



Central Amherst Little League 2026 A-Ball Rules

Official Little League Baseball Rules apply, except for the following local league modifications.

Pre-Game	Home team is responsible for setting up the pitching machine and bringing out a tee before the game and the visiting team is responsible for returning it to the equipment shed after the game.
Innings/Time Limit	A game is complete after a minimum of 3 innings or a maximum of 6 innings, as mutually agreed by coaches. No new inning may start after 90 minutes from the start of a game. All games should conclude at least 15 minutes prior to the next scheduled game.
Equipment	<ul style="list-style-type: none"> • Pitcher—must wear batting helmet and optional safety vest. • First base —must wear batting helmet. • Batter—must wear batting helmet. • Runners on base—must wear batting helmet. • All players are encouraged to wear a protective cup. • Only USA Bats are permitted
Safety	<ul style="list-style-type: none"> • Only the batter is allowed to hold a bat during the game. The on--deck batter may not pick up a bat until it is his/her time to walk from the bench to the plate to hit. Bats should be hung on the rack in the dugout. At least one parent should always supervise the dugout to keep players in correct batting order and to prevent them from climbing fences, wandering off from the diamond, etc. • At the conclusion of every practice and game, a coach should remain at the field until every child is picked up by an adult (parent or individual authorized by the parent). • The pitching machine is to be operated by an <u>adult coach only</u>. The pitching machine must never be operated by a child.
Batting	<ul style="list-style-type: none"> • All uniformed players are included in the batting order and retain their spot in the order for the entire game regardless of when they play in the field. • An adult coach from the batting team operates the pitching machine when his/her team is at bat. • Each batter is allowed a maximum of 5 “good” pitches. If the batter is unable to put one of the 5 “good” pitches into play, then he/she will hit off a tee. The coach operating the pitching machine will determine if a pitch is outside of the strike zone—and will immediately call out “no pitch.” A “no pitch” does not count as one of the 5 “good” pitches, even if the batter swings and misses. 3 swinging strikes does not conclude an at--bat: the at--bat is only limited by the 5 “good” pitches rule. • There are no walks. Encourage players to swing the bat and put the ball in play. • No bunting is allowed, but any ball hit fair is in play no matter how far it goes. • A hit ball that strikes the pitching machine is a “dead ball.” The batter advances to first base. All runners are allowed to advance one base. • Each half--inning ends when <u>all</u> batters have batted, players who are “out” should return to the dugout. • Coaches must vary batting order from game to game.
Baserunning	<ul style="list-style-type: none"> • Runners must stay in contact with the base until the ball is hit. There are no leadoffs or stealing. • A batter may advance only to first base when the ball is hit in the infield. It is not necessary for an infielder to have possession or control of the ball in the infield for play to stop. • A runner on base may advance only one base when the ball is hit in the infield. • A runner on base may advance as many bases as possible when the ball is hit in the outfield, but may not advance beyond the base he/she was running to once the ball is returned to the infield (it is not necessary for an infielder to have possession or control of the ball in the infield for play to stop; plays stops when the ball itself reaches the infield).
Fielding	<ul style="list-style-type: none"> • The defense should field all players present. No player sits the bench. • Spread out your players in and around traditional positions. • The pitcher must stand even with or behind and to the right and/or left of the pitching machine and may not move until after the ball is put into play. • Outfielders must stand beyond the infield dirt cutouts at each base, prior to each pitch. They may cross the line once the ball is put in play. • A ball hit fair into the outfield and returned to any part of the infield stops the play. Base runners may not advance beyond the base they were running to once the ball is returned from the outfield to the infield.

	<ul style="list-style-type: none"> • It is not necessary for an infielder to have possession or control of the ball in the infield for play to stop. • Runners may not advance on an overthrow. Please encourage fielders to make a throw/play on every hit ball. • No infield fly rule. • Teams must rotate defensive positions every 2 innings at a minimum.
Coaches	<ul style="list-style-type: none"> • OFFENSE—one coach operates the pitching machine and is allowed to address the batter and the baserunners. A first base coach and third base coach should direct the baserunners. A coach is also allowed near home plate to position the batter, if necessary. No coach should physically interfere with players when the ball is in play. • DEFENSE—a maximum of 2 coaches are allowed in the field to instruct defensive players. They must be positioned in the outfield with one in right-centerfield and one in left-centerfield. No coach should physically interfere with players or the ball in play.
Umpires	No umpires are assigned by the league to A-Ball games. The first base coach and third base coach should make safe/out calls at their respective bases along with fair/foul calls for balls hit on their respective foul lines. The coach operating the pitching machine should make safe/out calls at second base.
Game Results	Game scores and standings are not kept in A-Ball. There are no playoffs in A-Ball. Games that end in a tie do not extend to extra innings.
Conduct	<ul style="list-style-type: none"> • Coaches should clean up the dugout at the end of each game. • Each head coach is responsible for his/her own conduct as well as for supervising the conduct of assistant coaches, players and parents. Central Amherst Little League has a long-held tradition of good sportsmanship—and we know that our kids look up to their coaches as role models. Thank you for modeling respectful behavior and developing a love of the game.
Level Commissioner	For questions or clarifications, coaches should contact their Level Commissioner.