# Local Double AA 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. Double A ( AA ) is a semi-competitive, instructional division. No standings will be kept. Seeding for a postseason tournament will be drawn from a hat.
2. **One (1) Manager and three (3) 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, the umpire can rule no penalty if they feel the injury or illness is legitimate. 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)
12. The Bullpen shall be used to warm up a pitcher and or catcher. 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 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. Double A ( AA ) will have a time limit of 1:30 hour from the scheduled game time. No new inning will begin after the 1:30 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 begins immediately after the final out of the previous inning.

19. During the regular season, if the game is tied after 6 innings or the final inning has been completed due to time limit, 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. There is a **5-run limit per inning with the exception of the 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.

21. The **10-run rule after 4 innings** is in effect. The 15-run rule after 3 innings is NOT in effect.

## 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 NOT in effect.

24. Dropped 3rd strike rule is NOT in effect.

25. **The first three ( 3 ) innings of every game will be strictly machine pitched by a coach of the batting team.**

    - All batters have three swinging strikes or six (6) pitches to put the ball into play. If the batter does not swing on the sixth pitch, he or she is out. If the batter fouls off the sixth pitch of the at-bat, the batter will continue to bat until he/she swings and misses, puts the ball in play, or takes a pitch.

    - All teams will utilize a league-provided pitching machine to pitch the ball to their batters. The machine will be placed directly in front of the pitching mound with the back leg touching the

mound.

- The League will provide a sand bag to be laid across the front leg of the pitching machine.
- The League recommends the machine be set at 3, 3, 3.
- Both managers will meet prior to game start and agree on machine set up

26. **Beginning with the 4th inning of each game, the rest of the game will be player pitched.**
    - A player will pitch until ball 4 is reached.
    - At this time a coach for the batting team will come in to finish the at bat.
    - The number of strikes that a batter has at the team ball four is reached will determine how many strikes the batting coach may throw to finish off that particular at bat.
    - For example, if a batter has one strike at the time ball four is thrown, the coach will be allowed to throw two strikes to that batter. Similarly, if a batter has two strikes when ball four is thrown, the coach may throw one strike to that batter.
    - If the coach pitcher throws a pitch that the umpire considers a ball and the batter does not swing, the pitch will not count against the batter. If the batter takes a pitch that the umpire considers a strike, the umpire may call it a strike. If the batter already has two strikes, this will result in a strikeout and end the at-bat.
    - The player who was pitching must take up their position on the infield with 1 foot on the pitcher's mound and behind the pitching rubber while the coach delivers the remaining pitches.
27. Player pitchers may NOT pitch in consecutive games.
28. **Player pitchers may not throw more than 40 pitches per game. This is below the Pitch Smart Guidelines in order to maintain player arm safety.**
29. **Any violations involving 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.**
30. There are **NO walks**, so to retire a batter one of the following must happen:
    - Batter puts the ball in play
    - Batter strikes out with a swing on their final remaining pitch, or lets the pitch go by without swinging on their final remaining pitch.
    - If the batter fouls off their last pitch they will get another pitch until they put the ball in play, swing & miss, or let the pitch go by without swinging.
    - **If the player pitcher hits the batter, the batter will go to 1st base. If the coach pitcher hits a batter it will count as a pitch and the batter does not go to 1st base.**
31. Players shall play every other inning. Players may not sit two (2) consecutive innings.
32. On a hit (batted or bunted) ball, the batter and any base runners may continue to advance (all the way home), at their own peril, until the ball is dead, i.e., an **infield player has control of the ball** and/or time has been granted by an umpire.

33. Stealing of bases is NOT permitted.

34. Only one (1) base on any overthrow per play.

35. A team’s at bat is over after three outs by the defensive team.

36. Coaches and the pitching machine are considered part of the field. A ball hitting a coach or pitching machine will remain live even if it rolls or bounces in foul territory.

37. 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.

38. Head first slides will be an automatic out. It is only allowed if going back to a base.