



LBLL Spring 2026 AA LOCAL Rules

AA Division Season Play: AA is intended to be an introduction to competitive baseball. Pitching distance is 46 feet and base distance is 60 feet. Players continue developing baseball fundamentals, all aspects of teamwork, and learn more advanced defense and offensive strategy. *While competitive, the focus in Spring AA remains player development, with focus placed on having fun, player safety, and sportsmanship.*

1. Local rules are to be used only when the division does not Interleague. If the division plays any other leagues, a separate set of Interleague / Coalition rules must be established and agreed by all leagues participating.
2. All games will count towards league standings.
3. All rules not addressed here will follow Little League "Blue Book" rules.
4. Continuous batting order shall be observed which includes all rostered players. See **Rule 4.04**.
5. No player shall sit out 2 consecutive innings on defense.
6. A maximum of five (5) runs per inning may be scored in all innings, including in the final inning. The offensive team shall take the field at the sooner of the third out recorded, after one team has batted through their lineup, or after having scored its 5th run. See **Rule 5.07**
7. All inning mercy rules shall be observed pursuant to Rule 4.10(e), to include "15 runs after 3," "10 runs after 4," and "8 runs after 5."
8. Prior to the home team's Spring break, base runners **cannot steal home**, no matter which base they were occupying at the start of the play. If a runner is put out attempting to steal home, the out stands. If the runner is safe, he must return to third base. A runner can only score as a result of a play initiated by a batted ball, or forced in by a base on balls or a batter hit by a pitch. After Spring Break, teams shall be able to steal home and normal Blue Book runner rules shall apply. See **Rule 7.00**
9. Home team shall keep official score; visitor is responsible for pitch count and scoreboard (unless host).
10. LBLL will provide a professional plate umpire for every home game. Home team is responsible for providing AT LEAST one base umpire for every game. Failure of home team to provide the required base umpire will result in penalties outlined in the bylaws section XI. Umpires.
11. Home team is responsible for field setup, and visitor shall be responsible for field cleanup, unless visitor is from another league, in which case the host team shall be responsible for such duties.
12. When the umpire calls the game, it shall be considered a regulation game if 4 innings have been completed. [Rule 4.10(c)(1)]. During the regular season ONLY, a **tie score** after four completed innings may be considered a completed regulation game if the umpire terminates play for any reason. If four innings are not completed, a game shall be resumed where it left off, and completed pursuant to 4.10.
13. A game will be regulation if the game has been played for (1) hour forty-five (45) minutes. Any inning that has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired. See **Rules 4.10 and 4.11 (League Option)**
14. The umpire may call a game earlier if in their judgment there are safety or insufficient lighting issues.



APPENDIX A: PITCH COUNT RULES (SEE BB REGULATION VI – PITCHERS)

BASEBALL PITCHERS LEAGUE AGE 14 AND UNDER
◆ 1-20 Pitches = 0 Days Rest
◆ 21-35 Pitches = 1 Day Rest
◆ 36-50 Pitches = 2 Days Rest
◆ 51-65 Pitches = 3 Days Rest
◆ 66+ Pitches = 4 Days Rest

LEAGUE AGE	
AGE	PITCHES PER DAY
6-8	50 Pitches
9-10	75 Pitches
11-12	85 Pitches
13-16	95 Pitches

Exception: If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. The batter reaches base;
2. The batter is put out;
3. The third out is made to complete the half-inning of the game;
4. The inning is over due to a run limit reached.
5. The pitcher is removed from the mound prior to the batter completing his/her at bat.

REDUCE TIME BETWEEN INNINGS: given the tight scheduling and tight time limits, umpires should strive to move the game along and limit inning transitions per Little League Rules:

- **Rule 8.03 (TIME BETWEEN INNINGS):** When a pitcher takes a position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher, or other teammate acting in the capacity of catcher, during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the Umpire-in-Chief shall allow the pitcher as many pitches as the umpire deems necessary.