

ABA Cheat Sheet – Minor PP40 (11U)

2026/2027 Season

Game Rules	Minor PP40 (11U)
Age eligibility	LL8–LL11. Placement is ability-based. LL7 can be considered based on ability. LL12 requires NZ District Administrator approved waiver.
Field dimensions	40 ft pitching distance / 60 ft bases.
Innings	6 maximum. Minimum-innings 4.
Time (game)	Clubs may choose to end game at 90mins if all players have had plate appearance(s), however no new innings after 1hr50mins.
Mercy rule	NO – inning run caps apply.
Runs per innings (max)	4 runs maximum in every inning, including the final inning. Runs above 4 on the final play do not count.
Tied game	Game finishes tied. No extra innings.
No. of Players / Line-up cards	8 minimum. Recommended game-day line-up is 10–12 players, with 12 considered ideal. Clubs may determine their own overall team roster size. Larger game-day line-ups should be managed to ensure meaningful participation and, where practicable, at least 2 plate appearances per player. Up to 10 defensive players may be on the field (four outfielders). NO automatic 9th-batter out. Late arrivals are added to the end of the continuous batting order.
Continuous Batting line-up	YES – all players in the game line-up bat in a continuous order and retain their original batting position throughout the game. ABA recommends keeping game-day numbers around 10–12 players to maximise plate appearances and defensive involvement.
Pitcher max innings / pitches	1 innings maximum per pitcher, with the goal of developing the widest possible pool of pitchers. If a team occasionally needs to have a player pitch 2 innings, this is OK on exception. Current Little League age-based pitch-count/rest limits also apply; whichever limit is reached first.
Major pitching restriction	A player who pitches in a Major division game is no longer eligible to pitch in PP40 for the remainder of that season. The player may continue to play PP40 in other positions.
Pitcher can return?	NO – once removed from the mound, a pitcher cannot return to pitch in that game.
Pitching in 2 games a day	NO – a player cannot pitch in more than one game in a day.
Pitcher to Catcher?	YES – subject to current Little League pitcher-to-catcher restrictions.
Catcher to Pitcher?	YES – subject to current Little League catcher-to-pitcher restrictions.
Catcher speed-up rule?	YES – use the current Little League catcher speed-up rule with 2 outs.
Catcher limit / equipment	2 innings maximum per catcher, with the goal of developing the widest possible pool of catchers. If a team occasionally needs to have a player catch 3 innings, this is OK on exception. Full catcher protective equipment is required, including throat guard; warm-up catchers must wear a mask.
Headfirst sliding	NO – no headfirst sliding.
Simplified batter rules	Infield fly: NO . Dropped 3rd strike: NO – batter is out on strike 3. Bunts: NO .
Stealing / advancement	YES – runner may leave only after the pitch reaches the batter. Maximum 1 base per pitch, passed ball, wild pitch or overthrow. A runner on 3rd may score only on a batted ball (i.e. no stealing home). During coach pitch, runners may advance only on a batted ball.



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Batter's Counts	All plate appearances start at 0 balls / 0 strikes.
Balks	NO – no balk penalty in PP40; educate/reset the pitcher.
Illegal pitch	Do-over.
Intentional Walks	NO – intentional walks.
Ball 4 rule	NO walk and NO tee. On Ball 4, the batting-team coach immediately takes over pitching to the same batter. Batting team coach should be umpiring from behind the pitcher and be ready to throw the coach pitches to keep the game moving. Coach/parent can rotate through game.
Coach pitch after Ball 4	Coach pitches/front-tosses from approximately 30 ft. Maximum 3 coach pitches / swings; if no fair ball is put in play by the 3rd, the batter is out. A foul on the 3rd is an out. Coach-pitch HBP is re-pitched. Runners do not advance unless the ball is batted. If a batted ball hits the coach: dead ball, batter to 1st and forced runners advance.
Gamechanger Scoring	Score player pitches normally until the count reaches 3 balls. If the next pitch would be Ball 4, do not record it (if you accidentally record ball 4 just hit undo); the coach takes over. Do not score coach pitches individually - record only the final plate appearance outcome. This will either be a strikeout (strike 3) if they don't make contact with any coach pitches or ball in play if they hit the ball.
Umpiring model	Batting-team coach umpires from behind the pitcher and immediately takes over coach pitching after Ball 4. No conventional plate umpire is required.
Batter on-deck circle?	NO – batters remain in the dugout.
Bats	USABAT – maximum 33 inches long / 2 5/8-inch barrel.
Metal Cleats	NO.
Balls	BR300 all season.
Max player SIT time	No player can sit on the bench for more than 2 innings.
Re-entry / rotation	Free defensive substitution for all positions except pitcher. Once removed, a pitcher cannot return to pitch. Coaches are strongly encouraged to rotate players through defensive positions.
Offensive conferences	One offensive timeout per inning.
Competition format	Participation/development grade. Results may be recorded in GameChanger, but there are no championship prizes or finals. The season concludes with a festival.
Dugout coach	At least 1 adult coach must be in the dugout at all times for bat safety. Players acting as base coaches must wear a 2-eared helmet.

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