

Virginia District 15 Little League 2026 Regular Season Interleague Rules

All Virginia District 15 Interleague play during the 2026 Regular Season shall be in accordance with the Little League® 2026 Rulebooks, Official Regulations, Playing Rules, and Operating Policies except as noted below for each division of play. These Interleague Rules were approved by the League Presidents of Virginia District 15 on 15 March 2026 and all leagues agreed to follow and enforce these rules. These playing rules shall be discussed and confirmed at the Plate Conference prior to commencing all interleague games. The District Administrator, local League President, and local Umpire in Chief (UIC) shall be notified immediately should there be any disagreement on the conduct of any interleague game not in accordance with these rules prior to the first pitch.

Note: Visiting team managers should contact the opposing team manager at least two (2) days prior to the scheduled game to confirm game time, field location, and any other important details, e.g., concessions availability, seating, water, dugouts/covers, etc.

Note: The on-deck batter shall be positioned in the on-deck circle closest to their dugout (Intermediate, Juniors, and Seniors ONLY). There is no on-deck circle for Majors and below.

Interleague Game Rules:

Senior League Baseball:

All play shall be in accordance with the 2026 Little League® Baseball Rulebook except for the following District 15 Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 ½ hours for Senior League Baseball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: The on-deck batter shall be positioned in the on-deck circle in front of their own dugout.

Senior League Softball:

All play shall be in accordance with the 2026 Little League® Softball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 ½ hours for Senior League Softball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: The on-deck batter shall be positioned in the on-deck circle closest to their own dugout.

Junior League Baseball:

All play shall be in accordance with the 2026 Little League® Baseball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 ½ hours for Junior League Baseball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

District 15 Interleague Rule: Games shall use continuous batting order (CBO) per rule 4.04.

Note: Special Pinch Runner (SPR) (7.14) is not available with CBO.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: The on-deck batter shall be positioned in the on-deck circle closest to their own dugout.

Junior League Softball:

All play shall be in accordance with the 2026 Little League® Softball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 ½ hours for Junior League Softball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

District 15 Interleague Rule: Games shall use continuous batting order (CBO) per rule 4.04.

Note: Special Pinch Runner (SPR) (7.14) is not available with CBO.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: The on-deck batter shall be positioned in the on-deck circle closest to their own dugout.

Intermediate (50-70) Division:

All play shall be in accordance with the 2026 Little League® Baseball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 ½ hours for Intermediate (50-70) Division; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

District 15 Interleague Rule: Games shall use continuous batting order (CBO) per rule 4.04.

Note: Special Pinch Runner (SPR) (7.14) is not available with CBO.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: The on-deck batter shall be positioned in the on-deck circle closest to their own dugout.

Major Baseball:

All play shall be in accordance with the 2026 Little League® Baseball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 hours for Major Baseball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

District 15 Interleague Rule: Games shall use continuous batting order (CBO) per rule 4.04.

Note: Special Pinch Runner (SPR) (7.14) is not available with CBO.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup or if continuous batting is permitted, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: There is no on-deck circle in this division

Major Softball:

All play shall be in accordance with the 2026 Little League® Softball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 hours for Major Softball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

District 15 Interleague Rule: Games shall use continuous batting order (CBO) per rule 4.04.

Note: Special Pinch Runner (SPR) (7.14) is not available with CBO.

Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped and no penalty shall be imposed

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup or if continuous batting is permitted, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: There is no on-deck circle in this division

Minor Division (Player Pitch) Baseball:

All play shall be in accordance with the 2026 Little League® Baseball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) District 15 is setting a time limit of 2 hours for Minor Baseball; this means that no inning may start once the time limit has been reached.

Maximum of five (5) runs per half inning except for the last (6th) inning

Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; since continuous batting is required, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: There is no on-deck circle in this division.

Note: Continuous Batting is mandatory for Minors and below (Rule 4.04).

Minor Division (Player Pitch) Softball:

All play shall be in accordance with the 2026 Little League® Softball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) District 15 is setting a time limit of 2 hours for Minor Softball; this means that no inning may start once the time limit has been reached.

Maximum of five (5) runs per half inning except for the last (6th) inning.

Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; since continuous batting is required, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: There is no on-deck circle in this division.

Note: Continuous Batting Order (CBO) is mandatory for Minors and below (Rule 4.04).

Coach Pitch, Machine Pitch and Tee Ball Baseball and Softball:

Virginia District 15 Little League will follow the amended 2026 Virginia State Little League Association Coach Pitch rules, provided as an appendix entitled “2026 Virginia District 15 LL Interleague Coach Pitch Rules and Guidelines.”

Additional District 15 Minor Division (Coach Pitch) Rules:

No minimum number of players required to participate; may field up to ten (10) players defensively.

Umpires are not required.

Continuous batting order (CBO) is mandatory for these divisions.

Rules governing half inning: 3 outs, 5 runs, or batting through the batting order.

Courtesy runner shall be permitted for the catcher when there are two (2) outs in the half inning; since continuous batting is required, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

The catcher will wear normal protective equipment and will take the normal defensive position behind the batter.

The batter must not throw the bat. If the bat is thrown in such a manner as to be considered unsafe by the managers/coaches, the batter shall be properly instructed. If the managers/coaches feel it is unsafe, they shall issue a warning to the batter and may take additional action within the rules if the behavior persists.

Note: A player may NOT be called “out” for throwing of a bat or any other unsportsmanlike behavior; however, if it persists, additional actions within the rules should be applied.