



## Central Amherst Little League 2026 AA SR Rules

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

Pre-Game	<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 and generator before the game and the visiting team is responsible for returning it to the garage after the game.</li> </ul>
Innings/Time Limit	<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 the playoff round only, time limits are waived, and all games should be six 6 innings. In addition, extra innings will be played during the playoff round only.</li> <li>• For all games, if in the opinion of the home plate 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 round only, such games will be continued to conclusion on the next available day.</li> </ul>
Equipment	<ul style="list-style-type: none"> <li>• Pitcher—must wear batting helmet and optional chest protector.</li> <li>• Catcher—must wear helmet, chest protector, shin guards, protective cup and catcher’s mitt.</li> <li>• First baseman— must wear batting helmet when warming up between innings.</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>• <b>Only USA Bats are allowed</b></li> </ul>
Safety	<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.</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> </ul>
Batting	<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. 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>• Coaches should vary batting order from game to game.</li> <li>• Run Limits—For the first five innings of each game, a half-inning ends when 3 outs are recorded or 6 runs have been scored, whichever comes first. <b>The limit is 6 runs only.</b></li> <li>• After the 5th inning, or last inning if the game is foreseen to run shorter than the time limit, the 6-run limit does not apply, and 3 outs must be recorded to end a half-inning. Both coaches and the umpire must agree that the run limit does not apply to the last inning if the game is foreseen to end prior to the 5<sup>th</sup> inning. For example, if both coaches realize that the 4<sup>th</sup> inning will be the final inning due to time, they can agree to no run limit in that particular inning.</li> </ul>
Baserunning	<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. A team will be given one warning per game from the umpire regarding leadoffs or leaving the base early. On subsequent infractions, the runner will be called out.</li> <li>• Runners may not advance on an overthrow.</li> <li>• A baserunner must slide, or otherwise attempt to avoid contact, on all close plays at a base. If, in the opinion of the umpire, the baserunner makes intentional contact with a fielder in an attempt to dislodge the ball or interfere with the play, he/she will be called out.</li> <li>• Headfirst sliding is not allowed; runners sliding headfirst will be called out.</li> <li>• A baserunner may be tagged out if he/she rounds first base toward second base. If a runner runs through first base and then turns left with no intention of advancing to second base, they cannot be called out.</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, with 4 in the outfield.</li> <li>• Positions include pitcher, catcher, first base, second base, shortstop, third base, and up to 4 outfielders.</li> <li>• Outfielders must stand beyond the infield dirt at each base prior to each pitch. They may cross the infield line once the ball is put in play.</li>   <li>• <b>BALL IN CONTROL RULE.</b> A ball hit fair into the outfield and returned to any part of the infield <i>and</i> is in the possession/control of a defensive player stops the play. “In control” is defined as the ball being in the hand or glove of a defensive player. In other words, runners may not advance beyond the base they were running to once the ball that is hit into the outfield is returned to the infield <i>and</i> is in the possession/control of a defensive player. Once in control, the rule applies regardless of whether the player then relinquishes control by making another throw.</li>   <li>• Runners may not advance on an overthrow. Please encourage fielders to make a play on every hit ball.</li> <li>• No infield fly rule.</li> <li>• A player may only play a position 2 innings each game, except the catcher. There is no inning limit for catchers.</li> <li>• Players must not sit the bench more than 2 innings per game.</li> </ul>
<b>Call-Ups</b>	<ul style="list-style-type: none"> <li>• A team may call up players from AA Junior 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 Senior team; however, during non-playoff games, an opposing team may loan the other team defensive outfielders during a game.</li> </ul>
<b>Coaches</b>	<ul style="list-style-type: none"> <li>• OFFENSE—One coach can operate the pitching machine. A first base coach and third base coach are allowed. No coach should physically interfere with players or the ball in play.</li> <li>• DEFENSE—no defensive coaches are allowed on the field.</li> </ul>
<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 Senior. Each team should keep score of the game in their scorebook to avoid discrepancies over the score. Standings will be kept for the seeding and playoff rounds. 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: Matt Parrino.</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>