



## DISTRICT 12

### TEE BALL BASEBALL & SOFTBALL INTERLEAGUE RULES – 2026

**2 Teams of  $\geq$  7 players each**

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, teaching children the basic baseball or softball skills: running, throwing, hitting, fielding, and working as a team.
- Tee Ball is for players league ages **4 to 6 years old**.
- It is **not intended to emphasize competition** between leagues, teams, coaches, or players. Positive reinforcement from managers, coaches, and parents is a must for ALL participants (the opposing team's as well as yours)!
- Try to make all games 60 minutes (+/- 15 minutes depending on the size of the teams)
- Continuous Batting order will be used.
- Home Team is listed second on the schedule and has the 3<sup>rd</sup> base dugout.
- Home Team provides T-Ball rated game balls and a Batting Tee. New unused balls must be provided.
- LL RULE 1:02 – Tee-Ball: It is recommended that no score be kept.
- BATS – Must be USA Baseball approved.

#### GAME PLAY

- 1 manager and 3 coaches are allowed.
  - Three Defensive coaches are allowed outside the dugout while their team is on defense. The Defensive coach, nearest to 2<sup>nd</sup> base, will act as the umpire for second base calls.
  - Three Offensive coaches are allowed: 1<sup>st</sup> and 3<sup>rd</sup> base coaches and a batting coach at home plate. Base coaches will act as the umpire for plays at their respective base; batting coach for plays at home.
  - One rostered adult coach must always be in the dugout at all times.
- Defensive players must be positioned with no more than 6 infielders, including pitcher, and the excess players in the outfield. AZ District 12 recommends that there be no catcher in the T-Ball Division.
- Defensive players need to be rotated often during the game and given the opportunity to play every position during the season. No player shall play the same position more than twice in a game.
- Outfielders must be positioned more than 100 feet from home plate (beyond the infield dirt on a standard field).
  - Outfielders cannot make tags or unassisted force outs at the bases.
  - Outfielders should throw the ball to an infield player to make an out.
- All players bat and field each inning. Each inning shall consist of one time through the batting order.
- SAFETY FIRST: On-deck batters and batters taking warm-up swings between innings are NOT allowed. Managers and coaches must monitor players in the dugout to ensure only the batter on his or her way out of the dugout handles a bat at any time.
- 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.



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- No bunting or stealing. Sliding is not allowed in T-ball (no penalty for first offense, an out for any subsequent attempt).
- Runners are NOT allowed to advance to the next base on an overthrow.
- Play stops when the ball is returned to the infield (either fair or foul territory). Infielders need not have control of the ball. If a runner is more than halfway to the next base, allow him/her to advance.

#### 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.

#### 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 are 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 ejections 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 wish to reschedule a game must notify (email) the district at [azdistrict12@gmail.com](mailto:azdistrict12@gmail.com) indicating a reason for the cancellation.
- Ensure that the opposing team(s) are 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.



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- 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.