at a defensive play by the defense.
 - b. "time" is called.
 - c. Game Scenario I:
 - i. A batter puts the ball in play to the shortstop. The shortstop overthrows the 1st baseman. The base runner may advance to 2nd base at the base runner's risk. If the 1st baseman or any defensive player retrieves the ball and overthrows the infielder covering 2nd base, the base runner may advance to 3rd base at the base runner's risk. If any defensive player overthrows 3rd base in an attempt to get the base runner out, the base runner may advance to home.
 - d. Game Scenario II:
 - i. A batter puts the ball in play to the 2nd baseman. The 2nd baseman overthrows the 1st baseman. The base runner may advance to 2nd base. If a defensive player retrieves the ball and returns the ball to the pitcher who is near the pitcher's mound the base runner may not advance even in the case of an overthrow or error. The play shall be assumed "dead."