



2026 DISTRICT ONE MINOR A BASEBALL INTERLEAGUE RULES

- NO Supplemental League Rules Apply. All play not provided for in District One Interleague Rules is governed solely by the 2026 Little League Baseball Official Regulations, Playing Rules and Polices Book.
- Home Team provides two NEW baseballs and Umpires; visiting team to arrive ready to play at game time. Only Little League approved bats may be used.
- There is no maximum roster limitation; a game may start and continue with no less than eight players. Continuous batting order is utilized, lists every team player in attendance for the game. The offensive half inning ends when three outs have been made or five runs have scored, whichever comes first. If a player is removed from the batting order for injury or departure the spot is “skipped over”. **There is no automatic out for any reason, at any time.**
- District-wide player pool - ten player roster MAXIMUM utilizing borrowed players. Pool players must start, play six consecutive defensive outs, and bat once. **Pool players are not eligible to pitch.**
- The pitching availability and rest guides are regulated by the Pitch Count rules found under Official Regulations, Section VI, in the current Little League Baseball Official Regulations, Playing Rules and Policies Book. Pitching records must be documented and be carried by team. Forty one pitches or more, not eligible to catch; four or more innings caught, not eligible to pitch (one pitch constitutes an inning).
- Maximum nine defensive players shall be used. Competitive Minor leagues and above may use no more than nine players on defense. If a team fields less than (9) nine due to a shortage of players, the opposing team is not penalized, and shall field up to nine (9) defensive players, contingent upon their game time roster. Each player plays at least two consecutive defensive innings (six outs). Little League mandatory play rule applies.
- Eight (8), Ten (10) and (15) run mercy rules apply.
- Courtesy Runner is **NOT** in use during District Interleague Play. Special Pinch Runner rules apply.
- Rule 6.02 “Batter’s foot in the box” rule is not optional, it is applicable and in play.
- Rule 6.08 “Automatic Intentional Walk” rule is applicable and in play as detailed in the Rule Book.
- No inning may start after two hours into the game; finish the inning if exceeding time.
- A maximum of 3 adults per team can be within the confines of the field / dugout.
- This is Minor A Interleague Play, NO PROTESTS ALLOWED.
- Last inning to be declared by umpire prior to start; unlimited runs allowed for **both** teams.
- NOTE: Make up games (rainouts, suspended or postponed) should be processed as quickly as possible to ensure credit toward the teams’ schedule requirements for Tournament play.