

Northwest Forsyth American Little League Spring 2026
AAA Minors - Kid Pitch Baseball – Local Rules

The objective of Minors Baseball is to have FUN learning the fundamentals of the game while providing as many opportunities (positions and innings) as possible for each player to play defense and bat.

Batting Order: All players present shall be in the batting order for the entire game. Free defensive substitution See rule 4.04.

Pool Play: When a team knows they will not have sufficient players for a game, the Player Agent is to be contacted to provide the appropriate number of pool players for the game. Following Regulation V, Pool players that are called and show up for the game must play 9 consecutive outs and bat once. Per the regulation, the only restriction is that the player(s) cannot pitch. **LL RULE**

Playing Time: All players present shall play a minimum of three (3) full defensive innings per game. At least one (1) full defensive inning must be at an infield position which includes 1B, 2B, SS, 3B, C or Pitcher. It is recommended that all players present play a minimum of four full defensive innings per game with at least two of those innings at an infield position.

Starting a Game: The goal is for rosters to have at least 10 players - the minimum to play a game is 7 players - opposing team to supply needed outfielders when possible.

Time Limit: Little league Rule 4.10 (c) local option 2 will be enforced. If the game has been played for 1 hour and 45 minutes, any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit of 1 hour and 45 minutes has expired.

Run Rule: To meet our objectives, the 10-run rule (4.10 e) will be in effect.

Rule 6.02c is enforced: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except for instances outlined in the Little League rule book.

Thrown Bat: 1st offense = play stands; umpire calls time and issues warning; 2nd offense = play stands, umpire calls time and lets managers and official scorekeeper know that player is allowed to be play defense only the balance of the game - spot in order is passed over - no automatic out.

Ending an Inning: An inning shall end when 3 outs are made or when 5 runs have scored (rule 5.07).

Base Coaches: While on offense, a team may use two adult base coaches if desired provided an adult is in the dugout. For safety reasons, players must wear a helmet when acting as base coaches.

Pitchers: Little League Baseball pitch count Regulation VI applies.

Courtesy Runners: Rule 2.00, 3.04, and 7.14 – For the Regular Season, allows a local league to implement a courtesy runner for the pitcher and/or catcher of record when there are two (2) outs during the Regular Season. Because continuous batting order is used, the “courtesy runner” must be the player in the batting order who made the last out. See 7.14(b).

No digging is allowed: To maintain fields and prevent injuries, players may not dig while on defense. First offense is a warning, second offense is removal for that inning, and third offense is removal from the game.

Slash Bunting: Slash bunting is not permitted. This is an act by a batter to fake a bunt and then attempt to make a full swing on the same pitch. If attempted, the batter will be called out and all runners will return to their previously awarded bases.

Umpires: If a League-provided umpire is not available and a volunteer-umpire is not an option agreed upon by both coaches, the following means to umpire the game shall be used:

- 1) Coaches for the at-bat team will umpire each half inning
- 2) 1st and 3rd base coaches shall make safe/out calls at their respective bases
- 3) 1st base coach shall make safe/out calls at home plate
- 4) A coach will be positioned behind the pitcher to make ball/strike determinations as well as safe/out

The home team is required to line the field prior to the game. The visitor team is required to rake the field after the game.