



DISTRICT 51

2026 INTERLEAGUE RULES



These standing rules will supersede an individual league's standing rules, with the exception of field preparation, **COVID-19 protocols set forth by the CDPH, and local League COVID-19 protocols.** Rules in the current edition of the Baseball or Softball Official Regulations and Playing Rules book must be followed in all instances unless addressed/modified in the following. If a League agrees to interleague, that League **WILL** interleague with **ALL leagues** listed on the appropriate schedules and agrees to follow these rules.

1. The following time limits are in effect for all Interleague games:
 - A. Farm/Minor Baseball & Minor Softball Divisions = no new inning after 1-hour and 45 minutes. No new batter after 2 hours (player at bat will complete his/her at bat).
 - B. Major Baseball & Softball Divisions and above = no new inning after 2 hours. No new batter after 2 hours and 15 minutes (player at bat will complete his/her at bat).
 - C. If inning is incomplete (if visiting team has not completed their time at bat; or home team has not completed their time at bat - if required to do so) the final score of the game will revert to the score at the end of the LAST COMPLETED INNING (in accordance with rule 4.11(d)), and will be considered a completed/regulation game for Interleague purposes.
2. **MAJOR BASEBALL/SOFTBALL AND ABOVE: Each half inning (*except 6th inning - Majors; 7th inning Intermediate and above) is complete when:**
 1. Three outs are recorded.
 2. EIGHT runs have scored.

FARM/MINOR BASEBALL & MINOR SOFTBALL: Each half inning (except 6th inning is complete when:

1. Three outs are recorded.
2. Five (5) runs have scored.
3. CBO has been completed.

****Each half inning from the 6th (7th for intermediate and above) and beyond do not have a run scored limit***

NOTE: ALL divisions of Baseball & Softball: CBO will be used and WILL apply to ALL INNINGS

3. **FARM/MINOR BASEBALL & MINOR SOFTBALL:** - The game will be considered a completed game, regardless of innings played (Reg. VII(h)).

Farm and minor divisions of baseball and softball will be allowed to have an additional adult coach (total of 4 adults or 3 adults and one minor (16 or 17 years old)) added to their rosters. If a coach (including the team manager) gets ejected, for any reason, that team will lose one adult base coach for the remainder of the game. Minor base coaches are required to wear a batting helmet.

Farm division only will be allowed to utilize ten players on defense – this extra player MUST play in the outfield and not be an extra infielder

4. **ALL DIVISIONS OF BASEBALL and SOFTBALL: will use CBO and no batting substitutions are allowed/required (Rule 4.04). Minimum play (Regulation IV) WILL apply.**

5. While CBO is used: if a batter leaves or is unable to complete their turn at bat due to injury, illness or ejection, the next batter in the batting order WILL complete the turn at bat (WITHOUT PENALTY) assuming the previous batters count (See Note 2, Rule 4.04).
6. While CBO is used: if a player becomes, injured or ill or ejected while a base runner (this includes a batter who was awarded first base on a HBP), that player will be replaced, while the ball is dead, with the player who made the last out. In case of a situation before an out is made, the replacement shall be the closest player in the batting order that the injured player bats AFTER (that is not on base). (EXAMPLE: #3 in the batting order gets hurt, the replacement would be the #2 batter in the batting order unless on base, then it would be the #1 batter in the batting order, if both are on base, it would be the last person listed in the batting order)
7. While CBO is used: In accordance with Rule 4.04 Note 3, teams with seven (Farm/Minor Baseball and Minor Softball)) or eight (Major/Intermediate/Junior Baseball and Major/Junior Softball) players present to play the game may use a CBO and the 8th and 9th (Farm/Minor Baseball and Minor Softball) or the 9th (Major/Intermediate/Junior Baseball and Major/Junior Softball) spots in the batting order will be skipped over with NO OUT RECORDED.
8. 15/10/8 Mercy Run Rule is in effect for ALL divisions in accordance with Little League Rule 4.10 (e).
9. Tied games will be final and will only be played at a later date IF IT AFFECTS THE FINAL OVERALL STANDINGS IN AN INDIVIDUAL LEAGUE.
10. FARM/MINOR BASEBALL – **Home team will supply game balls** that meets current Little League specifications and must have RS (Regular Season) or RST (Regular Season Tournament) stamped on the ball (Rule 1.09).

MAJOR/INTERMEDIATE/JUNIOR/SENIOR BASEBALL - **Home team will supply game balls.** (2) new game balls that meet current Little League specifications and must have RS (Regular Season) or RST (Regular Season Tournament) stamped on the ball (Rule 1.09). If more balls are required during the game, they will be provided on a rotating basis by each team. Balls remaining at end of game will be equally divided between the teams.

MINOR/MAJOR/JUNIOR/SENIOR SOFTBALL – **Home team will supply game balls.** and will use Safety Yellow complying with current Rules and Regulations.
11. ALL LEVELS OF BASEBALL & SOFTBALL - Home team will keep the official score. **NOTE:** Scorekeeper will be located in the score booth or if booth is not available will sit behind the backstop away from the parents. (If unable to sit behind a back stop, scorekeeper will sit away from stands and parents.) Scorekeeper **WILL NOT** set in any dugout.
12. ALL LEVELS OF BASEBALL/SOFTBALL: Managers will have a team scorebook with them at all games to verify any questions concerning player and/or pitcher eligibility.
13. ALL LEVELS OF BASEBALL/SOFTBALL: Managers will list ALL players (eligible/ineligible or absent) on line-up card. Ineligible players will have the reason for ineligibility listed.
14. Each league will set up and take down its' own field. (If you, as the visiting team, show up and the opposing team needs help setting up the field, please help them or at least ask.)
15. The official start time of the game is the scheduled start time (i.e. game is scheduled to begin at 2pm and you start at 2:10pm; you are now 10 minutes into the game.)
16. All ejections **MUST** be reported within 24 hours to the appropriate ADA and District 51 UIC. At a minimum, **ALL** ejections will be handled in accordance with Little League Rules and Regulations. **Any ejected adult will be required to take (or re-take) Little League Diamond Leader training before being allowed to manager/coach again.**

17. **Any manager, coach or player ejected from a game for any reason MAY NOT be replaced by another player or, in the case of a manager and/or coach, by another adult. Ejected individual may not be present at the game site for team's next physically played game**
18. FARM/MINOR BASEBALL & MINOR SOFTBALL: - these divisions will be considered NON-COMPETATIVE. As such a team may Start, Play and Finish any game with a minimum of seven (7) players. If one team has seven (7) or eight (8) players present for the game and the opposing team has more than nine (9) players, the team with more than nine (9) players may allow up to two (2) players to play on the opposing team (so each team will have a minimum of nine (9) players) to allow each player to increase the amount of playing time.
MAJOR, INTERMEDIATE, JUNIOR BASEBALL & JUNIOR/SENIOR SOFTBALL: - Since these divisions are considered competitive, the minimum number of players required per team is eight (8). Each team must have a minimum of 8 players to start, play, and finish the game. (Rules 4.16a and 4.17).
19. POOL PLAYERS - If a team during the regular season has less than 9 players the League may use pool players to fill a team's roster to 10 players. If a team needs a pool player, that manager must go to the appropriate player agent and ask for the required number of players from the list of pool players maintained by the player agent. If a team requests pool players and they show up, they MUST play. Pool player minimum is 9 defensive outs and 1 at bat. If the regular team player(s) also show up they MUST meet their regular season minimum. **NOTE: Pool players MAY NOT pitch (Regulation V).**
20. Playing rule 6.02(c) WILL be enforced for all Divisions of baseball and softball.
21. Playing rule 9.01(d) will be enforced for all Divisions of baseball and softball.
22. Playing rules 3.04 and 7.14(b) will be used in regard to curtesy runner for the pitcher and/or catcher.
23. Tournament Rule 3(d - Baseball) or 3(e - Softball) will replace rule 7.14(a) (Special Pinch Runner) during Interleague play.
24. If a team fails to show for a game or doesn't have enough players present at the game site to play the game, without justifiable reason, the UIC for the game shall wait thirty (30) minutes before declaring the game a forfeit. If both teams fail to show for a game or don't have enough players present at the game site to play the game, without justifiable reason, the UIC for the game shall wait thirty (30) minutes before declaring the game a double forfeit.
25. Home team will provide a minimum of one (1) umpire (a minimum of two is preferred).
26. All managers are required to inform the appropriate ADA of their game scores (either by phone, text or email) for the week.
27. NO ARTIFICIAL NOISE MAKERS are allowed (E.G. air horns, containers with items in them that are shaken to produce noise, etc.), walk-up music permitted as long as Little League, age appropriate, music stops when the batter steps into the box. PENALTY – end of walk-up music for that team for that game.
28. NO PETS (except for service animals) are allowed at game sites.
29. **When playing games at a neutral site, there MUST be a member/representative of the BOD for each League present at all games.**
30. If any team cannot make a scheduled game that team WILL provide a minimum of 24 hours advance notice to the appropriate ADA. If notice is not provided the scheduled game will be recorded as a loss for the no-show team.
31. If a team is a no-show to two (2) or more scheduled games that team may be removed from the interleague schedule.