

NYS AA Rules Updated 4/2026

The AA division is NYS' coach pitch league, meant to introduce 6-8 year olds to more advanced baseball concepts and skills in a safe and fun setting. We encourage kids to be safe, have a blast, try hard, and practice good sportsmanship.

Except as detailed below, [Major League Official Baseball Rules](#) shall apply.

The Field

- The distance between the bases is 60 feet. The distance from home plate to the center of second base is 84' 10".

The Game

- Games shall be restricted to 6 full innings, 1 hour & 45 minutes or until the game is suspended due to weather or darkness, whichever comes first. No new inning may start more than 1 hour & 30 minutes after the game begins, excluding time stopped for rain or other weather delays.
- Half innings shall be completed as determined by the first occurrence of the following:
 - 3 outs are made by the defense.
 - 5 runs are scored by the offense.
 - The offensive team bats through their lineup once (each player has one at bat).
- There is no "official" scoring for games at the AA level, however coaches will track number of runs per inning to comply with the rule above.
- Coaches are allowed to be on the field to assist with defensive coaching or to keep their players' attention if necessary. Each team should have a base coach at 1st and 3rd base when their team is batting. Coaches are encouraged to decrease their on-field defensive assistance as the season progresses.
- The manager or coach of the team batting shall pitch to his players. The manager shall pitch overhand. If a batted ball hits the pitcher or comes so close to the pitcher as to interfere with the fielder's ability to catch the ball or make a throw, the ball shall be declared dead and the batter shall bat again with the same number of strikes as before the dead ball pitch.
- In AA, once the 1-hour mark is reached in a game and that half inning is subsequently completed, the batting team will have the OPTION to allow their own player to pitch *to their own team*. To keep the game moving, each batter will start with a 1-and-1 count. A coach will be behind the pitcher, calling balls and strikes. If the batter walks, they take their base. If the batter strikes out, then the coach will throw two pitches to give the batter a chance to put the ball in play. If they do not put the ball in play, then they are out.
- There will be no walks.

- Each batter will get 3 (three) swinging strikes. There is no rule on the number of pitches, but coaches are discouraged from pitching until the batter gets the “perfect” pitch. While strikes and balls are not officially called, if a player refuses to swing at the ball the coach that is pitching should begin calling strikes.
- Bunting in a game is not allowed, however teaching bunting in practice is a good thing.

Roster and Lineup

- Teams shall consist of 9-13 players.
- All players will bat in order regardless of their fielding position. Players not fielding will still bat in turn.
 - Temporary replacements from the Rookie division may be used in accordance with Player Movement Procedures.
 - At no time shall a person be allowed to play for a team who is not a registered NYS player.
- All players present at the start of the game will be placed in the batting order determined by the coach and will hit in that order.
 - The batting order will not change once the game has started except due to an injury or ejection of a player.
 - Players arriving after their spot in the order will be added at the end of the batting order (for example, if 9 players were in the game and another player shows up, they are added at #10 in the batting order).
- The game shall be viewed in three inning segments. For each segment, the following rules applies to all players, except pitchers:
 - No player shall play more than two innings in the infield, two innings in the outfield, or sit more than two innings.
 - No player shall sit a second inning before the rest of the roster has sat out at least one inning.
 - The infield consists of Catcher, 1st Base, 2nd Base, 3rd Base, Shortstop and Pitcher (player to the left or behind the coach that is pitching).

Base Running Rules

- Base stealing is not allowed. The batter must put the ball in play for the runner to advance.
- Leading off is not allowed. A runner must remain in contact with the base until the batter puts the ball in play.
- There is no Infield Fly Rule.
- Base runners are not allowed to run outside the baseline to avoid a tag. Runners who do so will be considered “out”. The baseline is generally considered to be about 3-foot wide with the base being in the middle of that 3-foot wide path.

- Interference with the base runner, including standing in the baseline is not allowed, unless they are making a reasonable attempt at the ball. In this situation, the runner will be awarded the base to which he is already running.
- When a batted ball is thrown or carried from the outfield to the infield, the play shall be over and no further advancement by base runners is allowed, regardless of whether the ball is under control by one of the players. The player will go to the nearest base, if he just passed a base he will go back if he is near the base he is headed to he can stay there.
- A batter who hits the ball can run as far as they are able until the ball reaches the infield area. The runner must stop once the ball reaches the infield regardless of whether the ball is under control. In the event of an error (ball going through the legs, bad throws, bad catches, etc.), runners must stop at the base to which they were running when the error occurred.
- The “outfield” is considered to be the area beyond the line separating the infield dirt and outfield grass. Any ball within this boundary is an “infield” ball. Outfielders must be positioned on the grass before each pitch.
- A base runner will take only one base on an overthrow, no matter how many subsequent throws are made.

Sliding Rules

- Sliding is allowed
- Head first sliding into a base is not allowed. The runner is out if they slide head first while advancing.
- The runner can dive head first if returning to a base.