

2025 Majors/AAA Inter-League Rules –TVLL/SRVLL Combined

(as of 1/22/25)

AA Division Rules

Overview

- An overview of AA rules, and how these rules compare to other divisions can be found [here](#).
- **Division Focus:** The AA Division is a developmental league designed to help players advance their skills in pitching, hitting, fielding, baserunning, and game strategy. The emphasis is on player development and enjoyment, not solely on winning games.
- **Game Format:**
 - 6 innings or time limit. No new inning may start within 15 minutes prior to 1:45 time limit (eg: no new inning can start 90 mins after first pitch).
 - Important for coaches to mutually “declare” the last inning
 - Games are machine-pitch for the first half of the season (until Spring Break) and transition to kid-pitch thereafter.
 - 5-run inning rule for pitching machines. 3-run inning rule for kid-pitch. Last inning of the game has unlimited runs.
 - Mercy rule of 15-10-8 after 3-4-5 innings in effect.
 - 5 run max during machine pitch and 3 run max during kid - with unlimited runs in the last inning.

Pitching Rules

- **Machine Pitch:**
 - We will have on-field coaches tutorial in Feb
 - The Machine will be placed on the mound to mimic the release location of the kid pitcher.
 - Setting will be a bit faster than the average pitcher once kid pitch starts. We want players to feel like Kid Pitch is slower than what they had been facing.
 - Coaches must not alter machine settings during the game without agreement from both coaches.
- **Kid Pitch** (convert April 2)
 - Little League pitch count rules apply:
 - League Age 8: Max 35 pitches per game (50 after April 7).
 - League Age 9-10: Max 50 pitches per game (75 after April 7).
 - League Age 11: Max 60 pitches per game (85 after April 7).
 - No pitcher may throw more than 3 innings in a game or pitch in 3 consecutive days.

- Rest Days:
 - 66+ pitches: 4 days rest.
 - 51–65 pitches: 3 days rest.
 - 36–50 pitches: 2 days rest.
 - 21–35 pitches: 1 day rest.
 - 1–20 pitches: No rest required.

Fielding Rules

- 9 players on the field at all times. Outfielders must remain on the grass. There should be a clear distinction between infielders and outfielders. Example - the center fielder should not act as a rover/be catching balls at second base. A right fielder should only have a play at first base on a hard stuck ball.
- All players must play at least 4 innings in the field during a 6-inning game, with at least 2 innings in the infield. Catcher does not count as an infield position.
- No player sits twice until all players have sat once.

Hitting Rules

- Continuous batting order.
- A half-inning ends with 3 outs or run limit (5 runs scored on pitching machine, 3 runs scored on kid-pitch), whichever comes first. Last inning has unlimited runs.
- Batters have 3 strikes to put the ball in play (machine pitch). No walks will occur during Machine Pitch.
- (USA stamped bats only) - No illegal bats (USSSA, etc.). Umpires will check. Coaches reinforce.
- No bunting allowed for 2025 season
- If batted ball hits the pitching machine, bucket or pitching coach, it is considered a dead ball.
 - Dead ball rule: Batter takes first base. If there's an existing runner on first base, that runner advances to second base. If there is a runner on 2nd or 3rd but not 1st, those runners do not advance.

Baserunning Rules

- **No Advancing on Passed Balls:** Runners may not advance on a passed ball or wild pitch.
 - **Overthrows:** You may advance as many bases as possible until the Pitcher has the ball in hand within the vicinity of the mound area. This promotes kids getting the ball into the infield or to their pitcher as will be the rule in the upcoming Divisions (AAA and Majors).
 - "The ball is dead when the pitcher has control in the mound area. If a runner is halfway they advance to the next base. If they are not yet halfway, they must return to the base they came from."
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 - This should be enforced by hitting team coaches not umpires. The umpires are too inexperienced to add this responsibility. Base coaches for the hitting team should send their runners back to the base if they are not half way. The objective is to create a game where kids win/lose the game based on hitting and making plays in the field.
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 - **No Leads, Secondary Leads Allowed:**
 - Runners are not allowed to take leads before the pitch is delivered.
 - Secondary leads are permitted once the pitch crosses the plate. Runners may take a few steps off the base to prepare for advancement but must remain alert to return quickly if necessary.
 - **Play Stoppage:** The ball is considered dead, and play stops when:
 - The pitcher has control of the ball in the Mound Area.
 - Runners who have not left their current base may not advance.
 - Runners halfway to advancing base may advance to the next base.
 - No head first slides.
 - If a batted ball hits the pitching machine, bucket or pitching coach, it is considered a dead ball/walk.
 - Dead ball/walk rule: Batter takes first base. If there's an existing runner on first base, that runner advances to second base. If there is a runner on 2nd or 3rd but not 1st, those runners do not advance. (think treat it like a walk)
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Coach Behavior Rules

- **Code of Conduct:**

- Coaches are expected to model good sportsmanship at all times. Unsportsmanlike conduct (e.g., arguing calls, intimidating umpires, or berating players) will result in a warning or ejection.
- Coaches may not leave the dugout to argue judgment calls with umpires. Only the head coach may calmly request rule clarifications.
- Rushing or intimidating youth umpires is strictly prohibited and will result in immediate ejection. Coaches should not make an out or safe call or gesture.
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- **B In-Game Responsibilities:**

- Offense:
 - 1 coach to operate the pitching machine. Pitching machine operator is not allowed to instruct from field
 - 1st and 3rd base coaches to guide baserunners. 1st & 3rd base coaches are not permitted to make safe or out calls.
 - Remaining coach must stay in the dugout.
 - During kid pitch, the 4th coach must vacate the dugout when team is on defense
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 - Defense:
 - Only one coach is permitted outside the dugout, other coaches must remain inside the dugout.
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Safety Rules

- **Protective Gear:** All batters, runners, and pitchers must wear approved helmets.
 - **Pitcher Safety:** If a batted ball hits the pitching machine during the machine-pitch portion, the ball is considered dead, and the batter is awarded first base. Runners only advance if being pushed by batter taking first. (if first base is vacant with a runner on second, the runner on second does not advance)
 - **When batting: No on-deck hitters. No bats or equipment outside of the dugout. No players outside the dugout.**
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Game Procedures

- **Dugouts:** Home team is 3rd base dugout. Visiting team is 1st base dugout.
 - **Pre-Game:**
 - Home team is responsible for field setup, including chalking and dragging the field.
 - Away team is responsible for putting away bases and cleanup after the game.
 - **Warm Ups:**
 - Home team takes infield 20 mins prior to first pitch
 - Visiting team takes infield 10 mins prior to first pitch
 - **Post-Game:**
 - Home team submits final scores and pitch counts for both teams within 24 hours.
 - **Umpiring:**
 - Paid umpires will be provided for Home Plate and the Field. If neither appear for the game, coaches or designated parents will serve as umpires for the game.
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Playoffs

- Playoff seeding is determined by regular season win-loss records. Tiebreakers include:
 - Head-to-head record.
 - Fewest runs allowed.
 - Most runs scored.
- All playoff games will complete 6 innings unless shortened by the mercy rule.

AA vs. A Rules

Comparison w/ Progression Goals

The following table highlights continuity and progression between Single A and AA rules:

Category	Single A (A Division) Rules	AA (AA Division) Rules	Progression Notes
Pitching	Entire season machine pitch, up to 7 pitches/batter. Strikeouts count after April 7.	Machine pitch until week before Spring Break, then transitions to kid pitch. Pitch counts and rest requirements apply.	Progression introduces kid-pitching while preserving the structured development of machine pitch early in the season.
Game Length	6 innings or 1 hour 30 minutes.	6 innings or 1 hour 45 minutes.	Longer time limit reflects higher game complexity.
Batting	Continuous order, 5-run max per inning.	Continuous order, 5-run max per inning. 3-run limit during Kid Pitch.	Consistent structure to ensure continuity across divisions.
Base Running	No leading or secondary leads. One base on overthrows, no advancement to home.	No leads, secondary leads allowed after pitch crosses the plate. Runners may advance on overthrows.	Secondary leads and more realistic baserunning opportunities enhance progression.

Fielding	10 players on the field, optional catcher.	9 players, mandatory catcher.	AA aligns with standard baseball fielding positions.
Player Rotation	All players must play 4 innings (2 infield), no player sits twice until all players sit once.	Same as A Division.	Continuity ensures equitable playing time remains consistent.
Inning End	3 outs or 5 runs scored.	3 outs or 5 runs during machine pitch, 3 runs during kid pitch. last inning is unlimited runs.	Rule continuity keeps the game structure familiar.
Coaching Roles	Parent/coaches act as umpires.	Umpires are provided. Coaches must model good sportsmanship and follow stricter behavioral expectations.	Expanded coach behavior guidelines prepare for higher-level competition.
Stealing and Leads	Not allowed.	Stealing still not allowed, but secondary leads are introduced.	Encourages skill development in base running strategy.

Play Stoppage	Play stops when the ball reaches the infield dirt and is controlled.	Play stops when the pitcher controls the ball in the mound area.	Enhanced play stoppage rules improve game flow and realism.
Protective Gear	Standard Little League helmet rules.	Same as A Division, with emphasis on pitcher safety during machine pitch.	Continuity with an added focus on safety during transition phases.

SINGLE A DIVISION: LEVEL 5 BASEBALL

Allowable age range: 7-9; teams assigned based on buddy/coach requests at registration and home school.

"Single A" Division is a semi-competitive and a developmental division; coaching emphasis is on player instruction and development. Batters will be introduced to machine pitching (Rawlings Blue Flame). Division rules (fair play) are in-place to mandate player rotation in a variety of positions. Ten players are assigned to field positions each inning, and all rostered players bat whether assigned to a field position or not in continuous batting order. Game scores are recorded.

SKILL GOALS:

- Develop batting skills through proper stance and pitch recognition
- Develop fielding skills (infield and outfield positions, making the play at the correct base, backing up plays at the plate and in the field)
- Develop base running ability (when to run and listening to the 1st and 3rd base coaches)
- Develop tracking skills for catching fly balls
- Pitchers learning proper throwing mechanics
- Develop "big 3" skills of catching (receiving, blocking, throwing), as importance of this position increases at this level
- Learn to love the game of baseball

There is usually 1 practice per week and 2 games, one of which is typically on Saturday.

League age 9 players not drafted into AA division will be placed into Single A player pool. Players will be assigned to teams by the SRVLL Player Agent and Division Coordinator.

GAME RECORDS/SCORES:

- There are 13 official games in the Single A season with everyone playing each other once. We have one bye based on number of teams.
- There are 13 teams between the two leagues: 4=TVLL, 8=SRVLL
- The End of Year Tourney will have two brackets, an A bracket and a B bracket. Coaches will choose what bracket they want to be in based on how they perform against the other teams throughout the season. If they match up well, they may choose to go to the A bracket. If they do not match well, they may choose to go to the B bracket and only play more games that aren't playoff games.
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ALL SEASON:

- The 'pitcher' shall be positioned within a circle area estimated to be equivalent to where the 'mound' would be located so that players learn to field at that position/location.
- If a batted ball hits the pitching machine the play is dead and the batter is awarded first base. If there are runners on base they will only advance if there is a force out in effect (example: a runner on first will advance to second; a runner on third with no runner on second will remain at third.)

PITCHING / BATTING:

Beginning of season to March 31, 2024 - Players will be pitched up to 7 pitches by the pitching machine. If on the 7th pitch the batter fouls the ball off, they will be pitched subsequent pitches until the ball is put in play or the batter swings and misses for an out, whichever occurs first. A half-inning ends when 5 runs are scored or 3 outs are recorded, whichever occurs first. Runners can advance one (1) base on an overthrow, but may not advance to home plate. Play is ruled over when the ball reaches the infield dirt or equivalent and is controlled by a defensive player. Any runner not past the halfway point between bases will return to the base they came from.

April 1st, 2024 to end of season (including playoffs) - Players will be pitched up to 7 pitches by the pitching machine. Strikeouts count. A strikeout will consist of 3 pitches considered "strikes," by the designated umpire (coach working pitching machine). This includes swing-and-miss, pitches in the "strike zone," and foul balls. If on the 3rd strike or 7th pitch the batter fouls the ball off, they will be pitched subsequent pitches until the ball is put in play, the batter swings and misses, or the batter does not swing at the third strike, whichever occurs first. An inning ends with 5 runs scored or 3 outs recorded, whichever occurs first. Runners can advance one (1) base on an overthrow, but may not advance to home plate. Play is ruled over when the ball reaches the infield dirt or equivalent and is controlled by a defensive player. Any runner not past the halfway point between bases will return to the base they came from.

Note: the pitching machine settings are to be standard and remain the same throughout the game for both teams

- Recommended machine settings are '3'
- Recommended distance from the plate is 33 feet
- Adjustments may be needed depending on the effectiveness of the given machine spring: intent is that whatever is set is the same for both teams throughout the game
- Official Little League USA bats are to be used only. No other governing baseball body shall be used (i.e. USSSA, etc.) Coaches need to inspect their own teams bat lineup prior to each game.