



## Central Amherst Little League 2026 AA JR Rules

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

<p><b>Pre-Game</b></p>	<ul style="list-style-type: none"> <li>• Home team gets infield for 15 minutes, starting at 30 minutes before game time, the visiting team gets infield for 15 minutes, starting at 15 minutes before game time</li> <li>• Home team is responsible for setting up the pitching machine before the game and the visiting team is responsible for returning it to the Equipment Shed after the game.</li> </ul>
<p><b>Innings/Time Limit</b></p>	<ul style="list-style-type: none"> <li>• A regulation game is over after a minimum of 4 innings or a maximum of 6 innings. No new inning may start after 90 minutes from the start of a game.</li> <li>• If a game is tied at the end of 6 innings, or the time limit, then the game is a tie. There are no extra innings.</li> <li>• During playoff round only, time limits are waived, and all games will be 6 innings. Extra innings will be played during the playoff round only.</li> <li>• For all games, if in the opinion of the umpire or the director on duty, darkness or foul weather makes it unsafe to continue to play, the game will be ended. During the playoff rounds only, such games will be continued to conclusion on the next available day.</li> </ul>
<p><b>Equipment</b></p>	<ul style="list-style-type: none"> <li>• Pitcher—must wear batting helmet and optional safety vest.</li> <li>• Catcher—must wear helmet, chest protector, shin guards and protective cup. First baseman—must wear batting helmet.</li> <li>• Batter—must wear batting helmet.</li> <li>• Runners on base—must wear batting helmet.</li> <li>• All players are encouraged to wear a protective cup.</li> <li>• Only USA Bats are approved for play.</li> </ul>
<p><b>Safety</b></p>	<ul style="list-style-type: none"> <li>• The only player allowed to hold a bat is the batter at the plate. 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 supervise players on the bench to keep players in correct batting order.</li> <li>• 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).</li> <li>• The pitching machine is to be operated by an <u>adult coach only</u>. The pitching machine must never be operated by a child.</li> </ul>
<p><b>Batting</b></p>	<ul style="list-style-type: none"> <li>• 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.</li> <li>• An adult coach from the batting team operates the pitching machine when their team is at bat.</li> <li>• Each batter is allowed a maximum of 4 “good” pitches. If the batter is unable to put one of the 4 “good” pitches into play, then they are out. The umpire will determine if a pitch is outside of the strike zone—and will call “no pitch.” A “no pitch” does not count as one of the 4 “good” pitches even if the batter swings and misses. 3 swinging strikes does not necessarily conclude an at-bat—the at-bat is only limited by the 4 “good” pitches rule.</li> <li>• There are no walks. Encourage players to swing the bat and put the ball in play. If a player does not swing at any of the 4 “good” pitches, they will be called out.</li> <li>• No bunting is allowed, but any ball hit fair is in play no matter how far it goes.</li> <li>• A ball that strikes the pitching machine is a “dead ball.” The batter advances to first base. All runners are allowed to advance one base.</li> <li>• Each half inning ends when 3 outs are recorded or 8 batters have batted, or 6 runs scored, whichever comes first.</li> <li>• Coaches should vary batting order from game to game.</li> </ul>
<p><b>Baserunning</b></p>	<ul style="list-style-type: none"> <li>• Runners must stay in contact with the base until the ball is hit. There are no leadoffs or stealing.</li> <li>• 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.</li> <li>• A batter may advance as many bases as possible when the ball is hit in the outfield, but may not advance beyond the base they are running to once the ball is released from the hand of an outfielder attempting to make a throw (it is not necessary for an infielder to have possession or control of the ball in the infield for play to stop; play stops when the ball is released on a throw attempt by the outfielder).</li> <li>• A runner on base may advance only one base when the ball is hit in the infield.</li> </ul>

<b>Fielding</b>	<ul style="list-style-type: none"> <li>• The defense may play with a minimum of 8 or maximum of 10 fielders.</li> <li>• Positions include pitcher, catcher, first baseman, second baseman, shortstop, third baseman, and up to 4 outfielders.</li> <li>• The pitcher must stand even with or behind and to the right or left of the pitching machine and may not move until after the ball is put into play.</li> <li>• Infield shifts are not allowed.</li> <li>• Outfielders may not stand in the infield prior to the ball being put in play.</li> <li>• A ball hit fair and returned to any part of the infield stops the play. Runners may not advance beyond the base they are running to once the ball is released from the hand of the outfielder attempting to make a throw. It is not necessary for an infielder to have possession or control of the ball in the infield for play to stop.</li> </ul>
<b>Baserunning</b>	<ul style="list-style-type: none"> <li>• Runners may not advance on an overthrow. Please encourage fielders to make a throw/play on every hit ball.</li> <li>• No infield fly rule.</li> <li>• A player may not play a position more than 2 innings each game, except the catcher. There is no inning limit for catchers.</li> <li>• All players must play at least 2 complete defensive innings within the first 4 innings and at least 4 complete innings if the game goes 6 innings. Players may only sit a total of 2 innings per game.</li> </ul>
<b>Call-Ups</b>	<ul style="list-style-type: none"> <li>• A team may call up players from A-Ball only to get their team to a minimum of 8 players or a maximum of 9 players for a particular game.</li> <li>• Teams will be matched at beginning of the season by the GM and level commissioners for call ups. A player is limited to 2 call ups per season, and call ups should be rotated. Exceptions should be approved by the level commissioner. During playoffs exceptions should be approved by commissioner, player agent, and GM.</li> <li>• A team may not “call-up” a player from another AA Junior team; however, during non-playoff games, an opposing team may loan the other team defensive outfielders during a game.</li> </ul>
<b>Coaches</b>	<p>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. No coach should interfere with players or the ball in play.</p> <p>DEFENSE—one coach may be in the outfield to assist players in finding their positions and giving instructions. Coaches may not interfere with the game or touch a ball in play. This is permitted for the first half of the season only.</p>
<b>Umpires</b>	<p>One umpire will be provided by the league to call the game. The umpire will be positioned near the pitching machine to call strikes, and “no pitches”, plays in the field and at the bases. The umpire does not operate the pitching machine. Coaches do not make any calls. Coaches should not question or influence the umpire’s calls during the game. If a rule issue arises that needs to be addressed during the game, coaches should consult with each other and then talk to the umpire. Any major issues should be referred to the Director on Duty, GM, and/or AA Junior Level Commissioner after the game.</p>
<b>Game Results</b>	<p>Game scores are kept in AA Junior. Each team should keep score of the game in their scorebook to avoid discrepancies over the score. Standings will be kept in the seeding rounds before the playoffs. Scores should be entered into the SportsConnect website following the game.</p>
<b>Conduct</b>	<p>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.</p>
<b>Level Commissioner</b>	<p>For questions or clarifications, coaches should contact their Level Commissioner: Rob Hengesbach</p>
<b>Post Game</b>	<p>Coaches are responsible for cleaning out the dugout, putting trash in the bins, and returning all unclaimed items to the Lost &amp; Found in the snack stand.</p>