

2026 Little League California District 56 50-70/Junior/Senior Interleague By-Laws

1:00 – PURPOSE AND BOUNDARIES

1:01 – These rules are established to provide uniformity and consistency throughout the leagues of District 56. They will in no way conflict with or supersede those specifically stated and recorded in the published Little League Official Rulebook. **The Little League Official Rule Book will be followed, with these approved exceptions.** D56 Leagues may elect NOT to play in an alliance with other D56 leagues and still utilize these by-laws if they so choose.

2:00 - DISCIPLINE

2:01 – All Umpire ejection reports are **to be sent to the District Administrator and the District UIC**, within 24 hours of the completion of the game.

2:02 - Rule: 9.05 (c): The Discipline Committee, composed of a representative from each league in the Alliance, may impose additional penalties if the committee deems that the infraction warrants.

3:00 – SCHEDULING

3:01 – Each Alliance is responsible for their respective game schedules. Game times and dates must be approved by each Alliance. Copies of the MASTER schedule will be emailed to the DA & ADA of the Jr./Sr. Div. to be posted on the District 56 website

3:02 – All games that are not played are to be reported to the DA. A committee, composed of the District Administrator and designated ADA staff, will decide whether the Alliance reschedules or forfeits the unplayed game. These games are to be scheduled on the first available OPEN date on the Master schedule or on the following Friday or Sunday, if fields are available. **Exception:** Weather-related cancellations or conditions out of the control of the participating managers are exempt.

4:00 – PLAYING RULES

4:01 –Only Local League-related ground rules; what dugout is home, what is dead ball territory, what is a home run, etc., will be allowed. It is the home team's responsibility to provide the umpires and visiting team with the local ground rules at the umpire meeting before the game.

4:02 – LL Reg. IV (i) & LL Rule 3.03: Player Playing Time. Mandatory play requirements are in effect.

4:03 – Rule 4.10 (e) is in effect (League Option): **15 Runs after 4 innings, 10 Runs after 5 innings & 8 after 6 innings will be in effect**

4:04 – Time limit: **No new inning shall be started after 2 hours.** A new inning begins when the last out is made of the preceding inning. Tied Games will continue until a winner is determined.

4:05 – Base Distance: 90-foot base distances will be used for all junior games.

4:06 – Rule 8.01: BALKS: will be enforced.

4:07 - Rule 4.04: A continuous batting order will be used in all 50-70 and Juniors games.

For Senior Division - Line-ups will be in accordance with Rule 3.03 (traditional batting order) **or**, before the game starts, with the agreement of the two managers, a continuous batting order may be used during regular season games. If both managers cannot agree, then a nine-player batting order will be used with subs.

4:08 - Pitch Count: LL Reg. VI (d): Each team will exchange with the other team before the start of play of each game their pitching information from the previous game that was signed by the manager, showing the count for their players who pitched.

4:09 - LL-Rule 6.02 (c)(Local League Option): Batters must keep one foot in the batter's box.

4:10 - LL- Rule 3.04: A courtesy runner may be used for the Pitcher and/or Catcher of record when there are two outs.

4:11 - LL Reg. IV: Junior Division may use 12 to 15-year-olds during the Regular Season.

NOTE: 15 Y/O's are not eligible to play on a Junior All-Star Team.

4:12 - LL-Rule 1.01 (4.16 & 4.17)(Local League Option): In All D56 Upper Divisions, a game may not start and be played with fewer than 8 players.

5:00 – PLAYER TRANSACTIONS

5:01 –Intermediate, Junior, and Senior League teams must maintain at least 10 players per team; if a team is smaller, it must have an approved waiver from the Charter Committee through the District Administrator.

5:02- At the beginning of each season. Each league is to select one person to act as the Assigner of Pool Player for their League, **OR IF AGREED UPON BY ALL LEAGUES IN THE ALLIANCE**, the Alliance may agree to assign ONE person to act as this person. The Assigner will contact all leagues in the Alliance to establish a list of those players who wish to act as a Pool Player. Following the rules specified in Regulation V (c), the assigner will use the list to randomly assign a player or players to fill the needs of any Team(s) in that Alliance. All leagues in that alliance are to have players available. Either the Local League assigner or the Alliance League assigner **MUST** select players on a rotating, fair basis from ALL the leagues. Being careful not to show favoritism or pairing leagues unfairly.

5:03 - Pool Players: Regulation V (c): When a team faces a shortage of roster players for a game, the Manager is expected to request players from the Assigner of Player Pool for the Alliance, to be able to **field 10 players** at the scheduled game time. The use of Pool Players must specifically follow all rules as defined in LL Regulation V (c) of the LL Rule Book, unless there is an approved LL Waiver. Managers must announce at the plate meeting if a Pool Player is playing on their team for that game.

6:00 – GENERAL PROVISIONS

6:01 – All Managers/Coaches must have been background checked based on Little League standards.

6:02 – Home team is responsible for keeping score and the pitch count using Game Changer.

6:03 – Each team will provide two (2) new regulation JR/Senior League Baseballs for each game played and have 2 spare used ones in case they are needed.

6:04 – Protest: LL Rules 4.19. **The Protest Committee will be composed of the District UICs (NOT in conflict), 2 appointed District Staff ADAs (NOT in conflict), the ADA Directors of 50/70, Jr. Sr. Division (NOT in conflict), and may include the District Administrator if needed.** A written report will follow stating the ruling. Any protesting manager must submit their protest via email to the District Administrator and their Local League President or Jr./SR/50/70 Director within 24 hours of the protest.

6:05- Umpires:

Umpires' assignments for all Upper Division Games are the responsibility of the Host League to schedule. All umpires used must have passed background checks by both JDP & the DOJ Livescan.

6:06 – Each league will select its own tournament teams, managers, and coaches in accordance with LL League Rules & Regulations and its respective league bylaws.

6:07 – If two or more Leagues are going to combine for All-Stars, they must submit a description of their method of selecting their All-Star managers and coaches, as well as players to be selected on the All-Star team, in writing to District DA for approval.

6:08 – Any changes to these rules require District Administrator approval before being enforced.

7.00 FIELD DECORUM

7.01 – Esteli Park & Murphy Ranch have a no-seed shell rule at the playing fields. At Estelí, no seeds by any players and no food, candy, or drinks other than water allowed in the dugout, per city regulation. No pets are allowed at Murphy Ranch.