



# Little League Baseball Interleague Rules 2024



A schedule of games being played between two or more leagues is a District 4 administered league. The following rules will apply to all Interleague play at the Major and Minor Divisions (60-foot bases).

**Rules:** Games are played under the official LL rules as indicated in the Little League Baseball Rules and Regulations. No local rules will apply and no “manager agreements” will be allowed to change or modify these rules.

**Umpires:** The Host Team will provide two umpires for each game, with at least one 18 or older. If no adult umpire is assigned, the Host Team will provide a Game Coordinator whose duties will be those outlined in Rule 9.03(d).

**Ground Rules:** Prior to the start of the season, each participating league will prepare ground rules that are unique to their fields. A copy of these ground rules will be supplied to the Assistant District Administrator for small diamond baseball. These ground rules shall be covered at the pregame conference with the umpires. Each league is responsible for the preparation of the fields.

**For areas where the rule book allows local league options, the following rules will apply:**

a. **Continuous Batting Order** is to be used in all Minor and Major Division games. With regards to substitution, when using Continuous Batting Order all players are considered starters and may re-enter on defense at any time, provided that the Mandatory Play Requirement is met during the game.

b. **Batter Keeping Foot in Box** (Rule 6.02c): Rule will be enforced during Interleague play for Major & Minor Divisions.

c. In the **Minor Division only**, a half inning ends when three outs are made OR five runs are scored. Only in the sixth and subsequent innings will the five-run rule be waived, and unlimited runs are allowed.

d. **Run Rule** (Rule 4.10(e)): If one team is ahead by at least 15 runs after 3 innings (2 ½ if home team), or 10 runs after 4 innings (or 3 ½ if the home team is ahead), or 8 runs after 5 innings (4 ½ if home team) the opposing manager shall concede defeat to the manager who is ahead. There are no exceptions to allowing a game to continue after this point.

e. **Number of Players** (Rules 1.01, 4.04, 4.16, 4.17, and 6.05): Minor and Major League Divisions may start, play, and finish a regulation game with eight (8) players.

f. **Courtesy Runner** (Rules 2.00, 3.04, and 7.14): A courtesy runner is allowed in both the Minor and Major Divisions. If a Courtesy Runner is used, it must be the player who made the last out to become a base runner for only the pitcher and/or catcher of record provided there are two (2) outs in the half inning.

g. **Time Limits** (Regulation VII(d) and Rules 4.10 and 4.11): All games will have a two-hour time limit. Any inning begun prior to 2 hours will be completed (unless the visiting team trails after its half inning), and no new inning may begin after 2 hours. All games called for the time limit will be regarded as regulation, no matter the number of innings played. Games ending in a tie will be listed as a tie game and not resumed.

**Pitching Logs:** Each manager must have a Pitching Log (form available at [llcad4.org](http://llcad4.org) under “Baseball.”) for each game showing who has pitched in previous games, date, and number of innings. If no current pitch log is produced before the game, then no player on that team may pitch more than 20 pitches (no threshold allowed) in that game. If the Manager of a team cannot produce a current Pitching Log before the start of the game, the opposing Manager may file a proper protest under Rule 4.19 if he believes an illegal pitcher was used in the game. The protest will be referred to the Assistant District Administrator for review and decision making. Under all circumstances the game shall be played, pending the review of the protest.

**Weather Cancellations:** Every effort should be made by the leagues involved to reschedule cancelled games.

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