

CA District 14 Interleague By-Laws

2026 Season

Administrative

1. Each league will designate an inter-league coordinator to the District Administrator. The inter-league coordinator may be required to serve on the Interleague Committee to handle protest, disciplinary, or other matters.
2. All required inter-league and combined forms must be approved in the data center at least 2 weeks prior to the start of the season. Leagues will not be approved for inter-league play until all other required documents have been submitted to District and approved. This includes Constitution, By-Laws, and Ground Rules. All leagues participating in inter-league play must complete their facility survey and Little League Safe Summary on the data center prior to the start of the season.
3. District 14 will oversee preparation of schedules for the Intermediate, Junior, and Senior divisions. Leagues will prepare and agree on schedules for the Major division and below.
4. Each league will have its own League Champion that may participate in any TOC/Invitational tournament run by the District. In the Intermediate, Junior and Senior divisions all teams may participate in the TOC. Seeding for the Intermediate, Junior and Senior TOC will be based on standings.
5. Tiebreakers for seeding Intermediate, Junior and Senior TOC will be as follows and used in the order listed until the tie is broken.
 - a) Best win / loss record in head-to-head games
 - b) Lowest runs allowed ratio in head-to-head games, calculated as runs allowed divided by 7 innings per game.
 - c) Lowest runs allowed ratio in all games, calculated as runs allowed divided by 7 innings per game.
 - d) Coin toss

Game Organization

1. The home team will supply a minimum of 2 qualified umpires and gear for each game in Minor Player pitch division and above.
2. In Minor Player pitch and above, both teams must keep a season scorebook, bring it to all games, and provide a scorekeeper for all games. The home team will be the Official Scorekeeper & Pitch Count Recorder. Teams may use Gamechanger as their official scorebook. **Defensive substitutions must be recorded for purposes of monitoring Mandatory Play.**
3. For Minor Player pitch divisions and above, each manager shall provide a lineup card with 4 copies, listing player first name, last name, jersey number and defensive position by number (1-9). One copy shall be given to the scorekeepers at least 15 minutes prior to the game with remaining copies brought to the plate meeting before the game. Lineup changes can be made at the plate meeting before the umpire verifies the lineups.
4. Pitching records must be completed in ink and signed by both managers after the game. The [CA District 14 Pitch Count Sheet](#) will be used.
5. Each manager is responsible for their own pitching records and shall present the records to the Official Scorekeeper at least 15 minutes prior to the game. If dual rostered players are participating on a team, the manager is required to have a copy (electronic or paper) of the pitching record for the player's other dual roster team.
6. Pitching records may be reviewed by the opposing manager up to 5 minutes before the game start time.
7. Host league will provide 3 new baseballs and additional as needed for each game.

8. The host league shall prepare the field before each game. Both teams shall help with clean-up after the game, including the stands and dugouts.
9. The managers must always carry player medical releases (including pool players) and a first-aid kit during practice and games.
10. Host field ground rules apply for each game.
11. Home and visitor dugouts will be as specified by the host league.
12. If a league uses 15 to 20 player rosters, and 15 or more eligible players are at a game, Mandatory Play is reduced to three defensive outs and one at bat.

Protests

1. There will be a protest committee comprised of at least 3 members including at least 2 inter-league coordinators or President's designee from leagues not involved in the protested game, and either the District 14 Division Coordinator, District Administrator, or District Administrator's designee.
2. All protests must be made in compliance with rule 4.19.
3. Written (email) notice of a protest must be delivered within 24 hours to the District 14 Division Coordinator and District Administrator. Each written notice of protest must include the protesting manager's name, email and phone number and the full details of the protest.
4. The Chief Umpire of the protested game will submit a written (email) report describing the events that took place in detail to the District 14 Division Coordinator within 24 hours.
5. There are no protests in Minor coach pitch, machine pitch or Tee Ball divisions.

Conduct at the Field

1. Conduct of players, managers, coaches, umpires and spectators shall be beyond reproach.
2. Umpires are in control of the games and all game participants and will be fully supported by the host league board of directors or game site coordinator.
3. Artificial noisemakers are not permitted at games. Batter's walk-up music may be played if permitted by the host league. Lyrics must be appropriate for youth, and silenced when the batter enters the box. No explicit lyrics or foul language is permitted, and the umpires have discretion to disallow walk-up music they deem inappropriate. If disallowed, it applies to both teams.
4. Unruly spectator behavior will not be tolerated. The host league shall have a board member or game site coordinator at all interleague games. The Interleague Committee shall review all league disciplinary action involving ejections, game participant behavior, or spectator behavior, and may impose additional penalties through the league on the participant, or spectator. Failure of a league to enforce these penalties may result in game forfeiture and/or suspension from inter-league play or TOC.
5. Umpires shall submit ejection reports to the District Division Coordinator and District Administrator within 24 hours of the game. Failure to submit the report on time shall have no effect on the ejection or disciplinary action.

Rescheduled, Makeup, & Continuation Games

A Rescheduled game is one whose scheduled date and time was requested to be changed in advance. Examples would include school open house, science camp, etc., when multiple players will be unable to attend.

A Makeup game is one which couldn't be played due to weather, field conditions, or some other natural circumstance.

A Continuation game is one which could not be completed to the point of being a regulation game in which a winner could be determined, due to darkness, weather conditions, or some other natural circumstance. Continuation games will be completed immediately prior to the next scheduled game between the two teams, or immediately after their next game if that game is on a Saturday. If neither is feasible due to field availability or no subsequent game, the rules for Rescheduled and Makeup games will apply.

- 1) Any request to reschedule an interleague game must first be approved by the requesting manager's local Board of Directors or a designated representative with authority of the Board of Directors (usually the league's interleague coordinator or player agent). Once approved, the request for rescheduling must be submitted to the District Coordinator. The request shall be received by the District Division Coordinator at least 48 hours before the scheduled start of the game, but should be received several weeks before the game
- 2) No request for a reschedule of an interleague game will be considered if such a request is due to a perceived competitive advantage. Rescheduling due to unavailability of pitching or specific players will not be approved. Under no circumstances may managers or leagues agree among themselves to Reschedule or Makeup an Interleague Game. All Rescheduled and Makeup Game dates will be determined by the Division Coordinator or District Administrator.
- 3) The District Division Coordinator or District Administrator will use the following rules for Rescheduled and Makeup Games. These rules find the earliest opening to reschedule, and prioritize scheduling games on typical game days for the specific division. For example, "Typical Game Days" for Intermediate are Monday, Wednesday or Saturday. "Typical Game Days" for Juniors are Tuesday, Thursday, or Saturday. Similar typical game days for Majors, Minor Player Pitch, and below will be utilized for those divisions. Games may be rescheduled on any day except Sundays or during Spring Break for either team, however Sundays may be considered near the end of the season if required to complete the schedule.
 - a) Rules:
 - i) A game shall be rescheduled on the first Typical Game Day within 2 weeks after the original date, except when: a) either team has a game that day or b) the field has no time available due to other scheduled games
 - ii) If (i) does not provide a solution, the game shall be rescheduled on the first non-Typical Game Day (T, Th, Sat for Intermediate and M, W, Sat for Junior) within 2 weeks of the original date except when: a) either team has a game that day or b) the field has no time available due to other scheduled games, or c) the Rescheduled Game would result in 3 games in 3 consecutive days for either team.
 - iii) If (ii) does not provide a solution, add 1 week and retry (i) and (ii) if needed (3-week search)
 - iv) If (iii) does not provide a solution, add 1 week and retry (4-week search)
 - v) If (iv) does not provide a solution, schedule a Saturday double header the next time the teams play each other on a Saturday, in divisions where double headers are permitted.
 - vi) If (v) does not provide a solution, the Division Coordinator or DA reschedules the game at their discretion.
 - vii) Note that for Rescheduled Games (not Makeup) due to an advance request agreed to by both leagues, the search for an alternate date may consider earlier dates (i.e. looking 2 weeks before the original game, then 3 weeks, etc., at the sole discretion of the District Administrator or Division Coordinator.
- 4) All Rescheduled, Makeup, and Continuation games may be played on either the home field or the visitor's field, based on availability; however, preference will be given to the home field. If a game is moved from the home team's field, the home team and all responsibilities, other than field prep, will stay the same.
- 5) All Rescheduled, Makeup, and Continuation games that are not played will be brought before the Interleague Committee for review, as well as any attempt to circumvent these rescheduling rules. If no legitimate reason is found for not playing the rescheduled game, the manager responsible for not playing the game will lose his/her invitation to manage in the District 14 TOC's or Invitational tournaments, plus in the Intermediate, Junior and Senior division that team will be the bottom seed in the District TOC or Invitational tournament.

- 6) All Rescheduled, Makeup, and Continuation games must be played before any local league special games, including local league tournament games. Failure to play a game before any local league special games may result in a forfeit by the team that caused the game not to be played, and the manager of the team responsible may lose his/her invitation to manage in the District TOC, or Invitational Tournaments.
- 7) All Rescheduled, Makeup, and Continuation games take precedence over scheduled practice dates.
- 8) Double headers will be used in the Major and above Divisions only as described above, to ensure all Rescheduled, Makeup, and Continuation games are completed before tournaments.

Playing Rules

All playing rules will be by the Little League Rule book, with the following options adopted for Interleague play. Note that Inter-district by-laws and rule options take precedent for inter-district games.

Tee Ball

1. The side is retired when all players on the roster have batted once in their half-inning.
2. One adult manager and up to 3 adult coaches are permitted.
3. The manager or other adult coaches may be on the field defensively, provided one adult always remains in the dugout or on the bench when players are on the bench.
4. All rostered players may be on the field defensively, provided no more than 6 players are stationed in the infield, including the catcher and player at the pitching position.
5. Baserunners may only advance one base, at the risk of being played on, on any overthrow or wild throw that remains in play.
6. Scores and standings will not be kept.
7. After half the season's games are completed, for all batters, an adult coach may deliver up to 4 pitches, then revert to hitting off the Tee for that at bat.
8. No inning shall be started after 90 minutes

Minor Coach Pitch and Machine Pitch Divisions

1. Both managers shall agree at the game site whether to use a pitching machine or coach pitch. In the event of the managers being unable to agree, the home team manager will determine which is being used.
2. Scores and standings will not be kept, except for tracking runs per half-inning to determine if the side is retired after five runs are scored
3. Rule 6.02 (c) requiring batter to keep one foot in batter's box is **not** adopted
4. Infield Fly Rule is **not** in effect
5. The five run per inning limit is **not** suspended in last half inning for either team
6. One adult manager and up to 3 adult coaches are permitted.
7. The manager or other adult coaches may be on the field defensively, provided one adult always remains in the dugout when players are in the dugout or on the bench.
8. Use of a 4th outfielder defensively is permitted for either team (10 defensive players). Outfielders should be positioned at least 20 feet past the edge of the infield.
9. Baserunners may only advance one base, at the risk of being played on, on any overthrow or wild throw that remains in play.
10. Stealing or advancing on a passed ball or wild pitch is not permitted

11. Bunting is not permitted.
12. No inning shall be started after 1 hour and 45 minutes. The new inning starts when the last out is made in the preceding inning.
13. Before the game, the host league manager must instruct the visiting league manager in the safe and proper operation of the pitching machine. Instruction will also include local ground rules governing: 1) thrown or batted balls contacting the pitching machine or any screens surrounding the pitching machine; 2) batted or thrown balls entering any designated areas around the pitching machine; and 3) restrictions on player positioning near the pitching machine before the pitch, or restrictions on players entering any designated areas near the pitching machine.
14. Only an adult manager or coach from the offensive team is permitted to operate the pitching machine, or pitch to their own team. The adult pitcher or adult operating the pitching machine shall also serve as umpire.
15. If an adult pitcher is used, he or she shall be standing and pitch from no more than 10 feet in front of the pitcher's plate. Regardless of the position of the adult pitcher, the player playing the position of pitcher shall stand on the pitcher's mound, on either side of the mound and not in front of the adult pitcher.
16. The adult pitcher (or operator) may instruct the batter briefly to reposition in the batter's box, but to maintain pace of play pitches should be delivered within 15 seconds of the adult pitcher receiving the ball
17. For coach or machine pitch, the batter will receive a maximum of 5 pitches, unless the batter either:
 - a) Hits a fair ball.
 - b) Has 3 swinging strikes (foul third strike is not a strikeout per rule book)
 - c) The batter fouls off the 5th pitch, in which case the at bat continues until the batter either:
 - i. Hits a fair ball
 - ii. Swings and misses
 - iii. Does not swing

NOTE: There are no walks in this division. Batter hit by coach or machine pitch is a "no pitch" and will not result in a base award or count against the maximum pitches.

16. Player Pitch will be permitted after May 15th, provided both managers agree at the game site. If one manager does not agree to player pitch, it will not be used by either team.
 - a) A manager or coach from the offensive team will call balls and strikes from behind the pitcher
 - b) Base on balls is not awarded.
 - c) A player pitcher shall pitch a maximum of 4 called balls per batter. After 4 balls, the offensive coach / umpire shall pitch the remaining pitches.
 - d) The player who was pitching shall position himself in the 10-foot circle, on either side, but not in front of, the coach pitcher
 - e) Each pitch delivered by the coach shall be called a strike. The number of strikes on the batter remains from player pitch, and the at-bat continues until the batter strikes out or puts the ball in play.
 - f) A batter hit by a player pitch is awarded first base. Batter hit by a coach pitch is "no pitch" and batter will not be awarded first base.
 - g) If a player pitcher hits two batters in an inning, or 3 in a game, he must be removed as pitcher.
 - h) Player pitch counts must be kept, a pitching affidavit completed, and Regulation VI limits on pitcher and catcher eligibility must be followed.

Minor Player Pitch Divisions

1. A time limit of 2 hours and 30 minutes is in effect for Inter-league games in these divisions under Reg VII, X and rule 4.10.
2. Games may be started and continued with eight players on either team. A team with 8 players may skip over the 9th position in the batting order without an out or other penalty
3. Ten and fifteen run rules are in effect (4.10-e). Eight run rule is not in effect.

4. 6.02 (c) regarding batter keeping one foot in batter's box **is** adopted
5. Infield Fly Rule **is** in effect
6. The five run per inning limit in 5.07 is suspended in the last inning, when last inning is declared by the umpire.
7. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location **is** adopted
8. Tournament Rule 14 will be used for Tie Games
9. Rule 7.14(b) Courtesy Runner rule is in effect.

Major Division

1. Games may be started and continued with eight players on either team. A team with 8 players may skip over the 9th position in the batting order without an out or other penalty.
2. Ten and fifteen run rules are in effect (4.10-e). Eight run rule is not in effect.
3. Rule 6.02 (c) regarding batter keeping one foot in batter's box **is** adopted
4. Option to use Minor Division rule for third strike not caught by catcher [6.05(b)(2)] is **not** adopted, so 6.05(b)(2) and 6.09(b) are in effect.
5. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location **is** adopted
6. Continuous Batting Order will be used, so there is no Special Pinch Runner
7. Rule 7.14(b) Courtesy Runner rule is in effect.
8. Tournament Rule 14 will be used for Tie Games.

Intermediate, Junior and Senior Divisions

1. League Age fifteen-year-olds may participate in the Junior Division for regular season if rostered by the local league and may pitch.
2. Ten and fifteen run rules are in effect (4.10-e). Eight run rule is not in effect.
3. A time limit of 2 hours and 30 minutes is in effect for Inter-league games in these divisions under Reg VII, X and rule 4.10.
4. Games may be started and continued with eight players on either team. A team with 8 players may skip over the 9th position in the batting order without an out or other penalty.
5. Rule 6.02 (c) regarding batter keeping one foot in batter's box is adopted.
6. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted.
7. Continuous Batting Order will be used for Intermediate and Junior games, but not for Senior games.
8. Senior Division - The option to use tournament rule 3(d) for Special Pinch Runner instead of rule 7.14 is not adopted. Regular season rule 7.14 is in effect.
9. Rule 7.14(b) Courtesy Runner rule is in effect.
10. Tournament Rule 14 will be used for Tie Games
11. Game scores for Intermediate, Junior and Senior games shall be reported by each District 14 manager to the District Division coordinator within 48 hours of completion of the game. The district may implement an electronic form on the district website for score reporting, in which case that form will be used for all score reporting.

CA District 14 Air Quality & Weather Policy
For Inter-league & Tournament of Champions Games

Air Quality

During periods of extreme environmental conditions, the local AQI (Air Quality Index) and associated air quality alerts will be monitored. The www.airnow.gov application should be used for this purpose.

If the local AQI is around 150 or higher, games will be cancelled.

It is responsibility of the home league's designated official to check the AQI at least 2 hours prior to the game start time and will notify D14 administrator and both team managers if the game is to be cancelled.

Games will be rescheduled to a different day when the AQI is no longer above 150.

Reference: [CIF Sports Medicine Advisory Committee Statement on Air Quality and Sport Participation.](#)

Extreme Heat

During periods of extreme heat, the [National Weather Service \(NWS\) HeatRisk forecast tool](#) should be used to find your location's HeatRisk level. According to [The California Department of Public Health \(CDPH\) Heat Risk Grid](#), the HeatRisk level will determine what actions to take.

If the the HeatRisk level is forecast to be "Major" (Red/Level 3) or "Extreme" (Magenta/Level 4), games will be cancelled.

It is responsibility of the home league's designated official to check the HeatRisk level at least 2 hours prior to the game start time and notify the D14 administrator and both team managers if the game is to be cancelled.

Games will be rescheduled to a different day when the HeatRisk level is no longer Major" (Red/Level 3) or "Extreme" (Magenta/Level 4).

Reference: The [CDPH Health Guidance of Schools on Sports and Strenuous Activities During Extreme Heat.](#)

Thunder & Lightning

The home league will designate a "lightning monitor", a person at the field who is not a coach, manager or umpire who can follow the lightning plan guidelines.

The "lightning monitor" is responsible for:

1. Diligently monitoring for any lightning and should halt activities if the sky looks threatening.
2. Halting game activities if any of the following is observed:
 - Lightning is seen
 - Thunder is heard (usually means the storm is within 10 miles)
 - Time between lightning and thunder is 30 seconds or less (indicates storm is less than 6 miles away)
3. Communicating to game participants and spectators that they should avoid open areas and seek shelter in a building or car immediately.

4. Ensuring that game participants wait at least 30 minutes after the storm has passed before allowing game activities to resume.

Reference: Little League Rulebook, [Appendix A – Lightning Safety Guidelines](#)