

## 2026 D4 Teenage Baseball ADA

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A schedule of games being played between two or more leagues is considered to be a District 4 administered league. The following rules will apply to all interleague play.

## Intermediate and Juniors Interleague Playing Rules

Games are played under the official Little League rules as indicated in the 2026 Little League Baseball Rules and Regulations. No individual league's "local" rules will apply and no "manager agreements" will be allowed to change or modify these rules.

For areas where the LL rule book allows for local league options, we will play by the following rules:

- **Regulation I(a) & Regulation IV(a):** Permits 15-year-olds to participate in the Junior Division but cannot pitch. It also permits 12-year-olds to participate in or dual roster in the Senior Division.
- **Regulation III(a):** A league may roster up to 20 players if fielding only one regular season team.
- **Regulation IV(i) NOTE 4:** If a league uses 15 to 20 player rosters and 15 or more eligible players are at a game, the mandatory play rule is reduced to three (3) defensive outs and one (1) at bat per game.
- **Rule 1.01, 4.04, 4.16, 4.17, and 6.05(n):** Teams will be allowed to start and play games with 8 players. The ninth (9th) batting position will be skipped without penalty.
- **Rule 4.04:** The rule of a continuous batting order will apply.
- **Rule 4.10(e), Exception 1:** When a team is ahead by:
  - 15 runs and after 4 innings (3 ½ if home team), or
  - 10 runs and after 5 innings (4 ½ if home team), or
  - 8 runs and after 6 innings (5 ½ if home team),
  - The manager of the losing team will concede the game and the game is over. There are no exceptions to allow a game to continue after this point.
- **Rule 6.02(c):** After entering the batter's box, the batter must remain in the box with at least one foot throughout the at-bat, except under the conditions listed in the rule.
- **Rule 7.14(a):** The rule for special pinch runner will not apply as continuous batting order is in use.
- **Rule 7.14(b):** A courtesy runner is allowed for the pitcher/catcher of record with two out and must be the player who made the last out.
- **Rule 9.01(d):** This rule regarding stealing/relaying signs and associated penalties will be enforced.

## Other Rules

- **Mandatory Play:**
  - Every rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
  - Mandatory Play applies even if game is shortened due to run rule, time limit, or darkness. A player not meeting mandatory play must start next game, meet mandatory play for previous game and then remain in game till mandatory play for current game is met.
- **Umpires:**
  - The home team will be responsible for providing two umpires for each game.
  - One of these umpires needs to be at least 18 years of age.
- **Scorekeeper:** The home team will be responsible for providing a scorekeeper for each game.
- **Pitching Logs:**
  - Each manager must have a Pitching Log (the form is available on the District 4 website [www.californiadistrict4littleleague.org](http://www.californiadistrict4littleleague.org) on the Teenage Baseball Page) for each game showing who has pitched in the previous games, dates they pitched, and the number of pitches thrown.
  - If the Manager of a team cannot produce a current Pitch Log before the start of the game, the opposing Manager may file a proper protest under Rule 4.19 if he/she believes an illegal pitcher was used in the game. This protest will be referred to the D4 Teenage Baseball ADA for review and a final decision will be rendered. Under all circumstances, the game shall be played, pending the review of the protest.
  - If the Manager of a team cannot produce a current Pitch Log before the start of the game, then each pitcher for that team will be limited to 20 pitches, no threshold allowed. NO EXCEPTIONS (this is for the safety of the players).
  - The pitching log must be signed or it is not considered valid.
- **Portable Mounds:** If portable mounds are used, they must adhere to Little League height rules:
  - Intermediate: 8" high
  - Juniors/Seniors: 10" high
- **Break-away Bases:** Break-away bases are required. Game will NOT be played if bases are not break-aways.
- **Time Limits:**
  - There will be a 2 hour and 15 minute time limit on all games.
  - Any inning begun prior to 2 hour and 15 minutes will be completed, and no new inning may begin after 2 hour and 15 minutes.
  - All games called for the time limit will be regarded as regulation, no matter the number of innings played.
  - If the time limit is reached, the home team will not bat if leading.
  - A time limit game that ends in a tie does not need to be completed at a later date.
  - The umpire in charge of the game retains authority to suspend or end any game due to inclement weather or darkness (on non-lighted field).

- **Protests:** Protests should be settled on the field of play. Appeals to the D4 Teenage Baseball ADA are limited only to rules interpretations or the use of ineligible players. Protests are strongly discouraged since all games are recreational in nature. However, if a protest is filed, it must be emailed within 24 hours to the D4 Teenage Baseball ADA. The ADA's decision is final.
- **Ground Rules:** Ground rules for fields used for teenage baseball divisions should be published on the league's website.
- **Inter-District Games:** Games between District 4 and a different Little League district are considered Inter-District games. The home team's district local rules will be in effect for these games.