

ATLL 2025 SPECIAL RULES FOR AAA-AMERICAN

Common Ground Rules to review before games

MEASUREMENTS: Base Distance. Sixty (60) feet. Pitching Distance. Forty (40) feet.

REGULATION GAME: A regulation game shall consist of a minimum of four (3) complete innings, and shall not exceed six (6) innings. However, no new inning shall start after **1 hour & 50 Minutes** have elapsed.

RUN LIMITS: 5 runs per half-inning (exception of the last inning). Any last inning that is not the 6th must be agreed before the top of the inning begins. If after four innings (three and one-half innings if the home team is ahead), one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

STEALING: There are no “straight steals” in AAA American (meaning you cannot steal if the catcher fields the ball). Runners can advance **one** base in the event of a passed ball or wild pitch only (ball goes behind the umpire). Runners may **not** advance another base in an attempt to throw the runner out. Advancing to home on a passed ball or wild pitch is **NOT** allowed.

DEAD BALL: Balls thrown back to the pitcher from the catcher are dead balls and not playable. The ball shall be considered dead and no runner may advance once the ball has been thrown to the pitcher.

MULTIPLE BASE HITS: On a hit into the outfield, runners may advance until the ball is returned to the infield.

OVERTHROWS: Runners may **NOT** advance on an overthrow to any base, whether the ball goes out of play or not.

NO UNCAUGHT THIRD STRIKE NO INFIELD FLY RULE

NO LEADING NO BALKS NO HEAD-FIRST SLIDES

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