

AA Division Spring Ball Rules

Revised: 3/10/2026



The objective of the AA division is to provide fun and instructional play. This division will offer a more in-depth understanding of the fundamentals as well as introduce the players to some of the final details of the game. Instruction in the basics of player pitching will also be included. The AA division will be player pitched and coach “assisted.” The season will consist of 12 regular season games with an end of season tournament.

There will be two Coaches meetings throughout the season. The first meeting will go over the below list of rules and expectations.

The second meeting will be held in June prior to the end of season playoffs to go over the list of rules and expectations.

The Little League “Green book” shall be used in all games except where rules are in direct conflict with the amendments listed. The CLLLB rules listed below will supersede the “green book rules”.

There are no more hard copies of the Little League rules, if you would like a copy of the rules you will need to download the Little League Rulebook App through the Play Store or the Apple Store.

Section 1: League Wide Safety and Equipment Rules

1. A AA Team can consist of one (1) Head Coach and up to three (3) approved/background checked assistant coaches.
2. Only the Head Coach and approved coaches with a completed background check will be allowed on the field or in the dugouts at any time. If coaches are added during the season, their name and contact must be given to the Safety Director and a background check must be completed before participation. This includes all practices, during the season and post season play.
3. Both teams are responsible for setting up the fields before the game. Field prep takes about 15 mins with coaches working together.
4. After practices and games “ALL” coaches are responsible for everything being locked and cleaned up afterwards. (See list of field prep/cleanup)
5. All Head Coaches will need to log into Admin Pro to set up and record Pitch Counts.
 - a. You can have a name Assistant Coach enter game data into Admin Pro as well
 - b. There is be a different log in for Fall vs Spring games
 - c. Coaches that are new to AA another meeting can be held to go over Admin Pro and Game Changer

6. **All bats must have the USA Baseball label on them.** All bats with the USA Baseball label on them are approved by Crystal Lake Little League Baseball.
7. **NO USSSA bats are allowed during practices, and games.** These bats are illegal in AA play and can not be in the dugout at any time.
 - a. If a USSSA is found in the dugout during practice, the player will be warned and the bat will be removed and handed to the parent.
 - b. If a USSSA is found in the dugout during a game, that player will be removed from the game.
 - c. If a USSSA is used during a game, the player and the Head Coach will be removed from the game, the batter will receive an "OUT" for their at bat, and the player and Head Coach will have a one (1) game suspension.
8. NO metal cleats are allowed during practices and games.
9. Facemasks on helmets are not required, but are recommended for all AA players.
10. All helmets must be NOCSAE approved.
 - a. A NOCSAE helmet is one that has been certified by the National Operating Committee on Standards for Athletic Equipment (NOCSAE) to meet specific performance standards for athletic equipment.
11. Any player using a bat at practice or during a game must wear a helmet.
 - a. The league will provide extra helmets for each team - no player can swing a bat at any time (practice or games) without wearing a helmet.
12. All players must wear their helmet until they leave the field and enter the dugout; a player removing his/her helmet prior to exiting the field can be called out by the umpire.
13. All players must wear a protective cup for games & practices.
 - a. NO CUP= NO participation NO EXCEPTIONS!
14. All catcher's masks must include a hanging throat guard.
 - a. If the catches mask does not have please let the division VP know before games start
15. All players warming up a pitcher at any time must wear a catcher's mask.
16. Coaches may warm up pitchers while the catcher is getting ready. As soon as the catcher is ready, the player will take over.
 - a. ***Warm up pitches are limited to 3 at AA which include balls thrown to the coach.***
17. **No "On Deck" batters are allowed at any time on or off the field (including behind the backstop). Players must remain in the dugout until their turn to bat.**
18. **Hitting sticks or other training tools are not allowed during games.**
 - a. **If a hitting stick is used during a game, the Head Coach will be removed from the game.**
19. Pre-game warmups should not take place on the infield until the home team takes the field.
20. All pre-game warm-ups will take place in the outfield only
21. No manager, coach, player or parent should make calls for the umpire, make balk calls or attempt to distract a pitcher during game play.
22. Practices for spring max of 3 events for the week Sunday-Saturday
 - a. 2 practices during the week: Monday-Thursday, 1 game on Saturday

- b. 1 game and 1 practice during the week: Monday-Thursday, 1 game on Saturday
- c. **No practices or games on Sunday and Friday**

Section 2: League Wide Rainout/Cancellation policy

1. If no league decision has been rendered, the ability to play a game based on field conditions and safety must be decided by both managers. If no agreement is reached, consult with the division VP. (Games should be played when scheduled, if possible.)
2. Canceled or suspended games must be reported immediately to the division vp and executive vp.
3. The league reserves the right to postpone, cancel, reschedule any game at its discretion.
4. A game will be suspended and all players, parents and coaches must leave the field to the protection of their vehicles when any adult sees lightning, the act of seeing lightning overrides the audible warning system.
5. Teams can not return to the field until after 20 minutes of no lightning and/or the all clear is sounded.
6. Suspended games will pick up where they were stopped including batter counts.
7. Previously removed pitchers cannot return in a suspended game when it is completed. All pitches thrown in the suspended game are recorded on the pitch log as if the game was completed.
8. For individual game cancellations or suspension, coaches will work together to come up with a list of dates that might work. Coaches should then send those dates to the Executive VP and Division VP who will assign a field and a final date based on umpires and field availability.
9. When the league makes the decision to cancel games, the league will reschedule all games from that day and let coaches know of the new game date.

Section 3: Pitching (Innings, Pitch Counts, and Rest Days)

1. All players on the team are encouraged to pitch.
 - a. **Spring season pitching rotation for a game will be one (1) pitcher per inning.**
 - b. Build your pitching rotation with at least 3-5 players ready to pitch in a game.
 - c. This helps as some may move into AAA next season where pitching is more important
 - d. Help transition A players into a AA division role
2. **All AA pitchers are limited to 50 pitches or 3 outs per game**
3. **One (1) pitch in an inning will count for one (1) inning pitched**
4. **All Pitchers are limited to 200 pitches during the 12 regular season games.**
5. Head Coaches that do not abide by the the above rules will have the following discussed with the Executive Board based on the severity of the broken rule(s):
 - a. The Player who had pitched will not be allowed to pitch until the full pitching rotation is met.
 - b. The player who pitched will have one (1) less out the next time they pitch
 - c. The Head Coach will be suspended for one (1) game.
6. **If a player pitches in every game the Head Coach will serve a one (1) suspension**

- a. All players on the team are encouraged to pitch.
 - b. All teams should have a 3-5 player rotation for every game
 - c. Pitcher would see their next outing every 3rd game
- 7. Pitch counts need to be entered into the system (admin Pro) within 24 hours after the current game played.**
- a. Head Coaches that do not abide by the above rule will serve a one (1) game suspension.**
8. Pitchers may finish pitching to a batter if they started the batter prior to hitting the maximum pitch limit (50) or the managers' planned pitch limit. (They must be under the threshold before pitching to a new batter.)
- a. For example, if the coach wants to pull the pitcher at 35 pitches and that 35th pitch is thrown during an at bat, the pitcher may finish pitching to that batter and record 35 pitches for the game.
- 9. A pitcher that enters the game with two (2) outs in the inning can not come back for the next inning, based on the 1 pitch equals 1 inning.**
10. All pitch counts in suspended games count as if the game was completed. (towards season totals and days of rest.)
11. Each team should have a designated pitch counter and should confirm pitch counts for both teams between innings.
- a. These pitch counts must be confirmed or challenged by the opposing team before entering them into Admin Pro. (Please confirm pitch counts at the fields- this eliminates the reason to contest counts).
 - b. If the Head Coach communicates with the CLLLB President/VP or Division VP that the system is not working or can not enter, they can provide the following:
 - i. Pitches First and Last Name
 - ii. Innings Pitched (1, 2 or 3)
 - iii. Number of pitches
12. Days of rest begin the day after the game is pitched.
- a. The following pitching rest rules apply:
 - i. 1-20 pitches = Zero days rest
 - ii. 21-35 pitches= One day of rest
 - iii. 36-50 pitchers= Two days of rest
 - iv. 51-65 pitches= Three days of rest
 - v. 68-85 pitches= Four days of rest
 - b. Example: If a player throws 36 pitches on Monday they require 2 days of rest.
 - i. Rest days would be Tuesday and Wednesday
 - ii. They are then available to pitch on Thursday
13. Any manager not complying with the proper rest days of a pitcher will have to forfeit the current game & the Head Coach will have to serve a one (1) game suspension.
14. Catches are encouraged to field the ball and through it back to the pitcher
- a. If a coach that is behind the umpire gets the ball they must give it to the catcher to throw it back to the pitcher.
 - b. The catcher must throw the ball and not roll it back to the pitcher.

- c. The Shortstop and 2nd Baseman are encouraged to assist the pitcher on a pass ball and hand it back to the pitcher.
- 15. Pitchers who walk 6 batters in one inning must be removed from the position of pitcher after the 6th walked batter finishes his coach pitch at bat.**
 - a. The pitcher who comes in to relieve the pitcher can not pitch the next inning, based on the 1 pitch equals 1 inning.**
- 16. Pitchers who throw more than 41 pitches in a game cannot be used in the catcher position during the current game.
- 17. A pitcher must be removed from the position of pitcher if they hit three (3) batters in one game.
- 18. *The strike zone will be from chin to ankles with 3 ball lengths on both sides of the plate to encourage swinging and increase the rate of play. This rule will vary depending on the height of the batter in the batters box.***

Section 4: Field setup, Equipment, Safety and Game Management

1. A standard Little League hard ball will be used.
2. Bases will be 60ft apart
3. The pitching rubber will measure 40' from the back of home plate.
4. An extra safety base will be used at 1st base.
5. Defensively, one coach is allowed to stand behind the catcher to retrieve passed balls, but should refrain from coaching or commenting on balls and strikes.
6. Defensively, one coach is permitted to occupy the area behind the pitcher or behind the center fielder, to coach the defensive players.
7. During Coach assist pitching balls should be attempted to be thrown from catcher to pitcher and not coach to coach.
8. Each team should designate a scorekeeper for each game.
 - a. The use of Game Changer is recommended
 - b. The use of a scorebook is also recommended when available
9. All games will be a maximum of 6 innings in length.
10. **No "NEW" inning will begin after 1 hour and 45 minutes from the first pitch.**
 - a. It is recommended that both managers meet with the umpire at the same time during each game when it is time for the umpire to enforce this rule.
11. One home plate umpire will be used and all of the umpire's calls are final.
 - a. Only the Head Coach can ask for clarification on a call during an inning or at each half inning
12. Five (5) runs scored max in an inning
13. A 10 run slaughter rule is in effect after the top of the 4th inning, if the home team is ahead and after the bottom of the 4th inning if the away team is ahead. Teams may continue to play a slaughter rule completed game during their allotted time, but any additional runs will not count.
 - a. Pitches thrown will be counted and must be reported to the pitch count website.
14. Except for the 6th inning, all ½ innings are complete when 3 outs have been recorded or 5 runs have been scored.
15. There are unlimited runs in the 6th inning.

16. If the 6th inning can not be completed for any reason, the score reverts back to the 5th inning.
17. Tied games that cannot be completed will remain ties.
18. Substitute players will be league approved if needed.
 - a. It is encouraged that AA teams with more players assist the other team with few players in the outfield positions for that game.
 - b. The borrowed players will be switched out with that teams last out to allow the current player in the field to have an at bat.
 - c. If needed, a 7 year old or 2nd year A division player can be called up.
 - d. Players will be assigned by the player agent and division VP upon request.
 - e. Substitutes will only play the outfield and either 2nd or 3rd to complete their 1 inning on the infield. Substitutes will bat last.

Section 5: Fielding:

1. All outfielders must be at least fifteen (15) feet behind the infield bases at the time the pitch is thrown or five (5) off the infield dirt/ outfield grass line
2. **Substitution Rules: Based on the amount of players on your roster**
 - a. If your team and the team you playing against have a roster of 10
 - i. Four players will be allowed in the outfield (left field, left center, right center, right field).
 - b. If your team has 10 on its roster for the game and the opposing team has 8 or less
 - i. You can offer up to three (3) outfielders on defence only
 - ii. The last two players that got outs 2 & 3 of the previous inning will be set in the outfield
 - iii. When the player in the outfields turn in the ondeck position you can swap out for the player that got the last out in the current inning.
 - c. If the opposing team does not want any subs for field in the game your team must sit players based on the following for one (1) inning:
 - i. For all scenarios players are still allowed to bat in the line up (1-10)
 - ii. 10 to 10 (player game per Section 5: Number 2: Subs Section (a))
 - iii. 9 to 10 (coaches call to allow 4 outfielders)
 - iv. 8 to 10 (team with 10 players must sit two (2) fielders per inning)
 - v. 7 to 10 (team with 10 players must sit three (3) fielders per inning)
 - d. If there are less than 3 outfielders head Coaches can make the following changes:
 - i. Ground balls rolling into the outfield will be limited to a single only
 - ii. Flyballs that roll into the grass/outfield will be limited to a single only
 1. This is in regards to the flyball falling and rolling between the infielder and the outfield which is a playable ball and can be thrown into the infield quickly
 - iii. Flyballs that clear the dirt/grass line and go over the outfielders head will be limited to a double

1. If there are runners on the bases at the time they may advance as follows:
 - a. 1st to 3rd
 - b. 2nd to home
3. No outfielder may field a ball and tag a base or a runner for a force out. All balls fielded by an outfielder must be thrown, flipped, or tossed back into an infielder, pitcher or catcher.
4. All base runners may be called safe if the outfielders are deemed closer than 15 feet to the infield bases when making a play on a batted ball or a force play at any base. Outfields must field the ball in the grass and then throw, flip, or toss the ball back into an infielder, pitcher or catcher.
5. **Once the ball crosses the dirt/grass line back into the infield the play has ended**
6. No runner shall advance to an additional base after the ball enters the infield. Once an infielder has the ball, the runners can not advance unless they are already halfway or more to the next base. Any throw by a fielder that goes into foul territory will be called a dead ball and runners can continue to the next base as long as they made it halfway or more. Umpires will be asked to call dead ball or infield control. It is very difficult for an umpire to monitor the ball and runners in the scenario. Base coaches must honestly assist the umpire in placing runners on the correct bases.
7. All Players must play at least six (6) defensive outs per game unless a safety problem has arisen and the opposing manager has been notified. They do not have to be consecutive. It is strongly recommended by CLLLBB that all players play equal time in the field and that all players are exposed to multiple positions.
8. No player shall sit 2 consecutive innings. All players shall sit at least 1 inning prior to any player sitting a second inning.
9. All players must play an infield position for at least two innings each game. An infield position is defined as Pitcher, Catcher, 1st Base, 2nd Base, Shortstop, or 3rd base.
10. No player shall play the same position for more than two (2) innings in the same game.
11. All players must meet the participation requirement of playing both the infield and the outfield at least one inning by the fourth inning. No player should ever play an infield position each inning for the first four innings.
12. In AA there is no Infield Fly rule

Section 6: Batting and Base Running

1. A continuous batting order will be utilized- all players that are available for that game must be in the batting order.
 - a. Any player that arrives after the first pitch must be placed at the end of the batting order.
 - b. A player that has to leave the game for any reason does not become an out in the order when his/her turn is reached. His/her turn is skipped.
2. No On Deck batters
3. No bunting allowed.
4. Normal ball and strike calls are made to batters, but there are no walks. If ball four (4) is reached, a coach from the offensive team will go to the mound and throw a maximum of

- 3 pitches to allow the batter to try to put the ball into play. If the batter does not put the ball into play after the third pitch, the batter is out and will return to the dugout.
- a. The at bat does not end on a ball that is foul. If the third pitch is foul, additional pitches will be awarded until the ball is put into play, or missed.
 - b. The coach must pitch from the kneeling position with a foot or knee on the pitcher's plate (rubber), no exceptions.
 - c. The coach pitcher must use a baseball glove while pitching for defensive purposes (being sure not to interfere with gameplay, but only to defend themselves from an incoming ball.)
 - d. The player pitcher must stand to the right or left of the coach pitching with 1 foot on the dirt that makes up the mound area.
 - e. If any coach intentionally interferes with play after a ball is batted, the batter is out.
5. ***Batter's hit by a pitch in the air or that has bounced first have the option to continue to hit or take 1st base, however no coach, manager or parent may influence the batter's decision. If the umpire deems that a manager or coach is trying to influence the batter's decision, the umpire shall call the batter out.***
 6. Base runners must slide feet first and/or attempt to avoid contact at all bases. If the player slides head first, or runs into a fielder without attempting to avoid contact, the player is deemed out.
 7. Runners will be called out for running outside of the baseline by the umpire
 8. Runners will be called out for interfering with a fielder fielding the ball by the umpire
 9. There are no lead offs and no stealing. Runners must wait for the ball and bat contact before leaving the base. Runners who leave the base early, will be called out.
 10. Runners can not advance on "overthrows" at any base. An overthrow is defined as any ball thrown that goes past an infielder on an attempt to get a runner out. This includes any balls thrown from an infield position to 2nd base or a ball thrown to 2nd base by an outfielder.
 11. **Once the ball crosses the dirt/grass line back into the infield the play has ended**
 12. No runner shall advance to an additional base after the ball enters the infield. Once an infielder has the ball, the runners can not advance unless they are already halfway or more to the next base. Any throw by a fielder that goes into foul territory will be called a dead ball and runners can continue to the next base as long as they made it halfway or more. Umpires will be asked to call dead ball or infield control. It is very difficult for an umpire to monitor the ball and runners in the scenario. Base coaches must honestly assist the umpire in placing runners on the correct bases.

Section 7: Manager & Coach conduct:

"The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity is subject to disciplinary action by the local league board of directors." section XIV Little League "Green Book."

1. No manager, coach, player or parent should make calls for the umpire, make balk calls or attempt to distract a pitcher during game play.
2. All Coaches and Managers must complete a background check prior to being on the field, this includes all assistant coaches.
3. All Coaches and Managers must complete safety training and all required league training before entering the dugout or step onto the fields.
4. Head Coaches are responsible for the conduct of all assistant coaches, players and team parents.
5. Crystal Lake Little League has a zero tolerance policy towards managers and coaches whose actions are abusive or threatening towards umpires, players, parents, coaches.
6. Managers that break the code of conduct:
 - a. Written warning and a Verbal discussion with the Head Coach will be given
 - b. The second offence the Head Coach is subject to a possible one (1) game suspension. Any such action will be determined by the executive board and the division VP
 - c. If a third offence is committed that Head Coach will be removed from their position and suspended from the league and not allowed to coach again.
7. **Batting orders must be exchanged prior to the game start.** Any player arriving after lineup exchange will be added to the bottom of the batting order. Failure to comply may result in forfeiture of the game.
8. **Only Head Coaches may discuss any calls with the umpire.** Assistant or non-managers who repeatedly ignore this rule can be ejected from the field of play by the umpire and will need to leave the area.
9. Any Head Coach who is thrown out of a game for any reason is automatically suspended for the next game, which includes coaching at any other level until the next game is completed.
 - a. The Head Coach can watch the game but can not talk to the team or other coaches
 - b. The Head Coach can opt to watch the game from the outfield, again they can not have any contact with the team or other coaches
10. **Managers who pitch players illegally, do not report pitch counts in a timely manner or otherwise break the manager's code of conduct are subject to a possible games suspension for a first offense. Any such action will be determined by the executive board and the division VP. (Section 3: Line #5)**
11. At no time should a manager, coach, parent or player challenge or otherwise publicly complain about an umpire's judgment calls. Balls, strikes, force plays, balks, leaving early, and fair/foul calls are examples of judgment calls. An interpretation of the rules may be challenged, but only by a manager with a copy of the rules and the other manager in a respectful conference with the umpire. Ignoring this rule or repeatedly breaking this rule can result in disciplinary action from the CLLL Board of Directors.
12. There will be no protested games allowed. All rules discrepancies must be discussed, and resolved, by both team managers and the umpire on the field when the issue is discovered.