



Ladera Ranch American
Ladera Ranch National
North Mission Viejo
San Clemente American
San Clemente National

Little League
California District 68
P. O. Box 3025
Mission Viejo, California 92690

San Juan Capistrano
Santa Margarita American
Santa Margarita National
South Mission Viejo
Trabuco Canyon
Viejo



2026 Interleague Rules: Major and AAA Divisions

Preface: These Interleague Rules will be used for all Interleague Games within District 68 for the Majors and AAA Divisions. All Little League Rules as defined by the 2026 Official Rulebook will be used with these options and clarification. These Rules will be used both when 2 different leagues participate in the game and when 2 teams from the same league are playing.

Protests: All protests will be ruled by a Protest Committee chaired by the District 68 Chief Umpire (or designee). The committee will consist of the 2 Chief Umpires from each league involved in the game and the District 68 Chief Umpire (or designee). If both teams come from the same league, the District UIC (or designee) will solely rule on the protest. The protesting manager, the opposing manager and game UIC will each email the District 68 Chief Umpire (or designee) with their analysis of the situation within 24 hours of the game. The 3 committee members will analyze the situation and make their ruling. The District 68 Chief Umpire (or designee) will relay the decision to the managers involved by email. The committee's decision is final.

Time Limit: No new inning can start after 1hr45min, and the game ends after 2 hours. The plate Umpire will determine the Start time and the time throughout the game. In case of Darkness or incremental weather, the plate umpire will determine if the game continues. At the time the game is called, if the inning is not completed and the visiting team has the lead, the game results revert back to the last completed inning. The game can end in a tie, and both teams receive ½ game in the standings.

Mercy Rule: All 3 Mercy Rules will be in effect as defined in the Little League Rulebook.

Eight Players: a game can start if a team has only 8 players present and can continue with 8 players any time during the game. There will be NO outs issued for the missing players in the batting order.

Courtesy Runner: will be allow for both pitcher and/or catcher according to the Little League Rulebook

Five Run Limit: will only be used in AAA only. In the 6th inning or when the Plate Umpire declares last inning, both teams can score unlimited runs in their half of the inning, and the half inning will end only after 3 outs are made.

Batter's Box Rule: one foot in the box rule will not be enforced.

Third Strike Not Caught Rule: will be enforced in the Majors Division only, as defined in the Little League Rulebook.

Sign Stealing: After the first offense, a warning will be issued to the Manager and after the 2nd offense the Manager will be ejected as defined in the Little League Rulebook

Illegal Bats: will be enforced as defined in the Rulebook

Tie games: will be managed as defined in the Official Tournament Rules. At the beginning of the 7th inning, the player scheduled to bat last in that inning will be placed on second base at the start of each half inning as defined in the Little League Rulebook under Tournament Rules.

Official game: Majors Division will be defined as described in the Little League Rulebook. For AAA if the Visiting Team is winning, the game reverts back to the last completed inning; ties will be ½ game per team.

Mandatory Play: will be managed as defined in the Little League Rulebook.