

# 2026 Little League Softball Tournament Rule Summary

	8-9-10	9-10-11	Little League 10-11-12	Juniors	Seniors
<b>Non-wood Bats</b>	Shall be printed with a BPF (Bat Performance Factor) of 1.20				
<b>Bat "Alterations"</b>	Products such as, but not limited to, choke-knobs and choke-up assists are considered alterations or modifications to the bat and are not permitted.				
<b>Mandatory Play</b>	Continuous Batting Order (CBO) must be used. No defensive requirement.				Does not apply
<b>No new inning after</b>	Midnight			12:30 am	1:00 am
<b>Multiple Games/Day</b>	Up to two (2) doubleheaders in a seven-day period			Maximum of three games in a day	
<b>Softball</b>	11 inch softball	12 inch softball			
<b>Pitching</b>	<b>Pitching Distance</b>	35 feet	40 feet		43 feet
	<b>Innings</b>	Max 12 per day Max 12 per game			No restrictions
	<b>Rest</b>	Six or fewer innings in a day – none required Seven or more innings in a day – one calendar day			No restrictions
	<b>Consecutive Games</b>	Allowed, subject to rest requirements.			No restrictions
	<b>Consecutive Days</b>	If six or fewer innings pitched previous day, or if pitcher of record in continuation of suspended game.			No restrictions
	<b>Returning to Mound</b>	May move to a different position and return once per game. If withdrawn from the game offensively or defensively for a substitute, may not return as pitcher later in the game.			May move to a different position and return once per inning. May be removed from game and return once per inning if return does not violate substitution, charged conference, or mandatory play rule(s).
	<b>Intentional Walks</b>	Once per batter per game, team may request an "unpitched" intentional walk. Remaining pitches are added to pitch count.			
<b>Player re-entry</b>	Continuous batting order is required. Players may be entered or re-entered defensively at any time.				Any player who has been removed for a sub may re-enter in the same position in the batting order.
<b>Defensive Conferences</b>	Pitcher must be removed on 3rd visit in inning or 4th visit in game	Pitcher must be removed from mound on second visit in inning or third visit in game.		Same. Each pitcher has his/her own "count" of visits, which resumes if pitcher returns to mound later in the game.	
<b>Offensive Conferences</b>	One per inning				
<b>Mercy Rule</b>	15 runs after 3 innings, 2 ½ if home team is ahead. 10 runs after 4 innings, 3 ½ if home team is ahead.			15 runs after 4 innings, 3 ½ if home team is ahead. 10 runs after 5 innings, 4 ½ if home team is ahead	
<b>3<sup>rd</sup> Strike Not Caught</b>	Batter is out	Batter is out if first is occupied with < two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.			
<b>Leaving Base</b>	Pitch reaches batter	Pitch leaves the pitcher's hand			
<b>On-Deck Batters</b>	Not allowed. Only the 1 <sup>st</sup> batter of inning is allowed to swing.			Allowed	
<b>Illegal Bat</b>	Batter is out (unless defense opts for result of play). Batter and manager both ejected.				
<b>Batter's Box</b>	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike				
<b>Courtesy Runners</b>	With two outs, a courtesy runner may be used for pitcher or catcher of record. Runner must be the player in the batting order who made the last out.				Special pinch runner twice per game
<b>Adults</b>	One manager and two coaches permitted				
<b>Protests</b>	Playing rule or improper substitution: Must be made before next pitch, play or attempted play. Mandatory play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before either teams' next game				
<b>Unsportsmanlike Conduct</b>	The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.				
<b>Tiebreaker Rule</b>	Starting in the top of the 7th inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.			Starting in the top of the 8 <sup>th</sup> inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.	