

2026 All-Star Tournament — Quick Reference Handout

Page 1: Pre-Game, Equipment & In-Game Situations

PRE-GAME CHECKLIST

- Arrive at least 1 hour early; check in with Tournament Director
- Paper lineup cards REQUIRED for all tournament games (4-ply: plate umpire, scorekeeper, opposing team, your team)
- Helmets must be worn in batting cages and while waiting to enter
- Managers/coaches CANNOT warm up pitchers at home plate, bullpen, or elsewhere
- Infield practice: 30 min before game — visitors get 10 min, then home team 10 min (TD may adjust for weather/schedule)
- Managers are responsible for checking all equipment — umpires no longer required to inspect

LINEUP CARDS

- Write player number, FIRST & LAST name, then position number legibly
- Still required even if using GameChanger
- Continuous batting order required in all divisions EXCEPT Senior League
- Senior League: traditional 9 with subs or 10 with DH/EH
- Do NOT exchange lineups with opponent — the plate umpire handles this at the plate conference
- Lineup cards are official game documents used for protests and announcements

GLOVES & MITTS

Baseball:

- Catchers must use catcher's mitt (not first baseman's or fielder's)
- Pitchers: glove only, not white/light grey, no distracting colors

Softball:

- Catchers may use mitt of any shape; first baseman's mitt OK
- Pitchers: glove can be multi-color but not same color as the ball
- All: 1B glove/mitt max 14" long, 8" wide across palm

EQUIPMENT — BATS

What to check:

- Proper stamp/markings present; no dents, dings, or cracks
- Cap/knob secured; bat smooth, round, not bent
- Grip tape in good repair (min 10" length) on non-wood bats
- Pine tar OK on handle area only — must remove excess above grip before use

Bat standards by division:

- LL Division & below: USA Baseball or wood (max 33")
- 50/70 & Junior: USA Baseball, wood, or BBCOR (max 34")
- Senior: BBCOR or wood (max 36")
- Softball: 1.20 BPF or wood (max 33" Majors & below; 34" Junior & Senior)

Illegal bat penalty:

- Player is out AND ejected from the game
- Manager is ejected; team loses one adult base coach

EQUIPMENT — HELMETS

Batting helmets:

- Must have NOCSAE stamp; free of cracks; padding intact
- Stickers OK if not excessive or offensive
- Jaw guards legal (must be same manufacturer as helmet)
- Helmets with cages/masks legal in BB & SB (not required)

Catcher's gear:

- Must have NOCSAE stamp + dangling throat protector
- Skull caps NOT permitted in any division
- Chest protector and shin guards: good repair, properly sized
- Knee Saver pads for shin guards are legal

ILLEGAL BAT ACCESSORIES

- Traditional donut weights are ILLEGAL (bat sleeve weights OK)
- Choke-up knobs or other assist devices NOT authorized
- Thumb protectors (e.g., 9-strap) are acceptable

INTENTIONAL WALK

- Once per batter, per game, the defense may request an intentional walk without pitching
- Remaining pitches are added to the pitcher's count (BB)

IN-GAME — DEFENSE

- All coaches/managers MUST remain inside the dugout at all times while on defense
- Manager must request time and wait for it to be granted before speaking to an umpire
- Only the MANAGER may come out to speak with an umpire

IN-GAME — OFFENSE

- Two base coaches allowed; one ADULT coach must be inside the dugout with players at all times
- If fewer than 3 adults, a player must be used as a base coach (adult always in dugout)
- Base coaches stay at dugout until defense completes 1-minute warm-up and ball is thrown to 2nd base

ON-DECK BATTERS

Majors & below:

- NO on-deck batters allowed
- Between innings: only 1 batter outside dugout; no bats in hands in dugout

Intermediate & above:

- On-deck batters allowed; must stay on their side of field
- Two batters may be outside dugout between innings

DEFENSIVE CONFERENCES

- 8-10 Division: pitcher must be removed on 3rd visit in an inning or 4th visit in a game
- 9-11 & Majors: pitcher removed on 2nd visit in an inning or 3rd visit in a game
- Intermediate & above: same as 9-11/Majors, but each pitcher keeps own visit count if returning to the mound
- A visit to any defensive player still counts as a visit charged to the pitcher of record

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Page 2: Tournament Rules & Pitching

RUN RULES

Majors Division & below:

- 15 runs after 3 innings (2½ if home team is ahead)
- 10 runs after 4 innings (3½ if home team is ahead)

Intermediate & above:

- 15 runs after 4 innings (3½ if home team is ahead)
- 10 runs after 5 innings (4½ if home team is ahead)

3RD STRIKE NOT CAUGHT

- 8-10 Division: rule does NOT apply
- 9-11 Division & above:
 - 1st base occupied + less than 2 outs = batter is out
 - 1st base unoccupied OR 2 outs = batter becomes a runner

ONE FOOT IN THE BATTER'S BOX

- Batters must keep one foot in the box on a cleanly caught ball or called strike that is not swung at
- Exceptions: on a swing/slap/check swing, forced out by pitch, drag bunt, uncaught pitch, play attempted, time called, pitcher leaves mound area

Penalty:

- 1st offense in an at-bat = warning
- Each additional offense in same at-bat = strike called

COURTESY / SPECIAL PINCH RUNNER

- See Tournament Rule TR 3(d) for courtesy runner eligibility and special pinch runner restrictions

RE-ENTRY RULE

- See Tournament Rule TR 10 for full substitution and re-entry details

RUNNER LEAVING BASE

- Rules vary by division — review the 2026 rulebook for your specific division's base-running rules

SIGN STEALING

- Use of electronic devices for sign stealing is prohibited — see TR 3(e) for full details

TIE BREAKER RULE

- See Tournament Rule TR 14 for tie breaker procedures and implementation

PROTESTS

- No protest on an umpire's judgment call
 - Illegal equipment must be removed from the game immediately
 - All game play is suspended until the protest is resolved
- Protests allowed ONLY for:**
- Violation or interpretation of a playing rule (must protest before next pitch or play)
 - Use of an ineligible pitcher (must protest before team's next physically played game)
 - Use of an ineligible player (must protest before team's next physically played game)

Resolution steps:

1. Game UIC and crew discussion
2. Tournament Director + District Administrator + Rulebook
3. Phone call to Southeast Regional Director
4. Regional Director calls Tournament Committee in Williamsport

Decision of the Tournament Committee is FINAL and binding.

BASEBALL PITCHING — PITCH COUNT

Pitching in multiple games in one day:

- Intermediate & below: may only pitch in ONE game per day
 - Juniors & above: may pitch in multiple games if fewer than 31 pitches were thrown in the 1st game
 - **NO pitcher may pitch on 3 consecutive days in any division**
- Suspended games resumed next day:**
- Junior & below: ≤20 pitches = continue (count resets); 21-40 = continue (count carries); 41+ = not eligible
 - Senior: ≤30 pitches = continue (count resets); 31-60 = continue (count carries); 61+ = not eligible

BB PITCHER/CATCHER RELATIONSHIP

- Refer to the pitcher/catcher rules chart in your division's rulebook for specific restrictions

SOFTBALL PITCHING — INNINGS

Pitching in multiple games in one day:

- Majors & below: max 12 innings per day
- 1-day rest required if a player pitches 7+ innings in one day
- Delivering 1 official pitch in an inning = pitched that inning
- Juniors & above: no pitching restrictions

Returning to the mound:

- Junior & below: removed pitcher can return anytime, but only once in the same inning removed
- Senior: pitcher may return once per inning if subs/visits rules aren't violated.
- Pitchers may return even if out of visits (NEW 2026) — announce change to umpire
- No catching restrictions in softball (any division)

KEY REMINDERS

- All games sanctioned through Little League International
- **NO local league rules in tournament play**
- All rules from the 2026 Little League® rulebooks for baseball and softball apply