

AAA Division Baseball Rulebook

2026 Season

League Philosophy

The primary goals of the AAA division are player development, sportsmanship, safety, and enjoyment of the game.

Managers and coaches are expected to create a positive learning environment where all players have the opportunity to develop skills and confidence.

Playoffs- League rules may be reviewed and adjusted prior to the start of the playoffs if necessary.

Code of Conduct

The league maintains a zero-tolerance policy regarding arguments with umpires.

Coaches:

- Must treat umpires with respect.
- May ask questions calmly between innings.
- Arguing calls will not be tolerated.

Spectators:

- May not address or argue with umpires.

Violations may result in a warning, removal from the field complex, or suspension from future games.

Playing Time

- Every player must play at least 3 defensive innings per game.
- At least one inning must be played in the infield (pitcher, 1B, 2B, 3B, SS).
- Catcher does not count as an infield position for this rule.

- No player may sit out two defensive innings in a row.

Exceptions:

- Games shortened due to weather, darkness, or time limits.
- Playoffs do not require the infield inning rule.

Batting Order

AAA uses a continuous batting order.

- Every player present is included in the lineup.
- Players bat even if they are not currently in the field.
- Batting order may be changed between games.

Missed At-Bat Exception

If a player is unable to bat due to injury, illness, or being scared, the next player in the batting order may bat in their place. No out will be charged.

Defensive Alignment

- Up to 10 defensive players may be on the field.
- Four outfielders may be used.
- Outfielders must remain on the grass until the ball is hit.
- If a team has fewer than 9 players, teams are encouraged to share players so the game can continue.

Pitching Rules

Pitch counts follow Little League guidelines.

66+ pitches – 4 days rest

51–65 pitches – 3 days rest

36–50 pitches – 2 days rest

21–35 pitches – 1 day rest

1–20 pitches – 0 days rest

If a pitcher reaches a pitch threshold during an at-bat, the pitcher may finish the batter.

Pitcher / Catcher Restrictions

- A pitcher who throws 41 or more pitches may not catch that same day.
- A player who catches more than 3 innings may not pitch that same day.

Pitching Distance

- Ages 9–12 pitch from 46 feet.
- Ages 7–8 may pitch from 42–46 feet for development and safety.

Kid Pitch / Coach Pitch Games

One game each week will use Kid/Coach Pitch (Thursdays). The team's top 3 pitchers are ineligible to pitch on coach-pitch days.

Rules:

- Batters begin with kid pitch.
- After ball four, the offensive coach enters to pitch.
- The strike count remains the same.
- The coach pitches until the batter hits the ball or strikes out.
- The coach cannot walk a batter.

After the at-bat, kid pitching resumes.

Base Stealing

Stealing is when a runner attempts to advance to the next base after a pitch is delivered to the batter **without the batter putting the ball into play**.

- Runners may steal second and third base.
- Runners may steal one base at a time to encourage catchers to throw.
- Runners may not advance on overthrows.
- Delayed steals are not allowed.
- Stealing home will start in week 3.
- Only one attempt per inning to steal home.

Sliding

- Runners must slide or avoid contact on close plays.
- Slides must be feet first.
- Head-first slides are not allowed.
- Malicious contact may result in an out and possible ejection.

Bunting

Bunting is allowed. Slash bunting is not permitted and will result in a dead ball and the batter being called out. All runners must return to the base they occupied at the time of the pitch.

Slash bunting is defined as when a batter shows a bunt and then pulls the bat back and swings at the pitch.

Ball Control (Dead Ball Rule)

Once the pitcher has possession of the ball inside the circle of the mound and runners have stopped advancing, runners must return to the last base legally touched.

Game Length

- Games have a 2 hour time limit.
- No new inning may begin after 1 hour 45 minutes.
- The inning in progress may be completed.

Run Limits

- Maximum of 4 runs per inning for the first five innings.
- Final inning allows unlimited runs.

Mercy Rule

Regular season Kid Pitch games only:

If a team leads by 10 runs after 4 innings, the game ends.

Coaches on Field

Offense:

- First base and third base coaches allowed.

Defense:

- One coach may stand near the dugout area to assist, and one near the backstop to assist with passed balls with no runners on base.

All coaches must pass CORI checks.

Score Reporting

All games will be scored using GameChanger, which will serve as the official record for pitch counts. Pitch counts must be confirmed with the other team between each inning. The home team manager must enter the final game score on TWLL.net within 24 hours of the game's completion.

Field Responsibilities

Home Team – line and rake the field pre-game

Away Team – rake and pick up trash post-game.

Practice Schedules

Before Games:

Home Team – Cage use 4:50pm – 5:10pm. (20 mins)

Field use 4:30pm – 4:50pm

Away Team – Cage use 4:30pm – 4:50pm (20 mins)

Field use 4:50pm – 5:10pm

White Field Games – White Cages

Blue Field Games – Gold Cages

Red Field Games – Blue Cages