



DISTRICT 12

PRE-MINOR DIVISION BASEBALL & SOFTBALL

INTERLEAGUE RULES – 2024

The following rules were agreed upon by District Administrator and representatives from each league within AZ District 12 for interleague play in the Baseball and Softball division.

These rules take precedence over Local League Rules.

OFFICIAL LITTLE LEAGUE RULES APPLY EXCEPT AS NOTED BELOW

GAME PRELIMINARIES

- Pre-Minors is an introduction into the game of baseball and softball, teaching children the basic skills and fundamental aspects of baseball. It is **not intended to emphasize competition** between leagues, teams, coaches, or players. Positive reinforcement from managers, coaches, and parents is a must!
- There is a 90 minute time limit from the SCHEDULED start time for all games.
- Continuous Batting order will be used.
- Home team provides:
 - Official scorekeeper
 - Game Balls – Safety Level 5 Ball must be used. New unused balls must be provided.
 - Bases
 - Is listed second on schedule and has third base dugout
- BATS – Bats must be approved by USA Baseball with the label screened on the bat. Approved T-Ball bats are allowed.

GAME PLAY

- 1 manager and 3 coaches are allowed. One rostered adult must be in the dugout. 2 defensive coaches may be positioned in the outfield for instruction only.
- Pre-minor season is the Coach Pitching; all coaches shall pitch from a minimum of 35 ft either standing or kneeling.
- All catchers gear must meet Little League Rule 1.17.
- Use of helmet by the batter, all base runner(s) and base coaches (under 18 yrs old) is mandatory. (use of helmet by adult base coach is optional) Helmets must comply with Rule 1.16.
- The defensive team will have regulation infield positions and the excess players in the outfield. All players in the outfield must be located more than 100 feet from home plate (beyond the infield dirt area). Teams may add a chalk-line in the outfield to identify the 100 foot line.
- Defensive players need to be rotated often during the game and be given the opportunity to play every position during the course of the season.
- **The side is out when 3 defensive outs are made, or 5 runs are scored, or the lineup of the minimum number of players between the 2 teams has completed a turn at the plate, whichever comes first.**
Example: If team A has 9 players and team B has 14 players, the number thru the lineup would be 9.
- Prior to May 1, the batter gets a maximum of 7 total pitches per at bat. From May 1 to end of season, if a player swings at three pitches and does not make any contact on the third swing the batter is out. If the batter fouls the ball, the player would continue the at bat until a third strike is made, the ball is put in play, or 7th pitch is thrown. **Strike outs do not count against the offensive team.** All outs must be made through defensive play. There are no Base on Balls (Walks); swing the bat.
- Players will stay on the field until the play has stopped. Extra runs will not count in the scorebook.
- Only 1 base on overthrow. Do not encourage players (runners and fielders) to make multiple throws and advancements resulting from the initial over-throw. (e.g. over throw at first, runner advances to second, over throw to second, runner advances to third, over throw to third, runner advances home).
- No sliding, bunting or stealing.
- On deck batters are **not** allowed.



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Read the rulebook!

Each team **MUST** clean their dugout before leaving. This is the manager's responsibility.

NO TOLERANCE POLICY

- Poor sportsmanship by players, managers, coaches, or parents will not be tolerated. We wish to emphasize the positive aspects of the game. Failure to comply with this rule may result in the disqualification of the player, coach, manager, and/or forfeiture of the game and spectators could be asked to leave the field area.
- Alcohol or any illegal substances are not permitted at any Little League sponsored event, which includes games and practices. Law enforcement will be called if necessary.
- WALK-UP SONGS ARE NOT PERMITTED as this singles out one player, team, or League over another and is not fair to ALL players in the game.

Injury Incident Reports must be filled out for any incident that stops play or practice.

FIGHTING WILL NOT BE TOLERATED:

- "Fighting" includes physical OR verbal assaults, including name-calling, persistent harassment and ALL language construed to be obscene.
- Managers, coaches, and/or players ejected from the game is automatically suspended for their next physically played game and may not be in attendance at the game site. Any person ejected during a game **MUST** be noted in the official scoreboard. Reasons for ejection's and suspensions will be reviewed as needed. All ejections shall be reported at azdistrict12@gmail.com.
- Second Offenses will be suspension until the Inter-league Board can convene to render a decision regarding the second offense.

Game Cancellations or Reschedules:

- All teams that need to cancel or reschedule a game must notify (email) the district at azdistrict12@gmail.com indicating a reason for the cancellation.
- Ensure that the opposing team is contacted prior to game time. A game will NOT be considered cancelled until a reply from the opposing team is received verifying the cancellation.

Remember: The above needs to occur enough in advance so that all parties (including parents) are informed. You would not like it if the other team failed to notify you, so please make sure that you are not the team which causes others to travel across-District to a game site with a no-show. This effort will also eliminate hosting leagues from having to pay unnecessary field rental and light fees.

- There is no such thing as a **Forfeit**. Quit using this term and educate your parents/players as well. Un-played games are just that: **a game that is not played**. We do not maintain any win-loss records, in most cases games are not rescheduled, and we are not playing for a championship. So quit emphasizing these as forfeits.