

2026 MALL AAA/Minors Rules

General:

- The official Little League rulebook will be used except as noted in these rules.
- Games are scheduled for 6 innings
- No new inning will begin after 1 hour and 45 minutes.
- If an inning cannot be completed because of darkness or weather, the score reverts back to the last full inning played.
- At least 8 players are required to start a game. 1 player can be borrowed from the opposing team to play RF/LF as needed. No penalty out is assessed for batting less than 9. If you know that you will have less than 9 prior to the game, contact the player agent to acquire pool player(s) so the game can be played.
- If a team cannot field enough players and not enough advance notice is provided to reschedule, the game will be forfeited.
- Only 3 coaches per team are allowed in the dugout during a game.
- Cups are required for catchers. Cups and Heart Guards are not mandatory for other positions but are Strongly Encouraged.
- Maximum of 5 runs per inning for innings 1-5; the 6th inning (and extra innings) are uncapped; an inning earlier than the 6th can be played as uncapped provided that both coaches agree it is the final inning and they inform the umpire prior to the beginning of the inning
- Games are official after 4 innings (or 3.5 innings if the home team is ahead).
- A 10 run rule will be enforced after 4 innings (or 3.5 innings if the home team is ahead).

Fielding:

- 9 players play in the field.
- There are no extreme shifts allowed and teams may not bring an outfielder into the infield as an extra infielder.
- A player must play a minimum of 3 full innings in the field (9 defensive outs)
- No player can sit 2 defensive innings in a row.
- A player must play a minimum of 1 inning in the infield (pitching and catching count as IF play)
- Other than pitcher, catcher and 1st base, no player is allowed to play the same position for more than 3 innings during a game.

Pitching:

- Once a pitcher is removed from the pitching position, he or she cannot return to the pitcher position in the same game.
- Intentional walks are not allowed.
- A pitcher is to be replaced if he/she hits 5 batters in total.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. A player who catches more than 3 innings cannot pitch for the remainder of the day.
- There is no limit on innings pitched; only pitch count restrictions as defined below:

Note: If a pitcher reaches his/her pitch limit while facing a batter, the pitcher may continue to pitch until 1) the batter reaches base or 2) The batter is put out or 3) The third out is made to complete the half-inning.

- **Pitcher Limits per game as follows:**
 - Age 8: 50 pitches per day
 - Age 9-10: 75 pitches per day
 - Age 11-12: 85 pitches per day

- **Pitcher rest rules are as follows:**
 - o If a player pitches 66 or more pitches in a day, 4 calendar days of rest must be observed
 - o If a player pitches 51-65 pitches in a day, 3 calendar days of rest must be observed
 - o If a player pitches 36-50 pitches in a day, 2 calendar days of rest must be observed.
 - o If a player pitches 21-35 pitches in a day, 1 calendar day of rest must be observed
 - o If a player pitches 1-20 pitches in a day, no calendar day of rest is required.

(Note: A pitchers pitch count for the purpose of days rest threshold is determined by the first pitch thrown to a batter)

Batting:

- All players will be in the batting order and will bat in sequence whether or not he/she is playing a defensive position. Meaning all players on your roster bat.
- There is No On-Deck Circle! No player may swing a bat in or around the dugout.
- Bunting is permitted
- A player cannot attempt to advance to 1st base if the catcher drops/misses the ball on a 3rd strike.

Base running:

- One extra base can be taken per overthrow
- Players may steal 3rd base at any point in the season. There is no stealing of second base or home at any point in the season.
- Base runners are not permitted to lead or leave the base until the pitch has been delivered and has reached the batter.
- A runner stealing 3rd base may not advance to home on an overthrow.
- If a catcher attempts a pickoff at any base after a pitch and the ball gets away from a fielder, every runner on base may only advance one base at most.
- A runner on third may only advance home on a batted ball, forced home by a walk with bases loaded or an errant pick-off attempt by the catcher after a pitch.
- Headfirst slides are prohibited, except when returning to a base
- As per LL rules, runners are not required to slide, however they are required to try and avoid contact

- Speed up rules are required – if the catcher is on base, the catcher must be pinch run for when there are 1 or 2 outs. The pinch runner will be the last player who made an out. If the last player to make an out is on base (example: force out of another runner), then the last runner who was forced out shall be utilized.