



Playing Rules

Lake Forest and Laguna Beach Interleague Rules

Division: AAA

SPRING 2026

AAA Division Season Play

The AAA Division is intended to be a logical transition from AA to Majors baseball, and is the last “Minors” division of Little League Baseball. There will be a 46-foot pitching distance and 60-foot base distance. Players continue developing baseball fundamentals, all aspects of teamwork, and learn more advanced defense and offense strategy and skills in this competitive division. Although competitive, the focus remains on player development with the emphasis always placed on having fun, player safety, and sportsmanship!

1. At 1:45 (one hour and forty-five minutes) minutes from the start of the game, the existing inning shall be finished and the next inning shall be the final inning played with unlimited runs.
2. If 6 innings are COMPLETED before the specified 1:45 time limit and there is a tie score, additional innings shall be played. If another game is scheduled to be played on the same field, the game shall end 20 minutes before the next game and the final score of the last full inning played shall stand.
3. The 10 run mercy rule after 4 or more innings WILL be in effect per Rule 4.10(e). The 3-inning, 15-run and 5-inning, 8-run mercy rule per Rule 4.10(e) will **NOT** be enforced.
4. There will be a continuous batting order which includes all rostered players present.
5. Games may be started and played with a minimum of 8 players. If only 8 players are available, the team may skip over the 9th position in the batting line-up without penalty.
6. No players present can sit out 2 consecutive innings. Exceptions can be made for physical injuries.
7. Courtesy runners may be used with continuous batting order per Rule 7.14(b). The last batter who made an out may be substituted as a pinch runner for the catcher or pitcher of record when there are two outs.
8. All other rules should follow the Little League Rulebook.
9. The home team is responsible for keeping score via Gamechanger and the home team is responsible for scoreboard operation. Note: If score is unable to be kept via GameChanger for any reason, the

home team is responsible for keeping score via a manual scorebook and the home team is responsible for recording pitch counts (using a manual pitch count sheet) and scoreboard operation.

10. The team's scoresheet/pitch count sheet (within GameChanger or manual scorebook/pitch count sheet) shall indicate the names of all pitchers and innings pitched. Violations or discrepancies must be reported to the Division Commissioner and President within 24 hours.

LEAGUE AGE / PITCH LIMIT (per day):

- League age 6-8 / 50 pitches
- League age 9-10 / 75 pitches
- League age 11-12 / 85 pitches
- League age 13-16 / 95 pitches

11. All games will count towards standings, including interleague games.
12. Field Maintenance:
 - a. During an interleague game, the home team is responsible for BOTH field preparation and take down.
 - b. All trash shall be cleared from the dugouts by both teams.
13. Each half inning other than the last inning will end after 3 outs or 5 runs, whichever occurs first, with two exceptions; 1) an over-the-fence home run, where all runners are allowed to score and be counted **OR** (2) in the case of an automatic double the runners on second and third are allowed to score and be counted.
14. When the 10-run mercy rule becomes imminent, the 5-run limit will no longer apply for either team, but the existing inning shall be played as the final inning with unlimited runs allowed. EXAMPLE: Visiting team is ahead 15-1 going into the top of the 4th inning at 1:20 from the start of the game. Visiting team scores 1 additional run and the score is now 16-1, making it impossible for the Home team to avoid a mercy as they would be limited to scoring only 5 runs in the bottom of the 4th inning. At that time, the existing inning shall be deemed the last inning of the game, and both teams shall continue play with unlimited runs.
15. Protests must be resolved before the next pitch or play per rule 4.19 (g).