

2026 All-Star Tournament Expectations & Rules Overview

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Agenda



Expectations



Pre-Game Checklist



Equipment



Pre-Game Activities



In-Game Situations



Tournament Rules Overview



Questions

Expectations



- Provide a friendly, informative and professional atmosphere for managers, coaches, players and parents.
- All staff are volunteers and are there to help facilitate the tournament games under the Little League International tournament umbrella.
- All games are sanctioned through Little League®, and we must abide by all rules as directed by Little League International.
- There will be NO local league rules used in any play during this tournament.
- All rules from the 2026 Little League® rulebooks for baseball and softball will be followed.
- Treat all staff and umpires with respect, and you should expect the same in return.
- Disrespect to any staff or umpires shall result in your removal from tournament games.
- Understand that while these games can be competitive, the primary goal should focus on having fun and teaching players lifelong skills while they play a game.
- Sportsmanship is paramount (win or lose).
- **IT WILL BE HOT. HYDRATE YOUR PLAYERS AND YOURSELVES!!!**

Pre-Game Checklist



Pre-Game Checklist

- Arrive at least one (1) hour before game time and check in with the ADA/Tournament Director.
- Complete lineup cards; **PAPER LINEUP CARDS ARE REQUIRED FOR ALL INTERNATIONAL TOURNAMENT CONTESTS** (details on how to properly complete the lineup card on next slide).
- **Batting Cages**: Ensure players are wearing their helmets while in the cages or waiting to enter. (See Appendix B – Safety Code for Little League)
- **Warming Up Pitchers**: Tournament Rule states, “*Manager or Coaches are **NOT** permitted to warm up a pitcher at home plate or in the bullpen or **elsewhere** at any time. They may stand to observe a pitcher during warm up in the bullpen.*” (Was legal during regular season only.)
- **Infield Practice**: 30 minutes before the scheduled start of the game, the visiting team can take infield practice for 10 minutes, followed by the home team for 10 minutes. The TD or designee will make every effort to allow time for infield practice, however it may be suspended or reduced based on external factors such as weather, game schedules, etc. This decision will be at the sole discretion of the tournament director or their designee.
- **Equipment**: umpires are no longer required to inspect equipment. However, that responsibility still falls to the manager. There are severe penalties for use of illegal equipment in a game.


Lineup Cards

NOTE: Managers should NOT exchange lineups with their opponent. The plate umpire should do this after making sure they match at the plate conference.



- **Legibly**, write players number, followed by their **FIRST & LAST** name, then position number. If a player is not starting in the field, leave the position column blank. (*The starting pitcher and catcher are the most important.*)
- **These printed lineup cards are still required even if you use Game Changer.**
- **Continuous Batting Order:** Is required in all divisions **EXCEPT** Senior League.
- **Traditional Batting Order:** straight 9 with substitutions or 10 with DH/EH is required in Senior League.
- Details are extremely important with lineup cards, as these are official game documents. In the event of a protest involving an illegal substitute or player, the lineup card is routinely requested by Little League®.
- These cards are also used by the game announcer.
- Lineup cards should be 4-ply:
 - Top Copy for Plate Umpire
 - 1 Copy for the Scorekeeper
 - 1 Copy for the Opposing Team
 - 1 Copy for your team

EVERY SEASON STARTS AT



SYSTEM 17 LINE-UP

DATE: 6/10/2024		GAME NO. (circle) 1 2	
OUR TEAM: Hillsborough LL		OPPOSING TEAM: Tampa LL	
COACH: Babe Ruth		COACH: Yogi Berra, Aaron Boone	

NO.	STARTERS	POS	NO.	SUBSTITUTES
1	5 Lou Gehrig	5	1	DO
2	1 Hank Aaron	2	2	
3	3 Pete Alonso	3	3	NOT
4	7 Wade Boggs	1	4	
5	12 Derek Jeter	4	5	WRITE
6	4 Kevin Cash	9	6	IN
7	9 Christian Arroyo	8	7	
8	6 Jim Thompson	7	8	THIS
9	11 Darryl Strawberry	6	9	
10	17 Dwight Gooden		10	AREA
11	28 Gary Sheffield			
12	8 John Smith			
13				
14				
15				
16				
17				

GAME NOTES:

DO

NOT

WRITE

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Legal Equipment (Equipment Rules)



Bats

NOTE: there is a difference between an illegal bat and a damaged bat.

Damaged bats are just removed from play while illegal bats carry these penalties:

1. Player is out and ejected from the game.
2. Manager is ejected, team loses one adult base coach.
3. Player suspended for next game,
4. Manager removed for remainder of International Tournament.

- What you should look for:

- Stamp/proper markings
- Dents/Dings/Cracks
- Cap/knob secured
- Must be smooth and round
- Must not be bent
- Proper grip tape on non wood bats, in good repair (minimum 10" length)
- Baseball: Max Diameter 2 $\frac{5}{8}$ "
- Softball: Max Diameter 2 $\frac{1}{4}$ "

- Illegal Bat Accessories:

- Traditional Donut Weights (bat sleeve weights are acceptable)
- Choke-up Knobs or other choke-up assist devices are not authorized
- Thumb protectors or similar devices are acceptable (i.e., 9-strap)

- USE OF PINE TAR IS NOW ACCEPTABLE *but must be only applied to the handle area. Any pine tar that is on the taper or above the grip tape must be removed or the bat cannot be used until it is removed. Excess pine tar does not make the bat "illegal", however it cannot be used until the pine tar is removed to an acceptable level.*

- Little League Baseball division and below:

- USA Baseball, or
- Wood Bat (no stamp required)
- Max Length 33"

- 50/70 and Junior Baseball divisions:

- USA Baseball, or
- Wood Bat (no stamp required), or
- BBCOR
- Max Length 34"

- Senior Baseball Division:

- BBCOR, or
- Wood Bat (no stamp required)
- Max Length 36"
- NO USA BATS ALLOWED, MUST BE BBCOR

- All Divisions of Softball:

- 1.20 BFP, or
- Wood Bat (no stamp required)
- Max Length 33" (Majors and Below)
- Max Length 34" (Junior and Senior)

Helmets



- **Batting Helmets:**
 - NOCSAE emblem/stamp
 - Free of cracks
 - No missing hardware (screws, etc.)
 - Padding intact/not missing/excessively torn
 - Stickers are permissible provided they are not excessive, not offensive or inappropriate.
 - Jaw guards are legal (must be same manufacturer as helmet)
 - Helmets with cages/masks are legal in BB & SB but not required. – all hardware must be intact

- **Catcher’s Helmet/Mask/Gear:**
 - Must have NOCSAE emblem/stamp
 - Must have a “dangling” type throat protector
 - Skull caps are not permitted in any division
 - No missing hardware
 - Padding intact/not missing/excessively torn
 - Chest protector/shin guards should be in good repair and sized appropriately for the player
 - “Knee Saver” pads for shin guards are legal

Gloves

(Rules 1.12 through 1.15)



- **Baseball**
 - **Catchers:**
 - Must wear a catcher's mitt
 - Illegal to wear a first baseman's mitt
 - Illegal to wear a fielder's glove
 - **1st Baseman:**
 - Must wear a glove or mitt
 - Cannot be more than 14" long (heel to tip)
 - Cannot be more than 8" wide across palm
 - **Pitchers:**
 - Must wear a glove (not a mitt)
 - Cannot be white or light grey
 - May wear a batting glove underneath (cannot be white or light grey)
 - Cannot be distracting in any way (umpire judgement)
 - **All Other Fielders:**
 - Must wear a glove
- **Softball**
 - **Catchers:**
 - Must wear a mitt of any shape, size or weight consistent with protecting the hand.
 - Acceptable to wear a first baseman's mitt
 - **1st Baseman:**
 - Must wear a glove or mitt
 - Cannot be more than 14" long (heel to tip)
 - Cannot be more than 8" wide across palm
 - **Pitchers:**
 - Must wear a glove (solid or multi-color acceptable)
 - Can be multi-colored as long as one of the colors isn't the same as the color of the ball being used in the game.
 - May wear a batting glove underneath (cannot be same color as the ball being used)
 - Cannot be distracting in any way (umpire judgement)
 - **All Other Fielders:**
 - Must wear a glove

Miscellaneous Equipment

Arm Bands (All Divisions):

- Must be worn as intended - on the wrist or forearm (NOT ON THE BELT OR IN BACK POCKET)
- Pitchers must have it on the non-pitching arm, cannot be white, grey or optic yellow

One Way Communication Devices:

- Are approved for the catcher while on defense ONLY. Any other player or use on offense is a violation of rule 3.17 with a penalty of ejection.
- The manager/coach communicating must remain in the dugout.
- Should the device malfunction, umpires will allow for a “reasonable” amount of time for the team to resolve the issue (i.e., battery change). This is umpire discretion.

Baseball Pitchers:

- If wearing an undershirt and exposed, it shall not be white or grey
- Neoprene/compression sleeves are allowed, must be a solid color (not white or grey)
- Cannot wear anything on hands/wrists/arms which may be distracting (i.e., wrist bands)
- Sunglasses are allowed to be worn, but must not be distracting in any manner (umpire judgement)

Softball Pitchers:

- A pitcher may wear a compression sleeve on the pitching arm of a solid, single color. Cannot be the same color as the ball being used in the game (white, grey or optic yellow).
- Sunglasses are allowed to be worn, but must not be distracting in any manner (umpire judgement)

Jewelry:

- Players are authorized to wear jewelry as long as it is not excessive and does not pose a safety risk. (Hard items to control the hair are acceptable.)
- An umpire who deems any jewelry to be a safety risk, will require it to be removed.
 - **EXCEPTION:** Jewelry that alerts medical personnel to a specific condition will not be required to be removed.

Pre-Game Activities

(Preliminary and In-Game Situations)



Preliminary Activities

Plate Conference w/Umpires:

- 10-minutes prior to game time, meet with the umpires at home plate.
- The MANAGER must be present.
- All players and coaches will be off the field in their respective dugouts.
- Plate umpire will lead the meeting, taking the home team lineup card first – then visiting team lineup.
- Lineups will be reviewed and verified and become official at the plate meeting.
- Ground rules will be discussed.
- This isn't a rules discussion; this meeting should take no longer than 2 minutes

Game Time Announcements:

- The announcer will announce the lineups for each team.
 - The players shall stay by their dugout until their name is called. Once announced, proceed to the foul line closest to their dugout.
 - Remain standing at the foul line for the National Anthem and Little League pledge.
 - Play Ball!

In-Game Situations

- **While a Team is on Defense:**
 - All coaches/managers must remain inside the dugout at all times. If the **MANAGER** needs to speak to an umpire, request time and wait for it to be granted, then come out.
- **While a Team is on Offense:**
 - Two (2) base coaches are allowed, and one (1) ADULT coach must be inside the dugout with the players. If you have less than three (adults), then a player must be used as a base coach. *(There must always be an adult coach inside the dugout. Not a parent from the stands. The adult must be on the affidavit as a coach.)*
 - Base coaches shall remain at their dugout until the defense has completed their 1-minute warm-up. Once the ball is thrown down to 2nd base, you may proceed to your coach's boxes. (Safety issue for all).
- **On-Deck Batters:**
 - Little League Majors divisions and below:
 - NO ON DECK BATTERS ALLOWED
 - In between innings, only one (1) batter can be out of the dugout. Remember, no bats in hands while players are in the dugout.
 - Intermediate divisions and above:
 - On-Deck batters are allowed
 - On-Deck batters must stay on their side of field
 - Two (2) batters are allowed to be outside of the dugout between innings

In-Game Situations (continued)

Time Between Innings:

- One (1) minute and it starts the moment the last out is made. (Please hustle your players in/out).
- If the catcher was on base, send another player out with a catcher's helmet to warm up the pitcher. Adults cannot warm up pitchers in postseason play.
- If a new pitcher enters the game, they may get up to eight (8) warm up pitches or one (1) minute. Most times the pitcher will get about five (5) pitches if everyone hustles.
- DO NOT WAIT UNTIL THE MINUTE IS OVER TO MAKE A PITCHING CHANGE.

Pitch Counts:

- Between innings, the manager can request confirmation of the official pitch count. The manager should request this through the umpire, and he/she will have the scorekeeper announce the pitch count. Do not leave the dugout on your own and go to the outside to meet with the scorekeeper.
- If there is a discrepancy between your count and the scorekeeper's count, the opposing team will be called to the table, and the issue will be resolved to the best of everyone's ability. If teams are unable to agree on the count, the official scorekeeper's count will rule.
- Official scorekeepers are not required to communicate with your team's scorekeeper in the stands. They are considered part of the officiating crew and only communicate with the coaches and umpires on the field. Most scorekeepers are courteous and will help when they are able, but it is not required for them to do so.

Unruly Fan(s):

- If an umpire is having an issue with one or more of your fans, tournament staff will have the offender removed from the premises.
- If we cannot resolve the issue, an umpire may suspend the game, put both teams in the dugouts and summon the ADA/Tournament Director and park board member to have the unruly fan(s) removed from the premises. The game will resume once the fan(s) leave.

Tournament Rules

(Preliminary and In-Game Situations)



2026 Little League Baseball Tournament Rule Summary

Updated 27-April-2026

	8/9/10 year old	9/10/11 year old	Little League (10/11/12)	Intermediate (11/12/13)	Juniors (12/13/14)	Seniors (13-16)
Non-wood Bats	USABat Certification Required			USABat or BBCOR		BBCOR
Mandatory Play	Replaced with mandatory use of continuous batting order.					Does not apply
No new inning after	Midnight			12:30 AM		1:00AM
Pitches/Day	8-year-old: 50	9- or 10-year-old: 75	11- or 12-year-old: 85	13- to 16-year old: 95		
Rest	1 – 20 pitches: no rest 21 – 35 pitches: 1 calendar day 36 – 50 pitches, 2 calendar days rest. 51 – 65 pitches, 3 calendar days 66+: 4 calendar days.					1 – 30: no rest; 31 – 45: 1 day; 46 – 60: 2 days; 61 – 75: 3 days; 76+: 4 days.
Multiple Games	May only pitch in one game per day				If < 31 pitches thrown in first game.	
Consecutive Games	Pitching in consecutive games is allowed, subject to rest requirements. May not pitch on 3 consecutive days regardless of circumstances.					
Suspended Game Resumed Next Day	If pitched 20 or fewer pitches, may continue – pitch count starts at zero. If 21-40 pitches, may continue – pitch count picks up from previous game. If 41 or more pitches, not eligible. If another game intervenes, see Rule 4(h)					Same, except 30/60 pitches instead of 20/40
Returning to Mound	Pitchers once removed from the mound may not return as pitchers.			A pitcher remaining in the game, but moving to a different position, can return as a pitcher, but only once per game.		
Catching	A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of that day. A player who has played catcher in four or more innings in a game may not then pitch on that calendar day. Play catcher for < 4 innings then throw 21 or more pitches cannot catch again that day. (31 pitches for 15/16 year-olds)					
Intentional Walk	Once per batter, team may request an “unpitched” intentional walk. Remaining pitches are added to pitch count.					
Player Re-entry	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.
Defensive Conferences	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.		
Mercy Rule	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		
3rd Strike not caught	Batter is out	Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.				
On-Deck Batters	Not allowed.			Allowed.		
Illegal Bat	Batter is out (unless defense opts for result of play). Batter and manager both ejected.					
Batter's Box	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike.					
Special Runners	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. If both pitcher and catcher are run for, the players making the last two outs are used, in order, starting from closest to home.					Special pinch runner twice per game
Adults	One manager and two coaches permitted regardless of number of players					
Protests	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.					
Unsportsmanlike Conduct	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.					
Tiebreaker Rule	Starts in 7 th inning			Starts in 8 th inning		

Tournament Rule Summary Baseball

This chart is intended as a reference [summary](#) of the various tournament rules. It does not cover every possible circumstance, and is not a substitute for reading and fully understanding the regular season and tournament rules sections of the Official Playing Rules.

Tournament Rule Summary Softball

2026 Little League Softball Tournament Rule Summary

Updated 27-April-2026

	8/9/10 year old	9/10/11 year old	Little League (10/11/12)	Juniors (12/13/14)	Seniors (13-16)
Pitching Distance	35 feet	40 feet		43 feet	
Softballs	11-inch softball	12-inch softball			
Mandatory Play	Replaced by mandatory use of continuous batting order.				Does not apply
No New Inning After	Midnight			12:30am	1:00am
Time Limits	If two games are scheduled for the same site, no time limit may be imposed on the first game.				
Pitchers	Innings	Max 12 per day Max 12 per game		No restrictions	
	Rest	Six or fewer innings in a day – none required Seven or more innings in a day – one calendar day		No rest required	
	Consecutive Games	Allowed, subject to rest requirements.		No restrictions	
	Consecutive Days	If six or fewer innings pitched previous day, or if pitcher of record in continuation of suspended game.		No restrictions	
	Returning to Mound	A pitcher removed from the circle or withdrawn from the game offensively or defensively can return as pitcher anytime in the remainder of the game, but only once in the same inning as he/she was removed.		A pitcher removed from the circle or withdrawn from the game offensively or defensively can return as pitcher anytime in the remainder of the game, but only once in the same inning as he/she was removed.	A pitcher may be withdrawn from the game, offensively or defensively, and return as pitcher once per inning provided the return does not violate other conditions
Intentional Walk	Once per batter per game, team may request an "unpitched" intentional walk.				
Re-Entry	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.
Defensive Conferences	Pitcher must be removed on 3rd visit in inning or 4th visit in game.	Pitcher must be removed on 2nd visit in inning or 3rd visit in game.			
Mercy Rule	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	
3rd Strike Not Caught	Batter is out	Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.			
Leaving Early	Pitch reaches batter	Pitch leaves the pitcher's hand			
On Deck Batters	Not allowed.			Allowed.	
Illegal Bat	Batter is out (unless defense opts for result of play). Batter and manager both ejected.				
Batter's Box	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike.				
Illegal Pitch Penalty	Ball awarded to batter				
Multiple Games/Day	Up to two (2) doubleheaders in a seven-day period			Maximum of three games in a day	
Special Runner	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. If both pitcher and catcher are run for, the players making the last two outs are used, in order, starting from closest to home.				Special pinch runner twice per game
Adults	One manager and two coaches permitted regardless of number of players				
Protests	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.				
Unsportsmanlike Conduct	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.				
Tiebreaker Rule	Starts in 7 th inning			Starts in 8 th inning	

This chart is intended as a reference summary of the various tournament rules. It does not cover every possible circumstance, and is not a substitute for reading and fully understanding the regular season and tournament rules sections of the Official Playing Rules.

Baseball Pitchers

- **Pitching in Multiple Games in One (1) Day:**
 - Intermediate and Below: May only pitch in **one (1) game per day.**
 - Juniors and Above: May pitch in multiple games if less than 31 pitches were thrown in the 1st game.
- **In ALL DIVISIONS,** a pitcher may not pitch on three (3) consecutive days regardless of circumstances. This includes when a game is suspended and resumed the next day.
- **Suspended Games, Resumed the Next Day:**
 - Junior divisions and below:
 - 20 or fewer pitches, may continue – count starts at zero.
 - 21-40 pitches, may continue – pitch count picks up from previous game.
 - 41 or more pitches, not eligible to continue.
 - Senior division:
 - 30 or fewer pitches, may continue – count starts at zero.
 - 31-60 pitches, may continue – pitch count picks up from previous game.
 - 41 or more pitches, not eligible to continue.

Baseball Pitcher/Catcher Relationships

Returning

Returning to the Mound:

- Majors and Below: Pitchers once removed from the mound may not return as a pitcher.
- Intermediate and Above: A pitcher remaining in the game, but moving to a different position, can return as a pitcher, but only once per game.

Catching

Catching (All Divisions of Baseball):

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (subject to threshold).
- A player who has played catcher in four or more innings in a game may not then pitch on that calendar day.
- A player who has played catcher for less than four innings, moves to the mound and throws 21 or more pitches cannot catch for the remainder of that day.

Softball Pitcher

- **Pitching in Multiple Games in One (1) Day:**
 - Majors and Below: May pitch up to a maximum of **12 innings** per day
 - One-day rest is required if a player pitches in **seven (7) or more** innings in one day.
 - **NOTE:** Delivering one (1) official pitch during an inning constitutes having pitched in an inning.
 - Juniors and Above: No pitching restrictions apply
- **Suspended Games, Resumed the Next Day:**
 - Majors and Below: As long as they have not pitched seven (7) innings in that day, no rest would be required and can resume the game.
 - **NOTE:** The pitcher would still be eligible for the full 12 innings/day in the resumed game.
 - Juniors and Above: No pitching restrictions apply
- **Returning to the Mound:**
 - Junior and Below: A pitcher removed from the circle or withdrawn from the game offensively or defensively can return as a pitcher anytime in the remainder of the game, but only once in the same inning as he/she was removed.
 - Senior Division: A pitcher may be withdrawn offensively or defensively and return as a pitcher once per inning provided the return does not violate the substitution, and/or visits per pitcher rule(s).
 - Pitchers may return to the mound even if they are out of official visits. The manager must make the change without meeting with any defensive player. (Announce the change to the umpire.) – New for 2026
- **Catching (All Divisions):**
 - There are no catching restrictions in Softball.

DP/FLEX Softball (3.03)

Senior Division ONLY

- **At the beginning of the game, each manager may list on the line-up card a Designated Player (DP)/FLEX to use throughout the game. A team may use the DP/FLEX option only if it is made known at the start of the game and at the pregame conference.**
 - The DP's name must be indicated on the lineup card as one of the 9 hitters in the batting order.
 - The name of the player for whom the DP is batting (FLEX) shall be placed in the 10th position in the batting order.
 - The DP must remain in the same position in the batting order throughout the game.
 - The DP may be substituted for at any time throughout the game by a legal substitute or the FLEX may play offense for the DP.
 - The DP may play defense at any position. Should the DP play defense for a player other than the FLEX, that player will continue to bat but not play defense and is not considered to have left the game.
- **General Notes for DP/Flex Option:**
 - If the DP is replaced by the FLEX, this reduces the number of players from ten (10) to nine (9). The game may legally end with nine (9) players.
 - If the DP re-enters or a substitute enters as the DP and the FLEX was batting in the DP's spot, the FLEX can a) return to the number ten (10) position and play defense, or b) leave the game if the DP plays defense for the FLEX

DP/FLEX Softball (3.03)

Senior Division ONLY

- **Reminders for DP/Flex Option:**

- The DP can never be on defense only
- The FLEX can never be on offense only
- The DP & FLEX can never be on offense at the same time
- The DP & FLEX can play defense at the same time
- The Starting DP & FLEX player each have one re-entry just as any other starter
- The starter and substitute cannot be in the game at the same time

- **Things to Think About:**

- It's a 10-player lineup but only 9 physically bat
- The DP & Flex are in a "one way marriage" – the DP bats for the Flex regardless of who the Flex plays for on defense (unless a proper substitution is made)
- Normal substitution rules still apply. Since both the DP and Flex are "starters", they are allowed to be substituted for and have re-entry rights
- **Not the same rule as the Designated Hitter in Baseball**
- **THIS IS ONLY USED IN THE SENIOR SOFTBALL DIVISION!**

Tournament Rules

(Universal Tournament Rules)



Universal Tournament Rules

Courtesy Runner/Special Pinch Runner TR-3(d)

Courtesy Runner (All Divisions Except Senior):

- A team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, the courtesy runner may be in the team’s batting order and must be the player in the batting order who made the last out.
 - **NOTE:** *If the player who made the last out is the pitcher or catcher of record, they must be used as the courtesy runner. A team may not skip the pitcher or catcher of record if they made the last out.*
- If both the pitcher and catcher are on base with 2 outs, a courtesy runner is still permitted for each. The player who is scheduled to bat soonest will be placed on the base closest to home.
 - For example, if the pitcher is on 3rd base and the catcher is on 2nd base, the player who made the 1st out of the inning would run for the pitcher and the player who made the 2nd out of the inning would run for the catcher of record.

Special Pinch Runner (Senior Division Only):

- Twice a game, but not more than one time per inning, a team may utilize a player who is **NOT** in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player whom the pinch-runner runs for, is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute, that player or any player not in the lineup is again eligible to be used as a pinch-runner.

Universal Tournament Rules

Illegal Bats/Re-entry Rules

TR 3(b) / TR 10

Illegal Bats:

- If the batter steps into the box with an illegal bat:
 - The batter will be called out and ejected from the game
 - The manager will be ejected from the game and removed as the team's manager for the remainder of the International Tournament.
 - The team loses one adult base coach for the remainder of the game
- It must be discovered before the next player enters the box following the turn at bat of the player who used an illegal bat.
- **NOTE:** the manager of the defense may advise the plate umpire of a decision to decline the batter being out and accept the results of the play. This **DOES NOT** negate the ejections of the batter and manager.

Player Re-Entry/Substitutions:

- Continuous batting order is required for all divisions except Seniors
- Players may be entered or re-entered defensively at any time.
 - All pitcher changes **must** be reported to the Plate Umpire. The Plate Umpire will record the changes and relay those changes to the scorekeeper.
 - In baseball, all catcher changes **must** be reported to the Plate Umpire. (No catching restrictions for softball)
 - All other defensive changes **DO NOT** need to be reported.
- Seniors – **ALL** substitutions must be reported to the Plate Umpire.

Universal Tournament Rules Defensive Conferences / Intentional Walk TR 7 / 6.08 (a)(2)

- **Defensive Conferences:**
 - 8-10 Division: Pitcher must be removed on the 3rd visit in an inning or 4th visit in a game.
 - 9-11 & Majors Divisions: Pitcher must be removed on 2nd visit in an inning or 3rd visit in a game.
 - Intermediate and Above: Same as 9-11/Majors, however, each pitcher retains his/her own number of visits, which resumes if a pitcher returns to the mound later in the game.
 - **NOTE:** the manager of the defense may choose to visit any defensive player. A visit would still be charged to the pitcher of record.

- **Intentional Walk:**
 - Once per batter, per game, the defensive team may request to intentionally walk the batter without having to deliver pitches.
 - The defensive manager must request time and then request the intentional walk.
 - In Baseball, the remaining pitches are added to the pitcher's count.
 - **NOTE:** No batter can be intentionally walked by announcement more than once per game. However, there is no limit to the number of times a batter can be intentionally walked by pitching 4 balls.
(Pitching out)

Universal Tournament Rules

Run Rules/ Uncaught 3rd Strike TR 12 / 6.09 (b)

- **Run Rules:**
 - Majors Division and below:
 - 15 runs after 3 innings, 2 ½ if home team is ahead
 - 10 runs after 4 innings, 3 ½ if home team is ahead
 - Intermediate and Above:
 - 15 runs after 4 innings, 3 ½ if home team is ahead
 - 10 runs after 5 innings, 4 ½ if home team is ahead
- **3rd Strike Not Caught:**
 - 8-10 Division: does not apply
 - 9-11 Division and above:
 - With **1st base occupied and less than 2 outs**, the batter is out.
 - With **1st base unoccupied or there are 2 outs**, the batter becomes a runner, and the defense must make a play to put him/her out.

Universal Tournament Rules

Runner Leaving Base/ Bunting

7.13 / 2.00

Runner Leaving a Base:

- Baseball Majors Division and below:
 - No leading off base allowed when pitcher is in contact with pitching plate and catcher is in position to receive pitch.
 - May leave the base when the ball reaches the batter.
 - Penalties are numerous, refer to rule 7.13 in book.
- Baseball Intermediate and Above:
 - Leading-off is permitted.
- Softball 8-10 Division:
 - May leave base once the ball reaches the batter.
 - Penalty: Dead ball, no pitch, runner is out.
- Softball 9-11 Division and Above:
 - May leave base once the ball is released by the pitcher.
 - Penalty: Dead ball, no pitch, runner is out.

Bunting:

- Baseball:
 - Batter must “offer” at the pitch to be a strike. Merely holding the bat in the strike zone is not an attempted bunt.
 - Fake bunts are **legal** in Little League. (A batter can show bunt, pull back and then hit the ball. – **LEGAL**)
- Softball:
 - Holding the bat in the strike zone is considered an attempted bunt. The batter must withdraw the bat backwards away from the ball for it not to be called a strike.

Universal Tournament Rules

One Foot in the Box TR 3 (a)

- **One Foot in the Batter's Box:**
 - Batters must keep one foot in the batter's box except for certain specified conditions:
 1. On a swing, slap or check swing
 2. When forced out of the box by a pitch
 3. When the batter attempts a drag bunt
 4. When the catcher doesn't cleanly catch the pitch
 5. When a play has been attempted
 6. When "Time" has been called
 7. When the pitcher leaves the dirt area of the pitching mound (baseball) or takes a position more than five (5) feet from the pitcher's plate. In Softball; the pitcher leaves the 8-foot circle after receiving the ball or the catcher leaves the catcher's box.
 8. On a three-ball count pitch that is a strike which the batter thinks is a ball.
 - ***In simple terms: batters need to keep one foot in the box on a cleanly caught ball or strike that is not swung at.***
 - **PENALTY:** first offense during an at bat shall be a warning. For additional offenses during the same at bat, a strike shall be called. Any number of strikes can be called due to this rule.

Universal Tournament Rules Protests Replaces Regular Season Rule 4.19

- **Protests:**
 - No protest shall be considered on a decision involving an umpire's judgement.
 - Any equipment that does not meet specifications must be removed from the game.
 - All game play will be suspended until protest is resolved.
 - Protests are only allowed for the following reasons:
 1. Violation or interpretation of a playing rule (must be made before the next pitch or play).
 2. Use of an ineligible pitcher (must be made before the team's next physically played game).
 3. Use of an ineligible player (must be made before the team's next physically played game).
- If a protest is filed in game; resolution steps are as follows:
 1. Game UIC and crew discussion.
 2. Tournament Director in consultation with the District Administrator and the Little League Rulebook.
 3. Telephone call to the Southeast Regional Director.
 4. Regional Director telephone call to the Tournament Committee in Williamsport.

NOTE: The decision of the Tournament Committee will be final and binding.

Universal
Tournament
Rules
Sign Stealing / Tie Breaker
Rules
TR (3)(e) / TR 14

Sign Stealing:

- The stealing or relaying of signs to alert the batter of a pitch selection and/or location is **unsportsmanlike behavior**. If, in the judgement of an 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.

Tie Breaker:

- Majors and Below:
 - Starting in the 7th inning, 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 2nd base.
- Intermediate and Above:
 - Starting in the 8th inning, 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 2nd base.

Florida District 1 Sanctioned Tournament Schedule / Locations

- **1st Week (June 11-18):**
 - Major Softball – Freeport Little League (6/11 – 6/14)
 - 8-10 Baseball – Shalimar Little League (6/13 – 6/14)
 - 50/70 Baseball – Tri County Little League (6/15 – 6/17)
- **2nd Week (June 19-25):**
 - 9-11 Baseball Pool A – Tri County Little League (6/19 – 6/21)
 - 9-11 Baseball Pool B – Baker Little League 6/20
 - 8-10 Softball – Destin Little League (6/20 – 6/21)
 - *Major Softball Sectional – Freeport Little League (6/20 – 6/21)
- **3rd Week (June 26- July 2):**
 - Major Baseball – South Walton Little League (6/26 – 6/30)
 - Junior Baseball – Niceville Little League (6/26 – 6/28)
 - Senior Baseball – Baker Little League (6/26 – 6/28)
 - *8-10 Softball Sectional – Destin Little League (6/27 – 6/28)
 - Junior/Senior Softball – TBD (7/1 – 7/2) --- If needed

* If D20 has a team *

Questions?



Florida District 1
Contacts



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