

# 2025 NNLL MINOR AA BASEBALL RULES

**NOTE:** Any rules not specifically addressed below are governed by the official Little League rules.

**Instructional Division** – Focus/Emphasis:

* Baseball Fundamentals/Rules/Strategy/Sportsmanship
* Mechanics: Pitching, Throwing, Fielding, Defense/Hitting/Base running
* Outs are recorded / Score is recorded / Standings not recorded
* Maximum of 12 players per team
* Game Time: 90 minutes or 6 inning
* 3 outs or 5 run max per half inning; no “mercy” rule
* Only manager and assistant coaches or approved volunteers are permitted on the field
* Home team shall use 3rd base dugout; visiting team shall use 1st base dugout
* Warm-ups: Players shall not warm up on the infield
* Pre-game infield: 10 minutes each team; **Visiting team goes first starting 25 minutes prior to game time. Home team goes second 15 minutes prior to game time**. Teams only have the 10 minutes for infield, no exceptions.
* Pre and post-game field work: Home team is responsible for field preparation before the game, visiting team is responsible for field clean up after the game. (drag field, put in base fillers, lock equipment up, lock gates).
* No coaches on the field during play, coaching to be done from dug out and coaches box on the baselines.

# PITCHING AND HITTING

* Hitting team bats entire lineup; up to 9 batters maximum per half inning
* **Count starts at 1 ball and 0 strikes.**
* No Walks: After ball four, a coach will finish the at bat. If the batter has **zero strikes, they will receive 3 pitches, 1 strike they will receive 2 pitches, and 2 strikes they will receive 1 pitch.** Batter will receive another pitch after a foul ball.
* Coach shall pitch from inside the pitching mound circle, no closer.
* Standard rules apply to coaches second pitch; e.g. foul balls keep at-bat alive
* Hit by pitch: Player option to take first base. Pitch counts as a ball.
* Team umpire of the home team shall call balls and strikes from behind the mound.
* **Mandatory Play – Offense:** Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started. Teams shall exchange lineups prior to the game. Players may change positions on the field, but the batting order shall remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early their spot is skipped over in the lineup; this does not constitute an automatic out.

# DEFENSE AND BASERUNNING

* No stealing; play is dead when catcher receives pitch
* No stealing on an overthrow to the pitcher from the catcher
* Runners may lead off any base after the pitch crosses home plate.
* **Mandatory Play – Defense:** Players shall not sit on the bench for more than one consecutive inning and not more than a total of 2 innings in a regulation game. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning (3 outs or 5 runs). **Infield play requirements must be fulfilled within the 4th inning.** Note: Absences will not be considered as an inning on the bench.
* **The “Make A Play” Rule:** When a defensive player “makes a play” that results in an overthrow, the runner may advance to the next base at his or her own risk: **1 base max.** The purpose of this rule is to avoid multiple overthrows in one play, thereby discouraging defensive players from making plays and also to avoid prior arbitrary rule that the play is dead once the pitcher has control of the ball