ABA Cheat Sheet – Little League Minor PP40
2026/2027 Season

Game Rules	Little League Minor Player Pitch 40
Age eligibility	LL8–LL11. Placement is ability-based. LL12 requires strong ABA dispensation, similar to the Little League waiver process.
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. 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 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. 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.

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. Record only the final plate appearance outcome: a strikeout if no fair ball is put into play within three coach pitches (including a foul on the third pitch), or the appropriate ball-in-play result if a fair ball is hit.
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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