



Altitude Baseball Elite/AAA/AA League Rules Summary

Age	8	9	10	11	12	13	14
Innings	6	6	6	6	7	7	7
Minimum Innings	6	6	6	6	7	7	7
Time Limit	1:45	1:45	1:45	1:45	1:45	1:45	1:45
Base Distance	60	65	65	70	70	80	80*/90
Pitch Distance	40	44	46	50	50	54	54*/60
Balk / Warnings	N/A	Y / 2	Y / 2	Y / 1	Y / 1**	Y / 0	Y / 0
Steel Spikes	No	No	No	No	No	Yes	Yes
Mound Trips	2	2	2	2	2	2	2
Run Rule	10/4	10/4	10/4	10/4	10/5	10/5	10/5
Pitch Limit / Game	3	6	6	6	7	7	7
Pitch Limit / Day	6/2	7/2	7/2	8/2	9/2	9/2	10/2
Pitch 3 Days	No	No	No	No	No	Yes***	Yes***
Stealing Allowed	Yes/No****	Yes/No****	Yes	Yes	Yes	Yes	Yes
Dropped 3rd Strike	Out	Safe/Out*	Safe	Safe	Safe	Safe	Safe
Designated Hitter	No	No	No	No	No	No	No
Courtesy Runner	Catcher	Catcher	Catcher	Catcher	Catcher	Catcher	Catcher

* 14AA teams are allowed to play 54/80, however, coaches can mutually agree to play 60/90

** 12 Elites – straight balks only, no warning.

*** Refer to Altitude Rules and Regulations

****Lead off and stealing allowed in Elite, AAA, and AA ages 9 -14

Lead off and stealing allowed in Leagues 9AA and 8 Majors/Farm (at risk-ball must cross home).

-- Except player cannot advance to home on a wild pitch or passed ball in (hit or walked home only).

On a swinging or called third strike, the batter is out in Leagues 9AA and 8 Majors/Farm

On a swinging or called third strike, the ball is live in Elite, AAA, and 10AA League and above

Number of innings per game: subject to time limit

Time Limit: No new innings may begin after time limit

Mound Trips: Pitcher must be removed on 2nd trip

Run Rule: game ends if one team is ahead by limit runs at the end of the specified inning
(e.g. 8 / 5 -- means 8 runs after 5 innings)

Balk Warnings: Number of warnings before balk is imposed

Pitch Limit / Game: max innings a pitcher can throw in a single game/day

Pitch Limit / Days: max innings a pitcher can throw / days

Pitch 3 Days: No pitcher can throw 3 consecutive days