

2026 Tri-Town AA DIVISION

(BAA, DBSL, RYSBA)

COACH'S HANDBOOK



VERSION: 2026v2

Last updated: May 15, 2026

General Rules

- Age Requirements: The AA division is intended primarily for 8U eligible players, using their baseball age as of April 30th of 2026.
- Umpires - A single umpire will be provided by the hosting league.
- All players must wear batting helmets while at bat and running the bases.
- Bat Rules: All bats must have the “USA bat logo”
- 6 inning games, unless reduced by time limit.
- The official start time of the game is defined as when the first pitch is thrown.
- Time Limit:
 - No inning will start after 1 hour 45 minutes from the first pitch of the game.
 - Any inning starting after 1 hour 30 minutes will be unlimited (i.e. not subject to 4 run/inning cap).
 - It is the responsibility of both coaches to confirm the start of an unlimited inning with the umpire.
 - Once the unlimited inning has been declared/started, it will be the last inning of the game.
 - A new inning starts when the third out is made in the bottom of the previous inning.
 - Games can end in a tie during the regular season.
- A total of no more than 4 coaches/non-players are allowed in the dugout during a game.
- A team can start a game with 8 field members, but to start with less than 8 will constitute a forfeit. If a team needs to use multiple call ups players, they can only pull in more players to make the playing roster no more than 10 players. In case of a forfeit, the teams may elect to play a scrimmage, but game will be recorded as 6-0 forfeit.
- A “call up” player is defined as a player that is asked to play for another team in their town. These “call up” players will not be allowed to pitch for the team for which they are a “call up” player. All “call ups” must be from a younger division. Any such players will be placed at the end of batting order.
- No limits to rosters, although each town is asked to be reasonable.
- A “continuous” batting order is to be used and each player dressed to play is expected to bat.
- Each town is to assemble their own teams and is expected not to “stack” any team. Any player with above average to exceptional skill may play as long as the league is notified, and he is approved to play in the league.
- 4 runs per inning max expect for an inning declared “unlimited”
 - See Time Limit section for definition of “unlimited”
- Ten players in the field at a time (6 traditional infielders and 4 outfielders). The four (4) outfielders must play in the outfield, starting in the grass, no short fielders: (left, left center, right center, right fielders). Standard infield positions, starting on infield surface,

not grass, however if batter squares to bunt, infielders may come in. No additional in-fielders.

- A player, who is not injured and needs to leave the game, can come back. However, the team must take an out at that player's spot in the order.
- If an injured player elects not to come back into the game, then his spot in the batting order will be skipped with no penalty.
- Once a player elects not to return to the game, he can only return and retake his spot in the batting order with the agreement of the opposing Manager, or the Coach who is assuming the Manager's responsibilities for that day.
- Sliding: No head-first sliding. "Slide or Avoid" Rule applies. If a play is being made on a runner he must either slide or avoid contact. Umpire's discretion.

Offense

- Steals of second and third base will be allowed, but not home. There will be a limit of two attempted steals per inning. An attempt shall be considered when a runner advances halfway to the base. When stealing, players are not allowed to advance past the base that has been stolen. Taking home on a passed ball or wild pitch will also be prohibited.
- Stealing is not allowed when a coach has entered the game to pitch.
- Leading: Players on base may leave the base when the ball crosses the plate (no leading before the pitch crosses plate), the ball is hit into the field of play by the batter or until forced ahead by a hit batter.
- Advancing Bases
 - Batted Ball in the Infield: Players are allowed to move up only one base on an error, including advancing from 3rd to home. If multiple errors are made on the play the players still only move up one base.
 - A batter may not advance beyond 2nd base on a ball hit in the infield regardless of whether an error has been made or not.
 - Any runners on base when a ball is hit in the infield will be able to advance a maximum of two bases regardless of whether an error has been made or not.
 - Batted Ball to the Outfield: Players can advance as many bases as they like **until** a player in possession of the ball is on the pitching rubber or a base. At that point the ball is considered dead. If a player has rounded a base by the time the ball becomes dead, they are allowed to advance to the next base at their own peril. A player may not advance beyond the base they are approaching when the ball is deemed dead and regardless of whether or not an error is made when attempting to make a play on the baserunner.
 - Steal Attempts: runners may not advance to an additional base beyond the initial one stolen on an error (throwing/catching from catcher in the attempt to catch a runner stealing.).
- Bunting is allowed. Slash bunting is not allowed and will result in an out.
- Infield fly rule does not apply. Tagging up on a fly ball is allowed. Runner advances at his own peril.

- Offense will be limited to 4 runs per inning with exception of the declared unlimited inning.
- Catchers: Catchers should be encouraged to stay in gear unless batting, or to gear up as early as possible before their fielding half of the inning comes up. It is also highly recommended to provide a courtesy runner for a catcher once they reach base to allow the player more time to get geared up for the field.
 - The courtesy runner will be the player who made the last out.
- BY DESIGN, THERE IS NO MERCY RULE. HOWEVER, WE EXPECT MANAGERS TO BE REASONABLE AND REMEMBER THE PURPOSES OF THE LEAGUE. YOU CAN'T TELL AN 8 YEAR OLD NOT TO SWING OR TO INTENTIONALLY MAKE AN OUT. HOWEVER, YOU CAN USE A LESS SKILLED PITCHER IN A BIG LEAD SITUATION AND LET THE OTHER TEAM HAVE SOME AT BATS, REST YOUR ACE(S) AND GIVE OTHER PLAYERS THE CHANCE TO PITCH!!!

Fielding

- Free Substitution: Players may be moved in and out of the field positions at will, except for the pitcher. Once removed as a pitcher, a player may NOT pitch again in that game but may play any other position in the field.
- All players must play a minimum of nine (9) defensive outs in the field – we view this as a developmental league. Any player that can play an infield position safely is expected to play at least 2 innings per game infield. Rotate players to help them develop!
- Dead Ball .
 - Infield: On balls hit in the infield, the ball is dead, when it is possessed by any player while touching the pitching rubber.
 - Outfield: On balls hit in the outfield, the ball is dead, when possessed by any player touching any base OR the pitching rubber.
 - Runners who have rounded a base and are advancing to the next base after a ball is dead will be doing so at their own peril. No advancement beyond the base they are en route to will be allowed regardless of whether an error is made when attempting to make a play to get a baserunner out.
 - The ball will also be considered dead if there is an error or overthrow on a ball as the catcher returns the ball to the pitcher after a pitch. There will be no runners advancing.

Pitching

- A pitcher may pitch a maximum of three (3) consecutive innings in a game (they must be consecutive), and a maximum of six (6) innings per pitcher in a week (A "week" starts on Monday and ends on Sunday) or as defined by upper division agreements. This rule applies to make up games as well. Delivery of one single pitch constitutes an inning pitched. Once a pitcher stops being the pitcher (regardless of whether or not it is at the end or in the middle of an inning or he goes to the bench or another position in the field), he cannot return to the game as a pitcher. **There is no pitch count, but we expect our managers to be responsible for their player's arms.**

- To aid in shortening “dead” time during games, new pitchers entering the game will be allowed a maximum of 5 warm-up pitches from the mound. Returning pitchers will be allowed 2 warm up pitches from the mound.
- If the pitcher throws 4 balls, the batting team Coach will complete the at bat pitching to their player with the current count of balls and strikes. The strike zone is from chin to shin and over the plate. When the coach is pitching, there is no walking; the batter will strike out, get a hit or record an out.
- When a coach comes in to pitch, he must pitch from the 42’ rubber (or marking) that the kid pitchers are pitching from. The kid pitcher must take a defensive stance either beside or behind the coach, NOT anywhere in front of the coach who is pitching.
- If the batter is hit by the pitch thrown by a player he is awarded 1st base (not by a coaches’ pitch).
- Pitchers may not pitch on consecutive days. This rule also applies to make-up games. Make sure you schedule your makeup games accordingly.
- A pitcher must be removed after hitting three (3) batters in an inning or five (5) in a game.
- Scorebook should be kept by each team and include innings pitched by player.
- Pitchers will throw from 42’. Recommendation that the 42’ point is marked via chalk or temporary rubber when lining the field for play.
 - The defensive team should supply the coach in this position to return the ball to pitcher to help speed up the game., only if there are no runners on base.
 - They should retrieve balls that get by the catcher, but should **not** instruct, direct or otherwise coach the players from that position.
 - This coach must stay to the left or right of the catcher, not directly behind the catcher.
 - Other coaches are allowed on the bench to keep score, keep kids in line and maintain batting order.

Playoff Rule Adjustments

- All teams in this division will make the playoffs.
- Playoffs will be a single-elimination tournament, with seeding drawn randomly (without consideration of records or regular season performance). This will also determine who is “home” and who is “away”.
- There are no ties in the playoffs. All games will continue until a winner is determined.
- Once an unlimited inning has been declared, all innings required after it to determine a winner will also be unlimited.
- Game sites may also be determined randomly and could result in a game on a “neutral” field.
- “Call Ups” players are allowed for playoffs only if necessary to get to a minimum of 8 players and avoid a forfeit. “Call Ups” must be a player from a younger division.
- Non championship playoff games will run with same time limit rules used in regular season

- Championship Game will go a full 6 innings with no time limit where the 6th inning will be the start of unlimited innings regardless of time limit.

Miscellaneous

- The league of the hosting complex provides the umpire(s) at its expense. Please make sure Managers and Umpires review the local ground rules before the game.
- A coach that openly argues a single call with an umpire will be removed from that game. If you disagree with a call you may ask for a time call over the opposing coach and discuss the call with the umpire like civil adults. NOTHING should be said to the umpire even from the dugout with regards to balls and strikes (this applies to spectators as well). Balls and strikes cannot be questioned or argued. These umpires are young kids and may be intimidated by a coach or a spectator. If any coach or spectator is seen badgering an umpire, by a member of the board, he will be removed from the game.
- If a coach is removed from a game he is automatically suspended for the next scheduled game. Remember this is a game for 6 to 9 year olds – set a good example.

Except as herein provided, the Rules of Play shall be governed by the Cal Ripken Rules in force and effect for the applicable latest the Cal Ripken Rules apply unless covered by the divisional rules above.