



ACADEMY LITTLE LEAGUE

HIGH PLAINS LITTLE LEAGUE

TRI-LAKES LITTLE LEAGUE

2026 INTER-LEAGUE SUPPLEMENTAL BASEBALL RULES

Revision 04/06/2026

Section I: General Guidelines

1. **PURPOSE:** These rules are intended to supplement, or clarify where allowed, the contents of the current Regulations and Playing Rules published by Little League Baseball, Inc., Williamsport, PA. Little League International Baseball Rules take precedence if there is any conflict.
2. Unless otherwise stated below, the official rules of this interleague agreement shall be the 2026 Little League Baseball Official Regulations and Playing Rules.
3. Each league agrees with these age divisions: Minors league age 7-11, Majors league age 9-12, Intermediates (50/70) league age 11-13, and Junior/Senior league age 12-16.
4. Each league agrees to abide by these rules and to distribute them to each manager and board member. A copy will also be provided to the umpire officiating organizations. Managers should keep a copy of this document in their books available at all games.
5. If, in the judgment of the managers and umpire(s), darkness has progressed to a point where continued play poses a safety risk or impairs fair play, the game shall be suspended or ended. If a game is called due to darkness before it becomes official, it will be resumed at a later date from the point of suspension. If it is an official game (per division inning requirements), the result will be final with the score reverting to the last completed inning.
6. Streaming is allowed per LL policy. Personal streaming via Gamechanger is authorized as long as it is outside the field of play and doesn't obstruct per LL policy. Coaches and umpires may ask for cameras to be moved within these guidelines but cannot ask for the stream to be stopped.
7. **Lightning:** Due to the different topography that each league plays in, lightning safety protocols will remain with the local Leagues purview. Managers and Coaches should request clarification at the Umpires meeting.



Section II: Home Team/Home League Responsibilities

1. Uses the first base dugout.
2. Provides the official scorekeeper.
3. Prepares the field before the game.
4. The home league provides the Umpire(s) for the game.
 - 4.1. Minors Division: The home League will schedule at least one umpire for all games.
 - 4.2. Majors, Intermediates (50/70) and Junior/Senior: The home team League is responsible for scheduling one umpire for Majors and two umpires for Intermediates and Juniors.
 - 4.3. If the umpires fail to show, each team will provide a substitute umpire. These substitutes should share the responsibilities, such as exchanging positions after each inning. If the coaches are unable to agree to impartial volunteer umpires, the game should be paused and rescheduled for another date.
5. Is responsible for clean-up and trash removal of the first base dugout area.

Section III: Visiting Team Responsibilities

1. Uses the third base dugout.
2. Is responsible for clean-up and trash removal of the third base dugout area.
3. Is encouraged to assist the home team with field preparation and care of field after a game.

Section IV: Personnel Permitted on the Field

1. Only authorized Little League Volunteers with valid background check and training are allowed to assist as coaches at games.
2. All players on the official rosters of the two participating teams.
3. Each team will be allowed to have 1 manager and not more than 2 additional volunteers (i.e., coaches, Team Parent) in the dugout during a game. (Note: managers/coaches may not manage or observe from stands or behind backstop during game).



4. Manager/coaches must remain in dugout or coaching box unless time has been requested and granted by an umpire.
5. Once time is granted by the umpire, a manager or coach may visit the pitcher's mound and confer with any defensive player. However, any visit to any defensive player, with exception of injury, will be considered a visit to the pitcher.
6. Two (2) adult base coaches or one (1) adult and one (1) player coach are permitted. Team player base coaches MUST wear protective helmets.

Section V: Mandatory Play

1. All teams at all divisions will use a continuous batting order.
2. Little League, Inc. rules dictate that every player will participate in each game defensively for a minimum of six outs.
3. PENALTY:
 - 3.1. Each League will determine its own penalty for violations.

SECTION VI: Sportsmanship

1. All participants will follow their leagues' Code of Conduct / Zero Tolerance Policy. If there is an infraction, the violating party will be referred to the appropriate Board of Directors for further investigation.
 - 1.1. Academy Little League - <https://www.academylittleleague.org/Default.aspx?tabid=443042>
 - 1.2. High Plains Little League – Code of Conduct - <https://www.highplainsll.com/Default.aspx?tabid=1003339>
 - 1.3. Tri-Lakes Little League – Code of Conduct - <https://www.trilakeslittleleague.com/Default.aspx?tabid=893060>
 - 1.4. If the umpire ejects a manager or coach, the umpire shall furnish a written report to the league President within 24 hours of the incident.

SECTION VII: Divisional Rules

All levels

1. For the month of April, managers may agree to a 5-run limit per inning. There is no unlimited last inning.



2. For the month of April, managers may agree to one balk per pitcher to allow for pitcher instruction.
3. Hard baseball batting practice is not permitted on any part of the actual playing field without a net. There will be no hitting against the fence.
4. If a specific field allows, the visiting team will take infield practice 20 minutes prior to official start time. The home team will take infield practice 15 minutes prior. All coaches and players will clear the field 10 minutes prior until the Plate Umpire calls managers for the plate conference.
5. The Umpire, coaches from both teams, and home team scorekeeper shall be notified and in agreement of official game time start..

1. Majors Division (league age 9-12)

1.1. ALL GAMES ARE LIMITED TO TWO (2) HOURS

1.2. No new inning may begin after 1 hour and 45 minutes from the official start time of the game. Note: once an inning has begun, an inning MUST be completed even if it goes beyond the two-hour time limit, unless weather is a factor.

2. A complete regulation game for the regular season is:
 - 2.1. A game that has reached the time limit.
 - 2.2. Four (4) innings have been played.
 - 2.3. A maximum of six (6) innings (exception: tied games) may be played.
 - 2.4. Extra innings are allowed in tied games, time permitting.
 - 2.5. There must be a minimum of nine (9) players per team to play a Majors game.
 - 2.6. If an injury occurs during a game bringing a team to eight (8) players, play can continue. An out will not be assessed against the missing ninth player in the lineup.
 - 2.7. One delivered pitch shall constitute a new inning.
 - 2.8. A pitcher once "removed" as a pitcher (i.e., replaced by another player being brought in to pitch) may not pitch again in the same game.



- 2.9. The infield fly rule is in effect for the Majors division.
- 2.10. Dropped 3rd strike is effect (3rd strike not caught).
- 2.11. Base Stealing is permitted.
- 2.12. All base runners are subject to rule 7.13 - leaving the base early.
- 2.13. Bunting is allowed. A fake bunt and then a full swing is not allowed.
- 2.14. Pitcher/Catcher's Courtesy Runner: when there are two (2) outs and the pitcher/catcher from the last inning is on base, a courtesy runner is allowed. The courtesy runner must be the player who was previously put out if batting full lineup.
- 2.15. With continuous batting order, managers are allowed defensive substitutions from anywhere in the lineup.
- 2.16. There is no on-deck batters allowed in the Majors division.
- 2.17. The mercy rule is in effect: 15 after 3 innings. 10 after 4 innings, 8 after 5 innings.
- 2.18. Batters must keep one foot in the batter's box except for the exceptions allowed.
- 2.19. Intentional Walk - the defensive team manager is able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count or the number of balls will be added to complete the intentional walk. A player can only be intentionally walked once per game.

3. Intermediates (50/70) Division (league age 11-13)

- 3.1. No new inning may begin after 2 hours from the official start time of the game. Note: once begun, an inning **MUST** be completed if conditions permit.
 - 3.1.1. A complete regulation game for the regular season is:
 - 3.1.2. A game that has reached the time limit.
 - 3.1.3. Five (5) innings have been played.



- 3.1.4. Maximum of seven (7) innings (exception: tied games) may be played.
- 3.2. There must be a minimum of nine (9) players per team to play an Intermediate game.
- 3.3. Due to injury, a game can continue with eight (8) players on a team. An out will not be assessed due to the missing player in the lineup.
- 3.4. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game. (Following LL Rules Book Regulation VI (b) page 37).
- 3.5. A pitcher who delivers 41 pitches or more in a game cannot play the position of Catcher for the remainder of that day.
- 3.6. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- 3.7. The infield fly rule is in effect for the Intermediate division.
- 3.8. Dropped 3rd strike is in effect.
- 3.9. Metal cleats are permitted at the Intermediate level and above, (exception: games played at fields that have an artificial turf pitching mound, then rubber cleats or sneakers are mandatory)
- 3.10. Bunting is allowed. Players will not fake bunt and then swing.
- 3.11. BBCOR bats are allowed in the Intermediate (50/70) division.
- 3.12. Leading off and base stealing is permitted. (Headfirst slide is allowed at the Intermediate level)
- 3.13. The “On Deck” batter is allowed.
- 3.14. Pitcher/Catcher's Courtesy Runner: when there are two (2) out and the pitcher/catcher is on base, a courtesy runner is allowed. The courtesy runner must be the player who was previously put out if batting full lineup.

With a continuous batting order, there are unlimited defensive substitutions.

The mercy rule is in effect: 15 after 4 innings/ 10 after 5 innings/ 8 after 6 innings.



Batters must keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the rule book, during regular season games. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

3.14 Intentional Walk - the defensive team manager is able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count or the number of balls will be added to complete the intentional walk. A player can only be intentionally walked once per game.

4. Junior/Senior Division (league age 12-16)

1. No new inning may begin after 2 hours and 15 minutes from the official start time of the game. Note: once begun, an inning **MUST** be completed even if it goes beyond the time limit.
2. A complete regulation game for the regular season is:
 - 2.1. A game that has reached the time limit .
 - 2.2. five (5) innings have been played.
 - 2.3. A maximum of seven (7) innings (exception: tied games) may be played.
3. There must be a minimum of eight (8) players per team to play a Juniors/Seniors game.
4. Due to injury, a game can continue with eight (8) players on a team. An out will not be assessed due to the missing player in the lineup.
5. Player 15-yrs-old and older are limited to pitching a maximum of 1 inning or three outs.
6. One delivered pitch shall constitute a new "inning".
7. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game. (Following LL Rules Book Regulation VI (b) page 37).



8. The infield fly rule is in effect for the Juniors/Seniors division.
9. Metal cleats are permitted at the Junior level, (exception: inter league games played at fields that have an artificial turf mound where flat athletic shoes or rubber cleats are mandatory)
10. Bunting is allowed. A fake bunt and then a swing is not allowed.
11. Leading off and base stealing is permitted. (Headfirst slide is allowed at the Junior level)
12. Batter may advance to 1st base on an uncaught third strike if 1st base was not occupied before the last pitch. Ball is considered live and the batter-runner may be put out. See Little League Rule 6.05/6.09
13. The “On Deck” batter is allowed.
14. Pitcher/Catcher's Courtesy Runner: when there are two (2) out and the pitcher/catcher is on base, a courtesy runner is allowed. The courtesy runner must be the player who was previously put out.
15. With continuous batting order, teams are allowed unlimited substitutions
16. The mercy rule is in effect: 15 after 4 innings/ 10 after 5 innings/ 8 after 6 innings.
17. Mandate batters keep one foot in the batter’s box throughout their at-bat, barring eight exceptions provided in the rule book, during regular season games. If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. During tournament play, the rule is no longer an option and all batters will be mandated to keep one foot in the batter’s box throughout their at-bat, barring the eight exceptions provided in the rule book.
18. Intentional Walk - the defensive team manager is able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter’s award of first base. Once the award is granted, four pitches will be added to the defensive pitcher’s official pitch count or the number of balls will be added to complete the intentional walk. A player can only be intentionally walked once per game.