



DISTRICT 12 TEE BALL 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

- Tee Ball is an introduction into the game of baseball, teaching children the basic baseball skills. It is **not intended to emphasize competition** between leagues, teams, coaches, or players. Positive reinforcement from managers, coaches, and parents is a must!
- Time limit is a minimum of 60 minutes and not more than 90 minutes.
- Continuous Batting order will be used.
- Home Team is listed second on schedule and has third base dugout.
- Home team provides T-Ball rated game balls and Batting Tee. New unused balls must be provided.
- LL RULE 1:02 - Tee-Ball: It is recommended that no score be kept, but outs will be recorded.
- BATS – Must be USA Baseball approved with either the label screened on or the approved sticker.

GAME PLAY

- 1 manager and 3 coaches are allowed. One rostered adult must be in the dugout at all times with the others positioned in the outfield on defense for instruction only.
- The defensive team will have regulation infield positions and the excess players in the outfield. AZ District 12 recommends that there be no catcher in the Tee Ball Division.
- Defensive players need to be rotated often during the game and play infield and given the opportunity to play every position during the course of the season.
- All players in the outfield must be located more than 100 feet from home plate. Teams may strike a line in the outfield to identify the 100 foot line.
- The side is retired when 3 offensive players are legally put out or when all players in the roster have batted one time in the half inning.
- Offensive players that are legally put out will be removed from the playing field and return to the dugout.
- Hit balls must travel beyond a 15 foot arc in front of home plate. Any hit ball that does not travel the 15 feet will be considered foul and the batter will return to the hitting tee.
- The batter gets 5 swinging attempts to hit the ball beyond the 15' Arc. After the 5th attempt if the ball is not put in play the batter is out and must return to the dugout. This out is not counted by the defensive team.
- No sliding, bunting, or stealing.
- No on deck batters are allowed.
- Only one base on an over-throw. 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).

END OF GAME

Each team **MUST** clean their dugout before leaving. This is the manager's responsibility; repeated violations may result in disciplinary action for the manager.



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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 these single out individual players, teams, or Leagues 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 scorebook. 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. Leaving “Messages” does not constitute a reply.

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.