



“AAA” MINOR DIVISION
PETALING LITTLE LEAGUE CITY TOURNAMENT & ALL-STAR RULES:

All games will be played by Little League rules (the book). Modifications to certain rules that are allowed under local rules are listed below. This document was agreed upon by all three leagues on May 15th, 2026.

LITTLE LEAGUE MINOR (AAA) DIVISION SPECIAL RULES

A) Roster: The roster of each team will be determined by a draft conducted at the beginning of the season. AAA All-Star Teams will consist of Minor Division rostered players only (No Major Players). AAA All-Star teams are selected by League Local Rules. Once an official team roster is set at the beginning of the season/tournament, it cannot be modified except to fill an absence through a player agent from a lower division or waitlist.

B) Playing Time: No player will remain out of the defensive line-up for two (2) consecutive innings. Managers and coaches shall rotate defensive players.

C) Scoring: During the first 4 innings of a game, a team is limited to scoring five (5) runs per inning. If an out-of-the-park home run is hit, all runners on base, plus the batter, will be allowed to score and the batting team is allowed to finish the play, but a maximum of 5 runs will be recorded. Beginning in the 5th inning, there shall be no run limit for either team. Minors divisions (AAA) adhere to the Run Rule, 4.10(e): If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game (4 completed innings) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of five (5) completed innings one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning.

D) Time Limits: No new inning -- defined as starting at the completion of the prior inning -- shall begin after the game has been in progress for two (2) hours (2:00). There is a “hard stop” time of two (2) hours thirty (30) minutes. Games that end on a “hard stop”, will revert back to the last completed inning of the regulation game (4 innings minimum). Games must complete 4 innings (3.5 if home team is leading) regardless of time limit. The game start time will commence on the first pitch and be monitored by the game’s umpire and recorded in the Home Book. If not officially recorded, the official start time is the scheduled start time. No exceptions. Games can end in a tie in Pool Play. Games cannot end in a tie for Quarterfinal Games, Semifinal Games, Championship Games and all All-Star Games. There is no time limit for Semifinal Games, Championship Games and all All-Star Games. Games can be called for darkness and would revert back to the last completed inning.

E) Base Stealing: Players may steal second and third on any pitch. Players may advance to home on a pass ball or wild pitch, but may not steal/delay steal home. However, a player may run home if the pitcher misses the throw back from the catcher.

F) Walks: There shall be no intentional walks allowed.

G) Batting Order: All players present at the start of a game shall be listed on their team's batting order and shall bat in that order throughout the game, whether or not they are playing in the field during any particular inning. This shall be known as the "continuous batting order" rule.

H) Game Status: Games should start on time and as scheduled. Any team that cannot field a team needs to notify the opposing team 24 hours in advance. Failure to do so will result in a forfeit. The eight player rule in effect. The 9th player (missing from the game) will be placed in the 9th position of the batting order and be recorded as a "skip" in each batting rotation. For City Tournament, a team may use a Pool Player from a lower division only.

I) Umpires: Hosting leagues will provide the umpire, unless they need help from other leagues. While adult umpires are preferred, a youth umpire age 13 or older is allowed. Under limited exceptions, a youth umpire may be less than 13 years old when the League believes that they are mature enough to umpire. Under such circumstances, the youth umpire(s) shall be older than the players they are umpiring.

When a youth umpire is umpiring a game, an adult umpire (umpire, coach, board member) will be on the field as the second umpire. All disputes against a call made by the youth umpire will go directly to the adult umpire on the field. Managers are only allowed to talk with the adult umpire regarding the youth umpires call and ask them to clarify or to dispute calls that are made by the youth umpire. Adult umpires should listen to the dispute and then privately meet with the youth umpire to discuss the dispute. The adult umpire will then make the final ruling and let the manager know what the ruling is.

Any manager, coach, or player that displays inappropriate behavior, bad language or aggression that is directed at the youth umpire may be ejected from the game by the adult umpire on the field and would be subject to discipline from their league. It is strongly recommended that playoff and championship games be umpired by adults and not youth umpires. Any Manager, Coach, or Player that is ejected from a game during tournament play may be suspended from the entire tournament and or the team may be removed from the tournament completely. This determination for a team to be removed from a tournament will be made by Tournament Director and the League Presidents.

J) Playoff and Championship Hosting: Each league will have a choice of hosting games in City Tournament and All-Stars. Who is the Home Team is determined by either the Tournament Director during Pool Play or by coin flip.

K) Score Book/Pitch Count: The official score book and pitch count will be held by the Home Team as determined by the tournament schedule or by coin flip prior to the beginning of the game. Both team managers should sign off on pitch counts at the end of the game. Any pitch count violations in tournament play will result in a game forfeit and a manager suspension for a minimum of one game.

L) Field Prep: Field prep will be completed by the hosting league or home team if both teams are in the same league. Hosting league or home team will provide game balls.

M) Pool Play: Pool play will be allowed in the AAA Division as outlined in each Leagues Local Rules with a list of eligible Pool Players that is utilized by the League Player Agent. All Pool Players are selected by the League's Player Agent. Pool Players must be from a lower division and not the same division. Teams can play with 8 players and the 9th player will be recorded as a skip.