

## 2026 AAA Rules Update v1 (2/12/26)

V3 2024-04-05 Amended "End of Game" section  
V2 2024-03-07: Added "Pitchers/Catchers" section

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WGLL's AAA division follows the Little League Rule Book ([click here to learn more and download it](#)) and WGLL 'Local League' AAA Rules. 'Local League' rules are supplemental rules that are adjusted by the Player Agents and Umpire-in-Chief as needed for safety, competitive balance, and age-appropriate play, and they can always be found below. Local League rules expected to be followed, just as are the rules from the Little League Rule Book.

### Games Prior to March 8<sup>th</sup>

Any weekday game or the 330pm Saturday game, played before March 8<sup>th</sup> shall have a "hard stop" game end at the stated "Sunset Time" (as described below).

#### First Pitch / Time Announcement:

The home plate umpire shall announce the time (the official "Game Start") to both Managers and the fans, immediately prior to the "first pitch" of the game.

#### Home Plate Umpire Announcement:

The "last inning" must be announced clearly to both managers & the fans in the bleachers by the home plate umpire.

#### End of Game Determination

**Pre-Season** (The "first game" played between each of the 7 AAA teams, will not count towards the regular season standings)

The first time every team plays each other will NOT count towards the AAA Division Playoff Standings. All games will end at the earlier of 6 innings or at the stated "Sunset Time" (as determined by entering a Google Search of "*what time is sunset today in 95125*"). The umpire shall clearly alert both Managers 15-minutes prior to the Stated Sunset time for that day and shall alert both Managers and fans behind home plate what time the game will end (*ie...the Stated Sunset time for that day*). Add end of the AB. At the Stated Sunset time, the umpire will end the game **at the end of the at-bat**, regardless of the situation/status, etc...of the current game being played.

During this Pre-Season period, there will be no “extra innings” in the event the game is tied after 6 complete innings.

**Regular Season Time Limit** (From the point that all teams have played each other one time and are now playing a team for the 2<sup>nd</sup> time thru the End of Regular Season)

6 innings is the maximum amount of innings that may be played (unless the game is tied after 6 full innings and no time constraints (below) have been met.

For AAA, the goal is to not allow a new inning to begin after the 1:45 mark. Players in AAA can be as young as 8 years old, and it is too much to ask them to play for more than two hours after an hourlong warm-up as well.

Given this goal, the two managers are expected to meet with the umpire at the start of an inning before the 90 minute mark. The purpose is to decide if that is the last inning because it impacts whether the 5-run rule applies. In the case of a youth umpire, the youth umpire may consult the two managers. The two managers are expected to quickly reach a consensus that achieves the goal of no new inning after 1:45, but also defer to the youth umpire’s decision without any undue pressure.

In the event the game is tied after the last inning has been determined or the 6 inning has been completed, both teams may continue to play until the earlier of the following occurs; (1) the stated sunset time occurs prior to the extra-inning game being fully complete or (2) the 2:10 time limit maximum (from “first pitch”) of a game, is met. Regardless of the score at either points above (item 1 or item 2), if the extra-inning game has not been completed, the game will revert to the previous inning’s score and end in a “tie”.

### **Inclement Weather / Field Conditions during a game**

The umpires shall have discretion (with consultation from both Managers), as to whether or not rain or field conditions have become an impediment sufficient enough to call the end of the game. In the event a game is called prior to 3 complete innings, it doesn’t count. The game will be attempted to be rescheduled. If a game is ended during the 4th inning or later, the score reverts to the end of the previous inning. Managers are expected to accept the umpire’s decision without undue pressure.

### **Extra Inning Games Justin: I think this is not needed as it is at the end of the Regular Season Time Limit section?**

~~The maximum length for a game that is tied after 6 full innings shall be 130 minutes from the stated time of the “first pitch” of that game. In no event shall a game exceed 130 minutes.~~

## **Mercy Rule**

The Mercy Rule shall be applied in any of the following scenarios: (1) a 15-run lead after 3 innings (or 2.5 if home team leads), (2) a 10-run lead after 4 innings (or 3.5 if home team leads), (3) an 8-run lead after 5 innings (or 4.5 if home team leads) If any of these metrics are met, the game shall end and the team leading shall be deemed the winner of the game. The game should be ended in GC.

If there is no game afterwards and the umpire is open to it, both teams can proceed with a scrimmage and turn the scoreboard off.

## **Five Run Rule:**

A team may only score five runs in an inning unless it is the last inning of the game. If it is the last inning, the team may bat through the lineup. No batter may have more than one plate appearance per inning. If the teams have uneven number of players, the team with lesser players may continue batting until it has matched the other team.

## **Playing Time**

No eligible player may sit on the bench (while their team is in the field) for more than 1 consecutive inning.

There is no infield play requirement, but managers are expected to focus on development over wins and give players opportunities in the infield early on.

## **Warm-Up Pitches**

Pitchers will be allowed 6 warm up pitches in-between innings, as will any pitcher who comes into the game in relief.

## **On-Deck Circle**

Only the batter at the plate can be outside of the dugout. There is no "on deck circle" in Little League.

## **Adults in Dugout**

The only adults allowed in the dugout/field are the Manager and the three assistant coaches. An approved volunteer may step in on a one-time basis to ensure an adult is in the dugout. If there are only two adults, one must stay in the dugout when the team is batting.

## **Conduct between Managers & Umpires**

Only Managers can request to talk with the home plate umpire and the home plate umpire must call "time" and allow the Manager to approach. If a Manager would like to speak to the umpire on the bases, that Manager must first get permission from the home plate umpire to do so.

At no time should any adult (including Assistant Coaches) on the field (other than a Manager) speak to or request to speak to an umpire.

In the event the home plate umpire is not an adult, anytime a Manager speaks to a youth home plate umpire, both Managers must be present at the discussion. It is the responsibility of the home plate umpire to pause the conversation and ask the opposing Manager to join. No Managers can speak to a youth home plate umpire during the game without the other Manager present for the conversation.

### **Dropped third strike:**

There is no dropped 3rd strike rule in AAA.

### **Pitchers/Catchers:**

This rule is in effect for the PreSeason (2/24-3/24):

1. From the start of the regular season, through March 24th, ALL PLAYERS shall have a maximum pitch count of 50 pitches. "Pitch Count" is determined by the LL Rule Book definition. Beginning on March 25<sup>th</sup> refer to the Green Book for players pitch count max, as determined by the players Little League Age. *\*(Note: It is the Managers responsibility to know the LL Age of his players)*
  - i. Pitch count is determined by a combination of (1) the Little League Age of the pitcher in question and (2) the number of calendar days that have elapsed since the pitcher in question last pitched in a game.

Other important reminders:

1. Catchers who catch 4 total innings in a game, are not eligible to pitch in that same game. *\*(Note: Per the LL Rule Book, a catcher that catches "one live pitch" in the 4<sup>th</sup> inning, will be deemed to have played the position of catcher for 4 innings)*
2. Pitchers who pass the 40 pitch threshold (start a new AB at 40 or more) are not eligible to catch in that same game.
3. A catcher can pitch and return to catching if he does not pass the 20 pitch threshold (start a new AB at 20 or more).

## **Team On/Off Field**

All Managers should make sure their teams are taking the field in a timely manner in between half innings. If your catcher has hit in the half inning and is back in the dugout prior to the half inning ending, they should be getting their gear on when they arrive back in the dugout.

Pitchers have eight warm-ups in the first inning that they're throwing. After that, we recommend limiting it to four or five. They should not take more than a minute.

### **Cage Use Prior to the Games**

Neither team playing on a weekday will be allowed to use the cages prior to or during that day's game so as to allow the practice teams to use it.

The home team may use the cages on Saturdays.

### **Warm Up Area's on Saturday's for games 2-4 on the Major Field**

The team in the 1<sup>st</sup> base dugout will warm up in the grass area outside of the RF fence of the Majors Field. The team in the 3<sup>rd</sup> base dugout will warm up in the grass area outside of the LF fence of the Majors Field.

### **Game Changer**

Both teams will be required to score each AAA game on Game Changer.

### **Manager's responsibility to know the LL Rule Book Rules and WGLL-specific rules**

In addition to these AAA "league specific rules", Managers & Assistant Coaches are responsible for knowing the LL Rule Book.

Furthermore, they are required to proactively work together to prevent rule issues before they occur. If you see a potential issue, they should call time and have a meeting at the plate to resolve the potential concern.