



## DISTRICT 12 MAJOR DIVISION BASEBALL INTERLEAGUE RULES – 2026

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

**These rules take precedence over Local League Rules.**  
**OFFICIAL LITTLE LEAGUE RULES APPLY EXCEPT AS NOTED BELOW**

### GAME PRELIMINARIES

- The Majors Division is for players league ages **9 to 12 years old**.
- There will be a **two hour time limit from the SCHEDULED start time for all major division games**. The batter will finish the at bat before the game is called.
- The official scorebook **MUST** be located behind home plate or in the home team's dugout. (If in the home team's dugout it must be a roster coach or manager from that team). The pitch count book must be located with the official scorebook.
- Team scorebook and pitch count **MUST** be kept in the dugout with a roster player, coach or manager.
- Home team:
  - Is listed second on schedule and has third base dugout
  - Is official scorekeeper, will provide umpires and game balls. **(4-5 new unused regulation ball for the division.)**
- The **10-run rule** will be in effect for all games.
- Games are not cancelled if there are less than 9 players. **Borrowing of players from the other team is allowed**. Pool Play is allowed from a league's other major division team(s) following Little League guidelines and the Player Agent for that respective league. **Coaches do not select pool players**.
- In the event of only 8 players for the game, the 9<sup>th</sup> batter will be counted as an out.
- **Continuous Batting order will be used.**
- **Pitch Count is Mandatory.**
  - **Each team must keep a "Pitching Record" or Pitch Log for the season.**
  - Pitch Log must be provided to the official scorekeeper prior to the start of the game.
  - Failure to provide a pitch log means that there are no eligible pitchers for that game and **THE GAME WILL BE CANCELLED**. The Manager of the violating team will be suspended for the next physically played (not scheduled) game; a second offense will result in a minimum of a two- (2) game suspension for the manger or possible team removal from Inter-league play.
  - At the conclusion of game play, each manager must verify (sign or initial) the other team's pitch log. **This MUST be done prior to any team huddles.**
- Games played under protest must be submitted by the manager in writing to the league president within 24 hours. All protests shall be e-mailed to [azdistrict12@gmail.com](mailto:azdistrict12@gmail.com).

### 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 PERMITTED as long as both teams agree prior to any use at the game. Should one team request “no walk-up” songs, then this will be the policy for that game; whether in your home park or not.

**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](mailto: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](mailto:azdistrict12@gmail.com) indicating a reason for the cancellation.
- Ensure that all scheduled umpires are contacted prior to game time.
- 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**. 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. We are not playing for a championship. So quit emphasizing these as forfeits.