

BASEBALL WA JUNIOR STATE CHAMPIONSHIPS TOURNAMENT MANUAL 2026



AUTHORITY

- This document shall apply to all Little League Pathway (“All-Star”) tournaments and override all rules contained in the regular season By-laws that apply to regular season club ball.
- Invitational and other non-pathway tournaments covered by this document are included where appropriate.
- In these Regulations, unless inconsistent with the context, words denoting one gender shall include the other gender.
- The Little League International rules (The “LLI Rule Book” including the app) shall govern the running of all tournaments.
- From time to time, Baseball Australia will apply a local variation to the rules, which will be included in this document. All local variations are included within the Australia Rules Variations document. Note that in all cases, these variations have been approved by Little League International.

PERSONNEL

- District Administrator: Caroline Adamson support@baseballwa.asna.au
- Tournament Director: Caroline Adamson 0412 863 125
- LL / DS / MP Tournament Scoring Coordinator: Olivia Mayo 0422 889 811
- Umpire Coordinator: Ross Drinkwater 0409 850 602

Last update – 3/2/2026

DOCUMENT CONTENTS:

Section 1: Tournament Team Selection and Compliance.....3

Section 2: Tournament Operations.....6

Section 3:

- Tournament Game Rules.....8
- Section 3A: Bats rules and bats9

Section 4: Frequently referenced Rules.....10

Recent Rule changes and Clarifications15

Section 5: Little League Minors Machine Pitch Rules.....16

SECTION 1: TOURNAMENT TEAM SELECTION & COMPLIANCE

Teams

- Teams cannot be selected and named before February 1st of the tournament year.
- Tournament team rosters must be entered into the Little League Data Center one month before their Tournament.
- Any changes to team personnel must be documented on the affidavit and signed by the relevant officials. Details of replacement players, coaches or EOs must be provided and verified before taking the diamond.

	Senior League	Junior League	Intermediate League	Little League Major	Little League Development Shield	Little League Minor (MP)
Squad size	Minimum of 12 and maximum of 16 players	Minimum of 12 and maximum of 14 players	Minimum of 12 and maximum of 14 players	Minimum of 12 and maximum of 14 players	Minimum of 12 and maximum of 14 players	Minimum 9 Maximum of 14 players
Team personnel	One manager (i.e., head coach) and a maximum of two coaches (assistants) One Executive Officer (off-field only)					
Player League Age as of 31 August 2026	League age 13 to 16 inclusive	League age 12 to 14 inclusive	League age 11 to 13 inclusive	League age 10 to 12 inclusive	League age 9 to 12 inclusive	League age 7 to 10 inclusive
Games played requirements	None	Must have played no less than 8 regular season games prior to the tournament	Must have played no less than 8 regular season games prior to the tournament	Must have played no less than 8 regular season games prior to the tournament	None	None
Tournament Pathways	The top two teams qualify for the Nationals	The top two teams qualify for the Nationals	The top two teams qualify for the Nationals	The top two teams qualify for nationals		None
				Little League Invitational – League Age 9-12 inclusive		

Player Eligibility

- Player eligibility to participate in a tournament team is based on age and not division of play during the regular season.
- Players are eligible for tournament play if they have participated in the number of regular season games indicated in the above table.
- A player may be named in the roster, and practice with only one tournament team at a time.
- Once a team is eliminated from the LLI tournament, players from that team may be added to the affidavit of a second team as long as:
 - The player meets all tournament player eligibility requirements.
 - There is space on the team affidavit for an additional player
 - The player is not replacing another eligible and available player currently named on the affidavit
 - The second team is in a different age division.
- **Development Shield and Little League Minors Machine Pitch players are not required to participate in the regular season. Development Shield players may be recruited from within their Charter boundaries.**

Team Identity

- Logos, designs, colour schemes, nicknames and trademarks of all charters remain the exclusive property of Baseball WA.
- Charter teams may negotiate their sponsorships to offset costs. Sponsorships shall be subject to all Baseball WA policies.
- Sponsor logos may be displayed on supporter clothing and off-field banners etc. but may not be displayed on any clothing or equipment on the diamond during a scheduled match.
- Charter teams may only acquire apparel displaying the team's logo, name and/or colour scheme (or any combination of such or usage in part) through Baseball WA using the required ordering process. Baseball WA reserves the right to impose a monetary fine on any charter team that does not comply with this requirement.
- Charter team personnel identifying those individuals associated with their team who have independently breached these requirements, shall instruct such individuals to discontinue wearing such apparel at the playing venue.

Uniforms

- Baseball uniforms, including but not limited to uniform tops, coach polos, caps, and training tees, will be manufactured by Baseball WA's suppliers for all teams (other than Minor League-MP). Charter League Presidents should ensure orders for their teams are placed using the advised process by the due date each year.
- Players and coaches shall purchase their uniform, top and cap.
- Any garment worn on the diamond or in the dugout during a game (i.e., This excludes activities during the pre-game warm-up.) must only wear LLWA-branded apparel from the charter's range. Other garments that do not display the LLWA logo are not permitted on the diamond or in the dugout from the first pitch to the last pitch unless the LLDA has granted an exemption.
- Coaches of LL age divisions must be dressed in the coach polo shirts and shorts/slacks.
- Coaches of IL, JL and SL age divisions have the option of a coach polo (to be worn with shorts) or uniform top (to be worn with team baseball pants only).
- All coaches on the same team must wear the same uniform combination, i.e., all wearing coach polo or all wearing full uniform.
- EOs must not wear the coach polo shirt or player jersey and should only wear the training tee or supporter polo bearing the LLWA logo.
- Previous styles of the coach polo are acceptable to wear for this tournament.
- Charters shall determine the colour of baseball pants their team is to use, however must either be grey or white. All pants must be uniform in design and belts must be consistent in colour with approved team colours.
- **The LL Development Shield All-Girls team must wear black baseball pants.**
Note: club teams participating in the Minor League Machine Pitch may wear their regular club pants regardless of colour.
- Baseball caps are considered part of the playing uniform and must be worn by all coaches and players at all times during a game unless where substituted by a protective helmet.
- Batting Helmets are considered part of the team uniform and must be consistent in colour with the team uniform. Charter committees may provide plain helmets for each team.
- **Rule 1.11 (a)(3) – Neoprene Sleeves (Pitchers): Permits neoprene sleeves to be worn without being covered by an undershirt, provided the neoprene sleeve is solid colour and not white or grey.**

Tournament Administration

- All tournaments shall be administered by a Tournament Director appointed by the Little League District Administrator.
- Head Coaches (Managers) and Executive Officers (EO) of the competing teams will attend a Managers' Meeting prior to the commencement of each tournament which the Tournament Director will convene. A scorers meeting may also be scheduled.
- The LLI team affidavit form, boundary map and player verification forms are to be provided to the Tournament Director prior to the tournament. The forms are to be received by Baseball WA no later than three weeks before the 1st tournament commences.
- All players, coaches and EOs must register on the nominated charter database, and the player fee must be paid at the time of registration by the end of February.
- **Executive Officers (EO) must report injuries to the Tournament Director or designated personnel directly after the game if a player is removed due to an injury. The first aid person assesses the player to decide if a doctor is necessary. If required, the player must present a medical certificate to return to play to the Tournament director or designated personnel.**

Coaches

- The District Administrator or District Staff shall not serve as a coach or executive officer. Charter Presidents may only serve as a coach or executive officer with the permission of the District Administrator.
- All coaches must be members of a club within the charter in which they wish to coach.
- All coaches must be adults and be 18 years old or older.
- All coaches are to be ratified by the Baseball WA High-Performance Committee prior to being announced.
- All coaches must comply with the national coaching accreditation standards set by Baseball Australia.
- Child Protection Legislation - it is the responsibility of all teams to ensure that all team personnel adults comply with Western Australia's Child Protection Legislation.

ROLE	LL, IL, JL, AND SL	LL Minor DS, LLG & LLINV
Charter Coaches	Baseball Australia Accreditation	Baseball Australia Accreditation
Head Coaches	Certification C (Coursework and Practical assessment) + National Integrity Framework Course	Certification B (Coursework and Practical assessment) + National Integrity Framework Course
Assistant Coaches	Certification B (Coursework and Practical assessment) + National Integrity Framework Course	Certification B (Coursework and Practical assessment) + National Integrity Framework Course
Machine Pitch	Head Coach & Assistant Coach	Certification A (online content completed)

SECTION 2: TOURNAMENT OPERATIONS

Teams

- Teams are responsible for the maintenance of the diamond they have played on after their game – this includes collection of rubbish in their dugout and in the area in which their spectators have resided.
- Teams will need to provide their own line-up books.

Scorers

- Scorers shall take direction and adhere to the protocols outlined by the Tournament Scorer Coordinator.
- There will only be one book scorer and one GameChanger scorer per game.
- For scoring purposes, the scores shall score as per fixtures, not Coin Toss:
 - The **Home Team** is listed on GameChanger Second and Matrix First.
 - The **Away Team** is listed on GameChanger first and Matrix second.
- **The home team** scores on GameChanger and provides its own iPad/tablet. The scorer is to collect Wi-Fi from the Tournament Scorer Coordinator table before each game.
- **The away team** shall score on the scorebook. The scorer is to collect the scorebook from the Tournament Scorer Coordinator table before each game.
- The Tournament Scorer Coordinator will supply the scorebooks for all State Championships, **except the Machine Pitch (MP) teams.**
- No Scorer may score on GC and also use a book at the same time.
- Machine Pitch games are not on GameChanger, and each team will supply a book scorer.

Umpires

- The WA Baseball Umpires Association shall be responsible for the appointment of a Technical Director to all tournaments.
- The Technical Director shall be responsible for:
 1. Full control of the umpiring discipline of the panel both on & off the field.
 2. Handling all enquiries from teams relating to the playing conditions of the tournament as outlined in the LL Rule Book.
 3. Liaise with the Charter officials for the application of the requirements of tournament rules.
 4. Duties associated with the appointment of umpires.
 5. The appointment of a Crew Chief to each team of umpires in each game.
- All efforts will be made by WABUA to appoint umpires, with the priority being to cover plate duties first.
- All reasonable efforts are to be made to ensure that umpires are appointed to neutral games.
- Little League Machine Pitch teams are required to provide a plate umpire who will be allocated to other scheduled games on a rotational basis and a base umpire for each game.
- Where an umpire is not officially allocated to a game, teams shall be responsible for providing umpires. Accredited umpires are preferred but not essential.
 - The team mentioned first to supply a plate umpire.
 - The team mentioned second to supply base umpire.
 - If an umpire is allocated to do plate umpiring, the team mentioned first will supply the base umpire.
- Teams are responsible for ensuring umpires are aware of tournament rules as per the LLI book and this manual.
- **Machine Pitch Umpires** are provided by each team. The umpire roster will be organised according to the fixtures matrix. Each team is responsible for appointing a plate umpire during a timeslot when they are not playing. Additionally, the away teams must supply a base umpire for their scheduled game.

Baseballs

Baseballs for all tournament games will be provided by Baseball WA.

Schedule

- The tournament schedule will be released two (2) weeks before the start of the tournament and is subject to change before and during the tournament.
- The team listed on the fixtures as the home team shall occupy the first base dugout or bench. Note that on GameChanger, the home team is listed second.
- Where a team is playing a second game immediately following their first game on the same diamond, the team may elect to occupy the same dugout regardless of the schedule.
- The allocation of home and away team status for the game shall be determined by a coin toss before each match, as follows:
 - Sixty minutes before each match, the Head Coaches or appointed proxy shall meet in the tournament office with a tournament official who shall oversee the coin toss process.
 - The winner of the coin toss shall have the choice of being either the home (batting second) or away (batting first) team.
 - Failure of a team's Head Coach or proxy to attend the coin toss at the appointed time shall result in forfeiture of the coin toss, except where the team is occupied in a prior game at the time the coin toss is to take place (i.e., participating in the first game of a doubleheader). In these instances, the coin toss shall be delayed until five minutes after the conclusion of the prior game.
 - The coin toss does not apply to Machine Pitch teams. The home team fields first.

SECTION 3: TOURNAMENT GAME RULES

	Senior League	Junior League	Intermediate League	Little League – Major Division 1	Little League Development Shield
Regulation Game	7 innings			6 innings	
Time Limit	None				2 hours Can finish innings
10 or 15 Run Rule <i>[Tourn Rule 12]</i>	10 Run rule applies after 5th or 6th inning Run rule applies after 4th innings		10 Run rule applies after 4th or 5th inning Run rule applies after 3rd innings		
Runs per innings [BA rule]	None				6 runs scored – side away
Regulation game <i>[Tourn Rule 13]</i>	5 or more innings		4 or more innings		4 innings
Tie Breakers <i>[Tourn. Rule 14]</i>	There are no tied games – extra innings shall be played to separate ties in all cases. Refer to Tie game - Tournament rule 14 – Pg 14				After 2 hours, games can finish with a tied score.
Mandatory Play [Tourn Rule 9 + BA modification]	None	All teams must follow the continuous batting order rule. All players must complete 3 Consecutive Defensive Outs during all games, even games shortened due to the run rule For example, if a player is removed before their 3 consecutive defensive outs, they must return to the game and complete 3 consecutive defensive outs.			All teams must follow the continuous batting line-up rule. All players must complete 3 consecutive DO's during all games, even games shortened due to the run rule. Any inning shortened due to 6 run rules shall be considered 3 DO
Catching Restrictions	<i>[Tourn. Rule 4]</i> No restrictions unless pitching. Refer: "Pitching Rules"				

Playing Equipment

- **Catchers** must wear a mask with NOCSAE-approved catchers' helmet (skull cap type not acceptable) and "dangling" type throat guard during practice, infield/outfield, pitcher warm-up and games. All catchers must wear approved chest protectors and shin guards. Catchers must wear long or short model chest protectors with neck collars. **Catchers must use a catcher's mitt. (not a first baseman's mitt or fielder's glove) of any shape, size or weight.**
- **Helmets** for all players in a team must meet NOCSAE requirements and be the same plain colour, such colour being consistent with the colours of the team uniform.
- There are no restrictions on the use of shared equipment, **however, players are encouraged to use their own helmets (in line with the safety and colour requirements).**
- Charters to provide at least six (6) protective helmets (7 protective helmets for Junior/Senior League) for the team if required.
- Rule 1.16 – Helmet Stickers: Permits the use of helmet stickers or decals, provided that such usage is not excessive, is not offensive, and does not make inappropriate references, such as that to drugs or alcohol. **Note:** Altering the helmet in any form, including painting or adding decals (by anyone other than the manufacturer or authorised dealer) may void the helmet warranty. Helmets may not be repainted and may not contain tape or re-applied decals unless approved in writing by the helmet manufacturer or authorised dealer. (1.16)
- All base coaches are required to wear protective helmets. Base coaches aged under 18 must wear a double-eared helmet when base coaching. Teams are responsible for providing skull caps for their coaches in a coordinated colour.
- All male players must wear athletic supporters. Catchers (male) must wear the metal, fibre or plastic type cup.
- Shoes with metal cleats or spikes shall not be worn by players, managers, coaches, or umpires. IL, JL, SL: Players may wear shoes with metal spikes.

SECTION 3A: BAT RULE AND BATS

- Rule 1.10 – A.R. 2 – Bat alterations: Clarifies that products, such as, but not limited to, choke-knobs choke-up assists, or thumb protectors are considered alterations to the bat and are not permitted.
- Use of an Illegal Bat - Rule 6.06(d):

d) the batter enters the batter’s box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter’s box. The ball is dead. Runners must return if they advanced on the play.

NOTE: If the infraction is discovered before the next player enters the batter’s box following the turn at bat of the player who used an illegal bat:





(1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.

(2) The Manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game (**Refer Tournament Rule 18 or 4.07**), and the offensive team will lose one eligible adult base coach for the duration of the game.

A.R. 1 — Any of the remaining adults in the dugout may be used as the one adult base coach at any time during the duration of the game.

A.R. 2 — When an illegal bat is discovered, it **MUST** be removed from the game at that point.

Rule 3.01. Umpires are not required to inspect equipment. This is the responsibility of the Manager (Head Coach)

<p>Little League & Below (Includes Development shield and Machine Pitch)</p>	 <p>USA Baseball marking with not more than 33” in length and 2 5/8” barrel maximum NO BBCOR Bats allowed</p>
<p>Intermediate League & Junior League</p>	 <p>USA Baseball marking with not more than 34” in length and 2 5/8” barrel maximum OR</p>  <p>2 5/8” barrel bat with BBCOR stamp</p>
<p>Senior League</p>	 <p>All <u>NON- WOOD</u> bats must be BBCOR 2 5/8” barrel bat with BBCOR stamp <u>No USA Bats, BPF Bats, USSSA Bats etc.</u></p>

SECTION 4: FREQUENTLY REFERENCED RULES

The rules highlighted below are a selection of important rules taken from the LLI rule book for ease of access and understanding. This is not meant to provide an exhaustive list of all rules and team personnel should still consult the LLI rule book to ensure a full understanding of tournament rules is obtained. NOTE: Where the official rule book has been updated and is not consistent with this section, the official rule book will apply. Where the rule is in Blue, this is an Australian variation.

Teams can access their copy of the Little League rule book in either of two formats: Hard copy or electronic device (iPad/Tablet/phone). The use of an electronic device in the dugout is permitted only if it is a non-communicative device used solely for accessing the Little League International rule book. Electronic devices should not be internet-enabled and are not to be used for communication purposes. **There are no exceptions to this rule.**

Tournament rule 3.d: Special pinch runner – SENIOR LEAGUE ONLY

Twice a game but not more than one time per inning, a team may utilise 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 for whom the pinch-runner runs is not subject to removal from the line-up. 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 line-up is again eligible to be used as a pinch-runner.

Tournament rule 3.d: Courtesy runners – Little League, Intermediate League & Junior League:

A tournament team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. When utilising a continuous batting order, the courtesy runner may be in the team’s batting order and must be the player in the batting order who was the last out.

Tournament Rule 4: Pitching

These rules replace the regular season pitching regulations.

- **LITTLE LEAGUE**
 - Pitchers once removed from the mound may not return as pitchers (4. c)
 - A player cannot pitch in two games in a day (4. f)
- **INTERMEDIATE LEAGUE & JUNIOR LEAGUE**
 - Pitchers once removed from the mound but remaining in the game at another position may return to pitch later in the same game but only once per game [4.c]. To return as a pitcher, once removed from the mound, the player must remain in the game defensively.
 - A player cannot pitch in two games in a day (4. f).
- **JUNIOR LEAGUE EXCEPTION**
 - Pitchers once removed from the mound but remaining in the game at another position may return to pitch later in the same game but only once per game [4.c]. To return as a pitcher, once removed from the mound, the player must remain in the game defensively
 - If a pitcher reaches 30 pitches or less in a game and is covered under the threshold exception, the pitcher may pitch in a second game on the same day. (4. f)
 - Exception: League Age 12 participating in the Junior League Division are not eligible to pitch in two games in a day.
- **SENIOR LEAGUE**
 - Pitchers once removed from the mound but remaining in the game at another position may return to pitch later in the same game but only once per game [4.c]. To return as a pitcher, once removed from the mound, the player must remain in the game defensively
 - A player who pitches 30 pitches or less in a game and is covered under the threshold exception may pitch in a second game on the same day (4. f)
- **Rule 1.11 (a)(3) – Neoprene Sleeves (Pitchers):** Permits neoprene sleeves to be worn without being covered by an undershirt, provided the neoprene sleeve is **solid colour** and **NOT** white or grey.

Movement between pitching and catching.

- Any player on the team may pitch (4. a) **Exception:** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day (4. a)
- A player who played the position of catcher for three innings or less, moves to the pitcher position and delivers 21 pitches or more (LA 15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. (4. a)
Exception: If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. (4. a)
- If a Pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch and maintain their eligibility to play the position of catcher for the remainder of that day. If a player delivers 41 or more pitches and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day. (4.d Note)

Rest Periods

Little/Intermediate/Junior League (Tournament Playing Rules 4 Pitching Rules, LL, IL and JL)

The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position (4.d):

league Age	13-14	95 pitches per day
	11-12	85 pitches per day
	9 -10	75 pitches per day

EXCEPTION: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: **1.** That batter reaches base; **2.** That batter is put out; **3.** The third out is made to complete the half-inning or the game; **4.** The pitcher is removed from the mound prior to the batter completing his/her at bat.

Pitchers league age 14 and under must adhere to the following rest requirement (4.e):

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.

Note: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to the final batter faced.

Note: *Under no circumstances shall a player pitch in three (3) consecutive days (4.e)*

Senior League

The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position (4.d)

League Age	13-16	95 pitches per day
------------	-------	--------------------

EXCEPTION: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: **1.** That batter reaches base; **2.** That batter is put out; **3.** The third out is made to complete the half-inning or the game; **4.** The pitcher is removed from the mound prior to the batter completing his/her at bat.

Pitchers league age 13-16 must adhere to the following rest requirement (4.e):

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar days of rest must be observed.

Note: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to the final batter faced.

Note: Under no circumstances shall a player pitch in three (3) consecutive days. (4.e)

Note: Rest periods commence at the conclusion of a player's final pitching assignment on a given day after which the full-day rest requirements as mandated commence at midnight.

Tournament Rule 6 – Bench / Dugout

- No one except the players, manager and coach(es) shall occupy the bench or dugout during a game. EOs are allowed in the dugout during games; however, they are not allowed on the playing surface.

Tournament Rule 7: Visits

- A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule. When permission is granted, the manager or coach will be permitted to go to the mound to confer with the pitcher or any defensive player(s). A manager or coach who is granted a time-out to talk to any defensive player will be charged with a visit to the pitcher.
- A manager or coach may come out *once in one inning* to visit with the pitcher, but the *second time out*, the player must be removed as a pitcher. The manager or coach may come out *twice in a game* to visit with the pitcher, but the *third time out*, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.

Tournament Rule 9: Mandatory Play

MANDATORY PLAY – CONTINUOUS BATTING ORDER REQUIREMENT

Little League, Intermediate League and Junior League

ALL teams are required to have continuous batting that will include all players present at the start of the game, to appear in the batting order. Each player is required to bat in his/her respective spot of the batting order. (PENALTY: Tournament rule 9 g. page 202)

- b. If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/ her when his / her time at bat comes up without penalty. If the injured, ill or absent player returns, he/ she is merely inserted into their original spot in the batting order and the game continues. If a player arrives later at a game site, if the manager chooses to enter him/her in the line-up (see Rule 4.01 NOTE 2) he/ she would be added to the end of the current line-up.
- c. An improper batter will be considered as batting out of turn (see Rule 6.07)
- d. If a player is unable to complete a plate appearance due to injury, illness, or ejection, the next batter in the line-up shall take his/ her place at the plate and assume the count of the original batter.
- e. If a batter becomes a runner by reaching base safely and is unable to run the bases due to injury, illness or ejection he/she shall be replaced by the player that recorded the last out or with a Courtesy Runner if applicable (see Tournament Rule 3 (d) Courtesy Runner).
- f. There is no exception to this rule. This rule does not apply to Senior Divisions of play.

Tournament Rule 10: Substitutions/Re-Entry (Senior League only)

- a. If illness, injury, or the ejection of a player prevents a team from fielding nine players, a player previously used in the line-up may be inserted, but only if there are no other eligible substitutes available. The opposing team manager shall select the player to re-enter the line-up. A player ejected from the game is not eligible for re-entry.
- b. Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order.
- c. n/a
- d. Defensive substitutions must be made while the team is on defence. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.
- e. A starter and her/his substitute must not be in the line-up at the same time, except as provided in Playing Rule 10(a).
- f. Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered.
- g. Tournament Playing Rule 3(d) – *Senior League*: will replace Rule 7.14, as the Special Pinch Runner rule.
- h. **Intermediate/Junior/Senior League only**: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- i. **Senior League only: Rule 3.03**, Designated Hitter, WILL apply during the tournament.
- j. **Senior League**: Any player in the starting line-up, including the designated hitter, who has been removed for a substitute may re-enter the game ONCE, provided such player occupies the same batting position as he or she did in the starting line-up. *A substitute (non-starter) may not re-enter the game in any position once that player is removed from the line-up.*

Defensive Outs Requirement

Little League/Intermediate/Junior League– AUSTRALIAN VARIATION

- All players in a line up must complete 3 consecutive Defensive Outs in all games including games shortened due to run rule, bad weather or light (or other similar issues) or the end of a time limit game
- Defensive Outs is defined as: a player enters the field in one of the nine defensive positions when his/her team is on defence and occupies a defensive position while three (3) outs are made.
- Management of a Defensive Outs breach will be the Tournament Directors role, with the follow penalties:
 - Players - The player/s involved shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed
 - Manager (Head Coach)
 - First Offence – 1 game suspension
 - Subsequent Offence/s – 2 game Suspension for each occurrence
 - Subsequent Offence/s– the state/territory to provide feedback to BA on team manager’s continued role, i.e. head to Nationals or World Series.
 - Any Subsequent breach is to be noted on the Affidavit.

Tournament Rule 12: Run Rule

- If at the end of three innings [Intermediate/Junior/Senior League: four innings], two and one-half innings [Intermediate/Junior/Senior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE 1: If the visiting team has a lead of fifteen or ten or more runs respectively, the home team must bat in its half of the inning.

NOTE 2: A game determined by the 15-run rule, shall be considered a regulation game

NOTE 3: There is no 8-run rule in Tournament Play, as outlined in Rule 4.10(e) for the Regular Season only.

Tournament Rule 14: Tie Game

- When the completion of six innings [Intermediate/Junior/Senior League: seven innings] and the score is tied, **Starting in the top of the seventh inning [Intermediate/Junior/Senior League: eight 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.

EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on *second base*. An eligible substitute or special pinch runner may be inserted for the runner.

Ejections and Reports

- Any manager, coach or player ejected from a game will be suspended for the next physically played game (4.07).
- When a manager or coach is suspended for any reason is not permitted to be at the game site and must not take part in the game/s, nor have any communications whatsoever with any person at the game site. This includes pregame and postgame activities. Violation may result, by action of the Tournament Committee, in further suspension; forfeiture of a game; and/or disqualification of the team, managers, or coaches from further tournament participation.

On-deck Batter

- On-deck batters are not permitted in Little League-Major / Minor or Machine Pitch divisions
- On-deck batters should also not swing the bat outside the dugout
- The on-deck batter shall be positioned in the on-deck circle closest to their dugout [Reg XIV b]

Double bases – rule 7.15

- Baseball Australia will not be implementing double bases at its National events in 2026

Tournament Organisation – Schedules - Number of double headers allowed during Little League Tournaments

- Baseball Australia has been granted a waiver that in Little League minors and majors tournaments, two double headers can be scheduled in the original schedule rather than one.

Rule Changes and Clarifications for 2026

Rule 1.10 – Note 2: Pine Tar

Summary: Permits the use of pine tar or any other similar adhesive substance in all divisions of baseball and softball to the handle or grip of the bat.

Rationale: To evolve with the nature of the sport, noting that pine tar does not result in the bat performing differently

Key Notes in the Rule Change:

- Pine tar or any other foreign substance **shall not** be added to the *surface of the barrel or taper* of the bat or *cover logos* (USA Baseball or BBCOR) or *key identifying information* on the bat.
- If so, the bat is to be removed from the game, and the player warned.
- If the practice continues, the offending player and manager will be ejected, and all results from the use of the bat will stand. The batter shall not be called out, nor shall the bat be declared illegal.

Rule 1.10 – A.R. 2 – Products to assist the batter

Summary: Updates wording to permit the use of thumb protectors and state that products such as, but not limited to, choke-knobs and choke-up assists are not permitted.

Rationale: Items added to the bat, such as choke-knobs and choke-up assists, may alter the bat's weight and result in the bat performing differently.

Key Notes in Rule Change

- If a bat has such a product, the product must be removed from the bat, and the bat **shall not** be declared illegal.
- The player shall be warned, and if the practice continues, the offending player and manager shall be ejected from the game.
- In such cases, all results for the use of such a bat will stand. The batter shall not be called out, nor shall the bat be declared illegal.

Rule 1.11 (a)(3) – Sleeves worn by the pitcher

Summary: Removes the “neoprene” sleeve distinction in the rule to now include all sleeves

Rationale: To permit the use of all sleeves, provided such is of one solid colour and are not white or grey.

SECTION 5: Little League Machine Pitch

Machine Pitch Umpires are provided by each team. The umpire roster will be organized according to the fixtures matrix. Each team is responsible for appointing a plate umpire during a timeslot when they are not playing. Additionally, the away teams must supply a base umpire for their scheduled game.

1. All players are to be in the batting line-up.
2. The batter is out on the 3rd strike whether caught by the catcher or not.
3. OFFENSIVE INNING (6 run rule)
 - a. An offensive inning is complete with a 3rd out or a 6th run. The offensive inning will end at the completion of the play where the 6th run was scored. More than the maximum of 6 runs may have been scored during the final play, however only 6 runs will be recorded for the inning.
 - b. This rule will not apply in the 5th or 6th inning (or extra innings) or where a team is attempting to avoid the invoking of the mercy rule.
 - c. For mandatory play requirements, any inning shortened by application of this rule shall be considered three defensive outs.
4. Should a player be given permission by the home plate umpire to be removed from a game due to injury or illness, then the batting line-up closes to fill the gap (no automatic out) and mandatory participation rules will not apply to the removed player.
5. The pitching machine shall be a Louisville Slugger Blue Flame (UPM45). The machine is set at 36 mph and placed so that its front T Bar is 42 feet from the home plate.
6. Specific Minor League Regulations
 - a. The fielder playing the pitcher position shall stand to the side or diagonally behind the pitching machine. They may not stand closer to home plate than the T-Bar of the pitching machine.
 - b. Catchers cannot catch more than 4 innings per game.
 - c. No player may sit on the bench for two or more consecutive innings.
 - d. No Bunting allowed.
 - e. No infield fly rule.
 - f. No leading off or stealing of bases allowed.
 - g. **No walks.** If the pitching machine is consistently not pitching strikes, adjust the machine.
 - h. No on-deck batters or swinging bats in the dugout.
 - i. On a ball in play (batted balls) runners may advance until the ball is in possession of the pitcher and the pitcher is inside the infield diamond.
 - j. On an overthrow that passes the 1st or 3rd base foul line runners may advance until the ball rolls dead. In this case, the runners are awarded the base they were approaching (when the ball went dead) only. At home plate, the ball is in play on an overthrow if it rebounds off the backstop into fair territory.
 - k. Runners do not advance on errant pitches by the pitching machine or errors by the catcher in trying to catch the pitched ball.
 - l. A ball hit fair beyond the outfield cones on the full shall be deemed a home run.
 - m. A ball hit fair beyond the outfield cones on the bounce, the batter and all runners shall be advanced 2 bases.
 - n. If a batted ball hits (unassisted) the pitching machine or umpire it shall be called a dead ball. The count defers back to as it was prior to that pitch.
7. Games are one hour and a maximum of six innings. Innings in play at the one-hour mark is declared the last inning. There is no "5 minutes to go" rule.
8. Games do not revert back. The inning is to be played out if the home team is not in front, going into their at bat or when time is reached.
9. Games may have a tied result after the full hour has been played.

LITTLE LEAGUE INVITATIONAL & GIRLS TOURNAMENT PLAY

TEAMS

National Tournament

Invitational

- Teams will be invited by Baseball Australia to participate in the Little League Invitational tournament based on an assessment of benefit to the local program and considering the frequency with which the local league qualifies for national tournaments.

The event shall have a total of eight (8) teams annually.

Girls

- Each state / territory has the option to field teams in the Girls event.

NOTE 1: The Girls event is not expected to be a pseudo national championship of state teams so growth beyond one team per state is expected.

STATE TOURNAMENTS

Team eligibility for state-based tournaments shall be at the discretion of the State DA.

RULES

Regulation Game

- No new inning shall commence after two (2) hours of play timed from the first pitch – all rules that apply to the final inning of an untimed game shall apply to the inning in progress. If the home team is batting and leading at the expiry of time, the game shall finish at that point, and the score at the time shall be the final score.
- Mandatory Play - 3 DO's
- A maximum of six (6) runs may be scored in an inning of play – more than six runs may score as a result of additional runs scoring on the final play of the inning, but only six runs will count for scoring purposes.
- Any inning shortened due to the 6-run rule shall be considered 3 defensive outs (DO), for mandatory play purposes.
- A regulation game will be 4 innings.
- Games can finish with a tied score. (Except finals)
- If games are tied after 6 completed innings and the two-hour time limit is not reached, extra innings can be played up until the time is reached.
- During finals, if games are tied and the two-hour time limit has been reached, irrespective of how many innings have been played, the tie-breaker rule will come into effect.
- All other Little League rules apply.