



Local Triple A Division Rules

*These local rules do not attempt to explain every playing or safety rule. **All managers and assistants should have a thorough understanding of all rules and regulations in the 2026 Official Regulations and Playing Rules Book (the "Blue Book").** The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Spring Valley has adopted. **All managers and assistants should download the Official Little League Rules App to have Blue Book rules accessible at any time.***

General and Safety

1. Triple A (AAA) Division is a competitive division. Standings for an end-of-the-season tournament will be kept. *The winner of the end-of-the-season tournament will represent SVLL at the Tournament of Champions held by District 4 at the end of May.*
2. One (1) Manager and three (2) Coaches are permitted in the dugout or the field with proper credentials (badges) showing clearly.
 - One of the managers or coaches must be in the dugout at all times.
 - A player may coach a base but must wear a helmet.
3. The bat must meet the USA Baseball Bat standard (USABat) as adopted by Little League.
4. Lineups must be created prior to each game, provided to the opposing team, and contain player name and number.
5. Score must be kept by a designated individual in the **Game Changer** app.
6. The batting order will consist of all present players on the team roster (continuous batting order). A player who arrives late must be placed at the bottom of the batting order with no penalty.
7. If a player cannot start or finish an at bat due to an injury or illness, there will be no penalty to skip the player's spot in the lineup. The player may re-enter in their previous batting order if the injury or illness resolves.
8. Players who are not at bat must remain in the dugout. There is no on-deck circle nor warming up *batters* in the dugout allowed.
9. Courtesy runners are allowed for the pitcher or catcher of record when there are TWO OUTS. The Courtesy runner is required to be the player who made the last out. In the event you are running for both the pitcher and catcher, the second runner would be the player who made the previous out.
10. The use of artificial noisemakers is not permitted during game action.
11. An uninjured defensive player may not sit for two (2) consecutive innings (players must play every other inning)
 - A manager who sits an uninjured player for two (2) or more consecutive innings will receive a written warning from the SVLL Board. A second violation of either of these rules after a written warning may result in further discipline up to and including suspension of the manager.
12. The Bullpen shall be used to warm up a pitcher and or player. A Manager or Coach may warm up a

pitcher.

13. There shall be no parent or sibling in the dugout and or bullpen.
14. A Manager, Coach, or Parent cannot play catch with another player. It must be player to player.
15. Protests for any rules violations are to be resolved on the field prior to continuing the game. **Protests of any rule violations must occur prior to the next pitch.** Once a pitch is thrown, the play or rulings stand as called.
16. Any violations involving Pitcher/Catcher pitch count violations will automatically result in a 1 game Manager suspension. 3 games for the 2nd offense and reviewed for 3rd or more offenses.

Time and Run Rules

17. Triple A (AAA) will have a time limit of **1:45 hour** from the scheduled game time. No new inning will begin after the 1:45 time limit has expired (Start of game time is the scheduled game time unless it starts late due to factors outside of the two teams control, such as lights, umpires, previous game, etc.).
18. A new inning starts the instant the third out is made.
19. During the regular season, if the game is tied after 6 innings the game is complete and will result in a tie. If the game ends during an unfinished inning due to curfew, lights, weather or other, the score will revert to the last completed inning and a winner will be declared if the definition of a "regulation game" has been met (4 innings/3.5 innings if the home team is winning).
20. The **10-run rule after 4 innings** is in effect. The 15-run rule after 3 innings is NOT in effect.
21. There is a **5-run limit per inning with the exception of the 5th & 6th inning**, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. In the event that teams do not have the same amount of players, the team with fewer players will be allowed to bat (at maximum) the same number of batters as the opposing team. No other innings will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.

Playing Rules

22. A team may begin and finish a game with 8 players with no penalty in the empty spot in the roster. Any less than 8 players will result in a forfeit.
23. The infield fly rule is in effect.
24. Dropped 3rd strike rule is NOT in effect.
25. Stealing home is **not** permitted **unless** a play is made in an attempt to throw out a runner at first, second or third. Home may be granted by the umpire on an overthrown ball that goes out of play.
26. Base stealing (on pitched and / or passed balls) is permitted, subject to the following:
 - Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
 - If a runner leaves a base early the umpire shall let the play continue until the runner reaches the next base. If the runner is thrown out, they are out. If not, they shall return to the base they started at. If that same player leaves the base early again in that same sequence, they will be called out.
27. There is NO must slide rule. The rule is "slide or avoid" contact with a defensive player. There are times when unintentional contact will happen. If the defensive player is "completely" blocking the base the runner is required to slide and wait for the umpire to make the obstruction call.
28. Head first slides will be an automatic out. It is only allowed if going back to a base.

Little League Pitching and Catching Rules

29. Any pitcher once removed from the mound cannot return as a pitcher.
30. There is no limit to the number of pitchers a team may use in a game.
31. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
32. Any pitcher that has thrown 41 or more pitches, may not play the position of catcher the remainder of that calendar day.
 - EXCEPTION: If a pitcher reaches the 40-pitch limit while facing a batter, the pitcher may continue to pitch to that batter (finish batter) and maintain their eligibility to play the position of catcher for the remainder of that day.
33. Any player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
 - EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch to that batter (finish batter) and maintain their eligibility to return to the catcher position.
34. The manager must remove the pitcher when said pitcher reaches the pitch limit for their age group as noted below, however the pitcher may remain in the game at another position.
 - This includes the position of catcher as long as they meet the pitcher to catcher criteria outlined.
35. Finish Batter Rules: If a pitcher reaches the pitch limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - That batter reaches base
 - That batter is put out
 - The third out is made to complete the half-inning

Any violations involving Pitcher/Catcher pitch count violations will automatically result in a 1 game Manager suspension. 3 games for the 2nd offense and reviewed for 3rd or more offenses.



AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-20	31-45	46-60	61-75	76+
17-18	105	1-20	31-45	46-60	61-75	