

# 2026 Fall Ball Special Rules

## AAA, Minors (9-10)

1. All teams shall list every available player for that game in the batting order. Every player will bat in rotation. Once the first pitch is thrown in the game, any player who shows up late will be placed at the end of the batting order.
2. **The seven (7) batter rule** will be in effect. When the seventh batter comes to bat, the game situation will be declared as follows: there will be 2 outs, regardless of the actual number of outs. The inning will end when the third out is made or the seventh batter scores.
3. No pitcher will be allowed to pitch more than “**6 outs**” in any game.
4. Every player must play 2 defensive innings (free substitution).
5. After 5 innings of play or (in the case the home team is leading 4 ½ innings) a 10-run slaughter rule will be in effect.
6. If both teams have a minimum of 10 players, both teams will play 4 outfielders. If one or both teams have only 9 players both teams will play 3 outfielders.
7. **Time Limit, One Hour & Forty Five Minutes.**
  - A. When the time limit reaches one hour forty-five minutes and the visiting team is leading, the home team will be allowed to bat and complete the inning or score the go ahead run. Whichever comes first.
  - B. When the time limit reaches one hour and forty-five minutes and the home team is leading, THE GAME IS OVER.
8. Under no circumstances will any team have more than 3 adults allowed in the dugout or on the playing field.

**All Teams must play by these rules every game.**

**9. NO DELAYED STEAL FROM 3<sup>rd</sup> BASE    AAA / Minors Only**

Only on a ball past the catcher (delivered by the pitcher to the catcher) can a runner on 3<sup>rd</sup> base attempt to steal home.    Penalty: The runner is sent back to 3<sup>rd</sup> base.    Exception: should the catcher throw to 2<sup>nd</sup> base to try to throw out an advancing baserunner or overthrow the pitcher when throwing the ball back to him, the ball becomes live and all runners can advance at his/her own risk.

**10. NO Intentional Walks.**

The pitcher must deliver 4 pitches to the batter (called ball) for the batter to receive a walk.