

East Fullerton LL, Brea LL, and West Fullerton LL



**2026 Interleague
Minors (AAA to A)
Local Rules**

LOCAL RULES (Single-AAA, AA, A)

Unless otherwise stated within the following local rules pages, all 2026 Little League Official Playing Rules will be enforced.

- Each league is responsible for following draft procedures as outlined in the Little League Playing Rules and following established division age categories, with all players moving up a division from the previous season based on Little League rules.
 - Any game protests or necessary disciplinary actions involving managers, coaches, or players shall be reported to the respective league's division commissioner and handled by the respective league presidents, as applicable.
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1. The home team shall occupy the third base dugout.
2. Managers and coaches must remain in the dugout or in the area adjacent to the entrance of the dugout and never closer to home plate than the entrance to the dugout. Coaches may not coach from outside the playing area.
3. Scorekeeping will be done on the GameChanger app. The home team scorekeeper is the official book for all record-keeping. The Home Book shall maintain the pitch count records. For all disputes, the Home Book takes precedence.
4. Tied, suspended, and rain-out games will be made up prior to the next regularly scheduled game between the same two opponents. The League is responsible for the rescheduling of games. The upper divisions shall always have scheduling priority when rescheduled games are played.
5. **Rule 6.02(c) - Foot in Box (Local League Option):** Not enforced in Minor League Divisions
6. **Rule 9.01 (d) Note - Stealing or Relaying of Signs (Local League Option):** This rule will be enforced during the entire season.
7. **Rule 4.10(c)(2) Time Limit (Local League Option) - No new inning after 1 hour and 45 minutes.** The Plate Umpire will declare the game start time.

Games at Brea LL fields and at West Fullerton LL will have a 2-hour game time end limit at all levels (Rule Waiver Granted)

8. FIVE RUN RULE

- a. The half-inning is over when the fifth run crosses home plate. The sixth inning is “open batting/unlimited runs” for both the visiting and home teams.
9. No player shall be on the bench for more than one consecutive inning. Free substitutions are allowed on defense except for pitchers.
 10. Chapman Park Only - Per Little League Rule 9.03 (d), if no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Little League must assign an adult as an Adult Game Coordinator, or the game cannot be played. The Adult Game Coordinator must not be a manager or coach of either team in the game and cannot be assigned as an Adult Game Coordinator for more than one game at a time. The non-adult umpire will advise the team managers and the Adult Game Coordinator that the umpire is under 18 years of age before the start of the game.
 11. The Leagues will require that the Home Team Score Keeper be assigned as the Adult Game Coordinator and assume the responsibilities outlined in Rule 9.03(d)(1-5).
 12. **Rules 1.01, 4.04, 4.16, 4.17, and 6.05 (Local League Option):** Games can begin with eight (8) players on each team. The ninth (9th) position will be skipped over without penalty.
 14. **Rules 2.00, 3.04, and 7.14 (Local League Option):** – For the Regular Season, allows a courtesy runner for the pitcher and/or catcher of record when there are two (2) outs during the Regular Season.

AAA DIVISION LOCAL RULES

1. Little League Reg VI will be followed for pitching.
2. Stealing is allowed all season. Runners may advance on overthrows.

AA DIVISION LOCAL RULES

1. Little League Reg VI will be followed for pitching.
2. Stealing is allowed all season. Runners may advance on overthrows. Stealing home plate is not allowed in the first half of the season.

A DIVISION LOCAL RULES

1. This division is non-competitive. League standings will not be kept. However, both the visiting and home scorekeepers must track and submit game scores and pitch counts after each game.
2. **PLAYER POSITIONS**
 - a. No defensive player will play in one position for more than two consecutive innings (except pitchers and catchers for whom there are pitch count rules).
 - b. Each defensive player will play in an infield position for **at least three consecutive outs** and **within the first four innings**.
 - c. If a manager violates either of the player positioning rules, the opposing team manager will notify the Game Umpire by the end of the game and prior to the umpire leaving the field. The umpire will ensure that the violations are documented in the Official Score Book. The opposing team manager will then notify the Division Commissioner within 24 hours after the game. Violating this rule will result in disciplinary action by the Board of Directors of their respective league. Violation of this rule will not be grounds for a game protest as defined in Rule 4.19.
3. **PITCHING**
 - a. Players will pitch with balls and strikes called by the umpire.
 - b. If the batter gets three strikes, they are retired.
 - c. There are no walks. If the batter draws four balls, a coach from the batter's team is brought in to pitch and finish the strike count or until the ball is put into play.
 - d. The coach-pitcher will pitch a maximum of five pitches. If the batter does not strike out or put the ball in play after five coach pitches, the batter is out. *Exception: The batter cannot be retired on a foul ball.*
 - e. While a coach is pitching, the player-pitcher may stand no closer to home plate than the pitcher's plate and must have at least one foot on the dirt of the mound. While pitching, a coach-pitcher must have at least one foot on the pitcher's plate.
 - f. While a coach is pitching, the batter is not permitted to bunt.
4. **COACHING**
 - a. Coaches are not allowed on the field when the ball is live (except for a coach-pitcher). When the ball is dead, coaches are permitted on the field only with the umpire's permission.
5. **STEALING**
 - a. **No stealing is allowed in the entire season.**
6. A runner may advance **at most one additional base on an overthrow**. The defense may attempt to put out runners trying to advance that one additional base, but **on a second overthrow, the play is dead**, and runners are entitled to the one additional base from the first overthrow only.