

BASEBALL AUSTRALIA LITTLE LEAGUE TOURNAMENTS MANUAL



AUTHORITY

- This document shall apply to all Little League pathway ("All-Star") tournaments in Australia and override all rules contained in any regular season by-laws that states and territories may use from time-to-time.
- 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 in all cases, these variations have been approved by Little League International

SECTION 1: TOURNAMENT TEAM SELECTION & COMPLIANCE

Tournament Administration

- All tournaments shall be administered by a Tournament Director.
- Head Coaches (Managers) and Executive Officers (EO) of the competing teams will attend a Managers' Meeting prior to the commencement of each tournament which will be convened by the Tournament Director. 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 or their representative prior to the tournament's first game.
- Pitching records do not need to be provided

Little League® Help Center

F.A.Q.s



Q: **What forms or documents are required to be carried by the manager with the team while playing in Tournament games?**

A: A completed affidavit, with pitching record, that has been generated via the Little League Data Center affidavit system and has all required signatures; eligibility waivers for participants otherwise ineligible; and a Tournament Player Verification Form for every player with supporting eligibility documents. It is strongly recommended that managers also carry Medical Release forms for every player.

Learn more at: LittleLeague.org/HelpCenter

Teams

- Teams cannot be selected or named prior to February 1st of the tournament year.
- The tournament team roster must be entered into the Little League Data Centre prior to the team's first game on the International Tournament Pathway, whether that be sectional, state or national level.
- The Little League Data Centre shall be used to generate all tournament team documentation including the affidavit, player verification forms and boundary map.
- 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.
- All rules and notations relating to Little League Invitational shall also apply to the Little League Girls Division.

	Senior League	Junior League	Intermediate League	Little League Major	Little League Invitational / Girls
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
Team personnel	One manager (i.e., head coach) and a maximum of two coaches (assistants) One Executive Officer / Team Manager (off field only)				
Player League Age as at 31 August	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
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

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 of, 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:
 - i. The player meets all tournament player eligibility requirements;
 - ii. There is space on the team affidavit for an additional player
 - iii. The player is not replacing another eligible and available player currently named on the affidavit
 - iv. The second team is in a different age division

Multiple All Star Teams

- Charters who are required to select multiple tournaments teams are required to follow the below process
- Utilise common pool draft method which can be done from the full player pool and not based on which team a player has previously been in for that Charter
- Draft should be overseen by the State DA
- Teams if a Charter is required to or choose to put in multiple teams must be named as colours or mascots etc and not Team A or development

- Events must be run in accordance with the LLI rules meaning the pool selection is done randomly, this could result in multiple teams from a charter being in one pool

Uniforms

- Coaches of LL age divisions must be dressed in the coach polo and shorts/slacks.
- Coaches of IL, JL and SL age divisions have the option of a coach polo (to be worn with shorts/slacks) or uniform top (to be worn with team baseball pants only).
- All coaches in the same team must be dressed in the same uniform combination i.e., all wearing coach polo or all wearing full uniform.
- EOs must not wear the coach polo or playing jersey and should only wear the training tee or supporter polo.
- 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.
- Charter committees are required to provide six (6) helmets (seven (7) helmets for IL/JL/SL) for each team.

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 comply with the national coaching accreditation standards set by Baseball Australia.

Role	LL, IL, JL and SL	LL Minor, LLG & LLINV
Charter Coaches	Baseball Australia accreditation	Baseball Australia accreditation
Head Coaches	Certification C (Coursework and practical assessment).	Certification B or working towards (online content completed)
Assistant Coaches	Certification B	Certification B or working towards (online content completed)

- Child Protection Legislation - it is the responsibility of all teams to ensure that all team personnel comply with Child Protection Legislation.

SECTION 2: TOURNAMENT OPERATIONS

Teams

- Teams are responsible for the maintenance of and cleaning of the dugout and spectator areas in which their spectators have resided.
- Teams will be provided with line up books prior to the start of the tournament

Scorers

- Scorers shall take direction and adhere to the protocols outlined by the Tournament Scorer Coordinator.
- Each District shall document their own scoring process.

Umpires

- Each District shall be responsible for the appointment of a Technical Director for 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 tournament's playing conditions as outlined in the LL Rule Book.
 3. Liaison with the Charter officials for 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 reasonable efforts are to be made to ensure that umpires are appointed to neutral games.

Baseballs

- Baseballs for all tournament games will be provided as part of the tournament management.

Schedule

- The tournament schedule will be released as early as possible and is subject to change before and during the tournament. The priority of the tournament is to determine a champion of the event which could include changing finals format or qualification.
- The home team shall occupy the first base dug-out or bench (note teams going to dugouts should be done after the coin toss).
- Where a team is playing a second game immediately after their first game on the same diamond, they may choose 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 prior to each match, as follows:
 - The process governing the coin toss requirements shall be determined by the Tournament Director and communicated to all teams at the pre-tournament meeting.
 - 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 double header). In these instances, the coin toss shall be delayed until five minutes after the conclusion of the prior game.

SECTION 3: TOURNAMENT GAME RULES

	Senior League	Junior League	Intermediate League	Little League Major Division 1	Little League Invitational / Girls
Regulation Game	7 innings		6 innings		
Time Limit	None			2 hours Can finish innings	
10 or 15 Run Rule [Tourn Rule 12]	10 Run rule applies after 5 th or 6 th inning 15 Run rule applies after 4 th innings		10 Run rule applies after 4 th or 5 th inning 15 Run rule applies after 3 rd innings		
Runs per inning	None			6 runs scored – side away	
Regulation game [Tourn Rule 13]	5 or more innings		4 or more innings		4 innings
Tie Breakers [Tourn. Rule 14]	There are no tied games – extra innings shall be played to separate ties in all cases. Refer tie breaker rules			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 line-up rule All players must complete 3DO's during all games even games shortened due to run rule			All teams must follow the continuous batting line-up rule All players must complete 3DO's during all games even games shortened due to run rule Any inning shortened due to 6 run rules shall be considered 3 DO
Catching Restrictions [Tourn. Rule 4]	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 protector and shin guards. Catchers must wear long or short model chest protector with neck collar.
- Helmets for all players in a team must meet NOCSAE requirements
- There are no restrictions on the use of shared equipment, however players are encouraged to use their own helmets (in line with the safety).
- Rule 1.16 - Each league shall provide in the dugout or bench of the offensive team six (6) protective helmets (7 protective helmets for Junior/Senior League) which must meet NOCSAE (National Operating Committee on Standards for Athletic Equipment) specifications and standards. Use of the helmet by the batter, all base runners, and base coaches is mandatory. Helmets must have a non-glare surface and cannot be mirror-like in nature. Each helmet must meet NOCSAE specifications and bear the NOCSAE stamp and shall have an exterior warning label.
- 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.

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.

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

- Little League, Intermediate (50-70) Division, and Junior League: COURTESY RUNNER: A tournament 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.

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
 - 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].
 - A player cannot pitch in two games in a day [4.f].
- 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].
 - A player who pitches 30 pitches or less in a game may pitch in a second game on the same day [4.f]
 - Exception: League Age 12 participating in JLs are not eligible to pitch in two games in a day.
- SENIOR LEAGUE
 - A player who pitches 30 pitches or less in a game may pitch in a second game on the same day [4.f]

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 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 (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]
- The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. 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]

Rest Periods

Little/Intermediate/Junior League (Tournament Playing Rule 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 days 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. Under no circumstances shall a player pitch in three (3) consecutive days.

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 days 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. EO's are allowed in the dugout during games; however, 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

Continuous Batting Requirement

Little League/Intermediate/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.

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

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**: eighth 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 or Minor 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 is not white or grey.

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.