

Rules specific to Little League (Batting Order and Subs)

Category	Description
Continuous Batting Order	<p><i>Required in Minors and below; optional in Majors and above.</i></p> <p>No substitutions in the lineup (all players are in the batting order)</p> <p>Free substitutions on defense (all players must still meet Mandatory Play)</p> <p>If a player is injured or unable to play for any reason during the game:</p> <ol style="list-style-type: none"> A. If a batter, before the at bat begins – skip over the batter without penalty B. If a batter, during an at bat – player who made immediately previous out replaces the batter and assumes the count. C. If a runner, player who made immediately previous out replaces the runner. D. The injured player, if able to continue at a later time, may return to the game without penalty.
Bat-9	<p><i>Optional in Majors and above.</i></p> <p>Substitutions – Rule 3.03 (regular season “Re-entry” rule)</p> <ul style="list-style-type: none"> • Each starter may re-enter the game once, in any spot in the batting order. Subs may not re-enter the game once they have been removed. • A starter may only re-enter after their sub has played six consecutive defensive outs and batted once. • A substitute (or a starter who has been removed and re-entered) may not be removed from the game before meeting their Mandatory Play (Reg IV (i)) • If a player is injured and the team has no eligible substitute for that player, the opposing manager chooses a player not currently in the lineup to replace the injured player. Note that the special pinch runner rule may also be available. <p>Substitutions – Tournament rule 10</p> <ul style="list-style-type: none"> • Every player may re-enter the game any number of times, in the same spot in the batting order they previously occupied. • No player, except a starter being removed for the first time, may be removed from the game before meeting their Mandatory Play (Tournament Rule 9) <p>Special Pinch Runner – Rule 7.14</p> <ul style="list-style-type: none"> • This is not a “courtesy runner” • The special pinch runner must be a player not currently in the lineup • A special pinch runner may be used only once per inning • A player may be removed for a special pinch runner only once per game