



LITTLE LEAGUE BASEBALL CALIFORNIA DISTRICT 64

Website: <http://tshq.bluesombrero.com/cadistrict64/>



2026 JUNIOR LEAGUE RULES FOR INTRA-DISTRICT PLAY

As a result of reduced district staff and the encouragement of Little League for leagues to maintain programs, CA64 will assist the leagues within our district in the maintenance of the Juniors Intra-League program. The District Board will maintain all Junior League Rules and handle all Junior League Protests. The maintenance of standings and scheduling of games will be handled by the CA64 Junior Representative Eric Lau.

1. To qualify for participation in the Intra-District Junior League Tournament, each individual Junior League Team must schedule to play every team participating in the Intra-District Junior Program 2 times (Each team **must** play a minimum of **16** games. Failure to reschedule rained out games will result in a forfeit. If a team does not attempt to reschedule a game, they shall be assigned a loss). At least 1 game to be a home game as well as 1 game as away. The individual leagues will be responsible for the scheduling of their **own** games. Once games are scheduled, they shall be reported to the CA64 Junior League Representative who shall maintain the schedule and standings. This person's title will be the "Junior League Schedule Administrator."
2. The game schedule for Intra-District play shall be maintained by the selected representative of the Junior League Reps – known as the "Junior League Schedule Administrator," or **JLSA** for short. The **JLSA** is Richard Standiford at **530-309-4704** email RStandiford@Icloud.com.
3. Team managers must present their team rosters and District 64 pitching affidavits to the official scorekeeper before game time. The CA64 pitching affidavit **must** accompany the team and be completed for every game. In the event a CA64 pitching affidavit is unavailable for a game, the Local League President or their designee may be allowed to certify a substitute pitching affidavit in unusual circumstances based on review of the team's game scorebook. **Team managers are responsible for having the pitching affidavit at the game.** The second violation of this requirement in a single playing season shall result in a one-game suspension of the manager. Additional violations may result in further disciplinary action against the manager and/or the team as determined by the District Administrator.
4. Both the visiting and home teams shall complete infield warm-ups and return to their respective dugouts prior to the pre-game conference at home plate. The timing to be followed shall be:
 - a. Home team shall take infield thirty (30) minutes prior to the scheduled game start time.
 - b. Visiting team shall take infield twenty (20) minutes prior to the scheduled game start time.
 - c. Both teams shall be in their respective dugouts (no players on the field) no later than ten (10) minutes prior to the scheduled game start time and shall remain there until the pre-game conference has concluded and the umpires have signaled for the home team to take the field.
 - d. Pre-game conference shall include the manager and team captain for each team.
 - e. Time limits for Junior games will be no new inning after 2 hours and 15 minutes. All field and Little League curfews will be adhered to. Woodland Little League curfew is 10:00 pm. Little League curfew is 11:00 pm.
 - f. There is no guarantee of infield warm-ups prior to the start of the game.
5. CA64 Intra-league will adopt the optional regular season rule requiring the batter to keep one (1) foot in the batter's box (Reference Rule 6.02c, Pages 136 and 137) and the optional rule adopting the continuous batting order (Reference Rule 4.04 Page 121). CA64 Intra-league will also adopt the optional rule requiring a team to start with no less than 8 players (reference rule 4.16a page 130) as well as the optional rule requiring a team to continue a game with no less than 8 players (reference rule 4.17 page 130).
6. Managers must have in their possession the medical release for each player at every game.
7. The Home team provides the official scorekeeper. Both team managers must sign off the official scorebook at the conclusion of each game. **The HOME TEAM MUST report all game scores to the JLSA within 24 hours. Failure to do so MAY result in the home team being assigned a LOSS.** Teams should designate a responsible individual to accomplish this requirement.
8. Two (2) umpires shall be provided by the Home team. In the event only one umpire is available at game time, games shall still be played with the one umpire, and when possible shall utilize an appropriate substitute volunteer umpire.

9. The Visiting team has a duty to notify both the Home team and the **JLSA**, at least 24 hours in advance of foreseeable no-shows. A Visiting team's failure to provide adequate notice will result in the Visiting team being responsible for umpire costs incurred by the Home team at a rate of **\$100.00** per game. The Visiting team's league is responsible to reimburse the Home team for such charges upon invoice to the league whose team failed to show.
NOTE: Whenever any team (home or visitor) fails to show and play a game as scheduled, as soon as possible, that team must notify BOTH the opposing team's League President or League Representative and the JLSA.
10. **Forfeited games shall count in the standings.** The forfeited game shall be recorded and counted using a score of 7-0, with the forfeiting team being the loser. Generally, no-shows shall be counted in the same manner as a forfeit; however, no-shows shall be subject to review by the Junior Reps committee. Every effort must be made to reschedule rained out games. Failure to reschedule rained out games will result in a forfeit. If a team does not attempt, or delays the attempt to reschedule a game, they shall be assigned a loss. If this results in a team failing to meet the 16-game minimum the obstructing team will be assigned the last seed in the TOC.
11. All games are played under the 15, 10 & 8-run "mercy" rule (reference rule 4.10(e)).
12. The District 64 Umpire-in-Chief, Brian Riley (530-219-8719), must be notified by the Local League President or the **JLSA** within 24 hours of any protest or ejection. In addition, the full details of the protest/ejection must also be written up and emailed to D64UIC@gmail.com. We cannot and will not tolerate egregious behavior. People do not get ejected for nothing. Ejections will impact manager/coach selection for All Star play. Protests will be handled by a three (3) member District Committee comprised of the CA64 Assistant District Administrator, CA64 Umpire-in-Chief and one at large CA64 representative. Failure to report ejections may jeopardize participation in post league play.
13. Any league using a Player pool must have a League approved resolution authorizing the Player Pool in the manager's possession at all games.
14. There will be a nine (9) team double elimination tournament starting on the 26th of May. The higher seeded team host, with home/away determined by coin toss. The nine (9) tournament teams will be seeded by using the regular season play standings (rankings). These standings will be based on a **point system**, two (2) points for a win, one (1) point for a tie/cancelled game and no (0) points for a loss. Seeding will only be based on the 16 intra-district required games with each team in the district (Each team is required to play every other team in the district two (2) times – at least one as home and one as away. Tie Breakers: If more than one team is tied the following methods will be utilized, a.) Head-to-head competition, b.) Fewest runs allowed, and, c.) Coin toss. The information for all standings will be maintained by **JLSA**. **ALL protests, during the TOC, will be handled by the CA64 staff immediately before game play resumes.**
15. Players must participate (meet minimum play requirements) in at least 60% of Intra-District regular season games played to be eligible to participate in Junior League Playoffs and All-Stars. An exception shall be made for those players who play on a High School (HS) team and join the team after their HS season ends. Those HS players must participate (meet minimum play requirements) in at least 60% of remaining Intra-District regular season games after their HS season ends to be eligible to participate in Junior League Playoffs and All-Stars. Except as noted above, Player eligibility for Junior League Playoffs shall be determined using "regular season" rules. Player eligibility for All-Stars, including the criteria noted above, shall be determined per the tournament rules pages 183 to 185 of the Little League Baseball Official Regulations and Playing Rules. In regard to questions of player eligibility, it is the responsibility of the accusing party to prove eligibility violations.
16. Each League is assessed a District entry fee of \$100.00 per team. This payment will cover costs for Playoffs to include awards for 1st and 2nd place, pennants, and pins for each player. The payment is due now and payable to: "California District 64 LL" and earmark your check, i.e., Junior Intra-District entry fees. **Send payment to District 64, 1370 Hemingway Ct, Dixon, CA, 95620.**

OTHER NOTES

Contact information for the local league Junior League Representatives and Team Managers should be collected and maintained by the **JLSA**.

The Junior League regular playing season shall run from March 2, 2026 through May 22, 2026. The Junior League Playoffs shall begin on May 26, 2026 and end with the championship game on June 2, 2026. **Any rule not specifically addressed above shall be consistent with the Little League Baseball Official Regulations and Playing Rules for regular season.**