
2025 DISTRICT 5 T-BALL INTERLEAGUE RULES

All D5 T-ball games will be played in compliance with the 2025 Little League Baseball Rules and Regulations, and will include the following:

- **NO “LOCAL” LEAGUE RULES ALLOWED**
- **HOME TEAM IS RESPONSIBLE TO PREPARE THE FIELD**
- **VISITING TEAM IS RESPONSIBLE FOR PUTTING THE FIELD UP**

1. A Continuous batting order will be used for both teams.
2. The defense can play up to 10 players in the field.
3. Teams must use Little League approved t-balls, “soft” or “flex” balls. They must provide 1 new ball at the start of play.
4. All bats must meet regulations as outlined in rule 1.10 in the 2025 Little League Baseball Rules and Regulations.
5. There will be a maximum of 5 runs scored per half inning OR 3 outs, whichever happens first.
6. Coaches may be present on the field, to instruct when their team is on defense.
7. The time limit for all games at this level is a maximum of 1 hr - drop dead time.
8. Free substitution is permitted. Minimum play rules apply: 6 defensive outs and 1 at bat.
9. **NO FORFEITS**

2025 District 5 Coach-pitch Interleague Rules

All D5 Coach-pitch games will be played in compliance with the 2025 Little League Baseball Rules and Regulations, and will include the following:

- **NO “LOCAL” LEAGUE RULES ALLOWED!**
 - **THE HOME/HOST TEAM IS RESPONSIBLE TO PREPARE THE FIELD.**
 - **TEAM MANAGERS SHOULD COMMUNICATE WITH EACH OTHER 48 HOURS, IN ADVANCE, TO CONFIRM GAME, TIME AND LOCATION; AND TO HELP AVOID/REDUCE CANCELLATIONS.**
1. A Continuous batting order will be used for both teams.
 2. The defense can play up to 10 players in the field. ***If 10 players are used at least 4 must be positioned in the outfield.***
 3. ***All players must be at a designated standard position at the time of the pitch. (Ex. 1st base position, etc.)***
 4. Teams must use regulation Little League baseballs, no “soft” or “flex” balls. They must provide 1 new ball at the start of play.
 5. All bats must meet regulations as outlined in rule 1.10 in the 2025 Little League Baseball Rules and Regulations.
 6. There will be a maximum of 5 runs scored per half inning OR 3 outs, whichever happens first.
 7. No batting tees and no walks, after 4 balls the batter is out. Encourage the batter to hit the ball within a maximum of 6 pitches per player, batter will get 1 more pitch if the ball is foul.
 8. Coaches may be present on the field, to instruct when their team is on defense.
 9. The time limit for all games at this level is a maximum of 1 hr 30 mins - drop dead time.
 10. Free substitution is permitted. Minimum play rules apply: 6 defensive outs and 1 at bat.
 11. On a batted ball the runner can continue running until the ball is secured by an infielder.
 12. **NO FORFEITS**



2025 District 5 AA Interleague Rules

All D5 Minor Division games are played in compliance with the 2025 Little League Baseball Rules and Regulations, and will include the following:

- **NO "LOCAL" LEAGUE RULES ALLOWED!**
 - **THE HOME/HOST TEAM IS RESPONSIBLE TO PREPARE THE FIELD.**
 - **TEAM MANAGERS SHOULD COMMUNICATE WITH EACH OTHER 48 HOURS, IN ADVANCE, TO CONFIRM GAME, TIME AND LOCATION; AND TO HELP AVOID/REDUCE CANCELLATIONS.**
1. A Continuous batting order will be used for both teams.
 2. Free substitution is permitted. Minimum play rules apply: 6 consecutive defensive outs and 1 at bat. No courtesy runners are allowed.
 3. There will be a maximum of 5 runs scored per half inning OR 3 outs, whichever happens first.
 4. Teams must use regulation Little League baseballs and provide 2 new baseballs prior to the start of play, at the plate talk with the plate umpire.
 5. All bats must meet regulations as outlined in rule 1.10 in the 2025 Little League Baseball Rules and Regulations, and be approved by the game's umpires.
 6. Pitchers will pitch from the regulation distance, 46' pitching plate – no exceptions.
 7. The time limit for all games at this level is no new inning after 1 hr 45 min and 2 hrs, drop dead time from scheduled start.
 8. Home plate umpire to be provided and scheduled by the Host League.
 9. A rostered adult must be present in the dugout at all times when players are present
 10. Teams must start and finish the game with 8 players. In the event a team has less than 8 players at the scheduled game time or other, the umpires will forfeit the game and immediately leave the field of play. The two teams may continue to play and use the allotted time as a scrimmage or practice, but no umpires may be present on the field of play. Home team will report this forfeit to the District.
 11. If the game is started or continued with 8 players rule 4.04 note three will be in affect and an "our" will be recorded when the "9th" batting spot comes up to bat for the team with 8 players.
 12. Each team is responsible for maintaining their own pitch counts which should be communicated between the teams and plate umpire regularly throughout the game.
 13. Stealing is allowed in this division.
 14. Official score keeper to be provided by the Home team.

2025 District 5 Minors/AAA Interleague Rules

All D5 Minor Division games are played in compliance with the 2025 Little League Baseball Rules and Regulations, and will include the following:

- **NO "LOCAL" LEAGUE RULES ALLOWED!**
 - **THE HOME/HOST TEAM IS RESPONSIBLE TO PREPARE THE FIELD.**
 - **TEAM MANAGERS SHOULD COMMUNICATE WITH EACH OTHER 48 HOURS, IN ADVANCE, TO CONFIRM GAME, TIME AND LOCATION; AND TO HELP AVOID/REDUCE CANCELLATIONS.**
1. A Continuous batting order will be used for both teams.
 2. Free substitution is permitted. Minimum play rules apply: 6 consecutive defensive outs and 1 at bat. No courtesy runners are allowed.
 3. There will be a maximum of 5 runs scored per half inning OR 3 outs, whichever happens first.
 4. Teams must use regulation Little League baseballs and provide 2 new baseballs prior to the start of play, at the plate talk with the plate umpire.
 5. All bats must meet regulations as outlined in rule 1.10 in the 2025 Little League Baseball Rules and Regulations, and be approved by the game's umpires.
 6. Pitchers will pitch from the regulation distance, 46' pitching plate – no exceptions.
 7. The time limit for all games at this level is a maximum of 2 hrs, drop dead time from scheduled start.
 8. Home plate umpire to be provided and scheduled by the Host League.
 9. A rostered adult must be present in the dugout at all times when players are present.
 10. Teams must start and finish the game with 8 players. In the event a team has less than 8 players at the scheduled game time or other, the umpires will forfeit the game and immediately leave the field of play. The two teams may continue to play and use the allotted time as a scrimmage or practice, but no umpires may be present on the field of play. Home team will report this forfeit to the District.
 11. If the game is started or continued with 8 players rule 4.04 note three will be in affect and an "our" will be recorded when the "9th" batting spot comes up to bat for the team with 8 players.
 12. Each team is responsible for maintaining their own pitch counts which should be communicated between the teams and plate umpire regularly throughout the game.
 13. Stealing is allowed in this division
 14. Official score keeper to be provided by the Home team.

2025 District 5 Majors Interleague Rules

All D5 Major Division games are played in compliance with the 2025 Little League Baseball Rules and Regulations, and will include the following:

- **NO "LOCAL" LEAGUE RULES ALLOWED!**
 - **THE HOME TEAM IS RESPONSIBLE TO PREPARE THE FIELD.**
 - **TEAM MANAGERS SHOULD COMMUNICATE WITH EACH OTHER 48 HOURS, IN ADVANCE, TO CONFIRM GAME, TIME AND LOCATION; AND TO HELP AVOID/REDUCE CANCELLATIONS.**
1. A Continuous batting order will be used for both teams.
 2. Free substitution is permitted. Minimum play rules apply: 6 consecutive defensive outs and 1 at bat.
 3. The "15 run rule" will be observed, as described in rule 4.10 (e).
 4. The "dropped 3rd strike" rule is in effect.
 5. **Intentional walk rule in effect, there will be no pitches thrown, but pitcher will have 4 pitches added to pitch count.**
 6. **Batter must keep a foot in the batters box as described in rule 6.02(c).**
 7. All bats must meet regulations as outlined in rule 1.10 in the 2025 Little League Baseball Rules and Regulations, and be approved by the game's umpires.
 8. Teams must use regulation Little League baseballs and provide 2 new baseballs prior to the start of play, at the plate talk with the plate umpire.
 9. The time limit for all games at this level is no new inning may begin after 2 hrs from the scheduled start with a drop dead time of 2 hrs 15 mins from the scheduled start.
 10. Home plate umpire to be provided and scheduled by the Host League.
 11. **The umpires will leave the field if you do not have 9 players at the beginning or during a game, and the game will be counted as a forfeit.** The two teams should then scrimmage against one another, ie practice game.
 12. A rostered adult must be present in the dugout at all times when players are present.
 13. Each team is responsible for maintaining their own pitch counts which should be communicated between the teams and plate umpire regularly throughout the game, with meet in the middle if there are discrepancies.
 14. Official scorekeeper to be provided by the Home team.



2025 Intermediate “50/70” Division Baseball Rules

Game Schedule:

1. The D5 BB ADA will develop the game schedule for all 50/70 Intermediate Division games.
2. The D5 Umpire-In-Chief will schedule all 50/70 Intermediate Division Umpires.

Rules and Addendums:

1. All D5 Intermediate “50/70” Baseball League games will be played in compliance with the 2025 Little League Baseball Rules and Regulations.
2. A Continuous batting order will be used for both teams.
3. Free substitution is permitted. Minimum play rules apply: 6 defensive outs and 1 at bat.
4. All games are to be played on an “Intermediate” - 70’/50’ sized baseball field.
5. All bats must meet regulations as outlined in rule 1.10 in the 2025 Little League Baseball Rules and Regulations for Intermediate 50/70 League, and be approved by the game’s umpires. **BBCOR bats can be used per the rule update on 2/15**
6. Each team must provide 2 new baseballs marked “Official Senior League” at the pregame plate talk and should be prepared to take turns in providing “good used baseballs,” as needed by the Plate Umpire.
7. Pitch count books MUST be present at every game. In the event that neither the scorebook or pitch count sheet are available, the game will be recorded as a 7-0 forfeit. The visiting team will keep the “official” pitch count book, which shall be communicated & confirmed between the teams and plate umpire regularly throughout the game. “Meet in the middle” is suggested with discrepancies.
8. **Intentional walk rule in effect. No pitches to be thrown, but pitcher will have 4 pitches added to his pitch count.**
9. **Batter must keep a foot in the batters box as described in rule 6.02(c).**
10. All games will observe the “15 run rule” [rule 4.10 (e)]; OR be a complete game; OR no new inning after 2 hours drop dead time of 2 hrs 15 mins from the scheduled start.
11. The scheduled home team is responsible for field prep pregame and the scheduled visiting team postgame. Each team is responsible for cleaning out their dugouts.
12. Umpires are to be paid \$50 each **by the host league. If only one umpire the rate will be 75.00 per game.**
13. All player/coach ejections MUST be reported within 24 hours to the D5 ADA Baseball Operations by the umpire making the ejection. The D5 ADA BB Ops will then consult with the D5 DA review the events surrounding the ejection. For more information on ejections, refer to rule 4.07.
14. In the event of a protest not resolved by the game’s umpires, an attempt to contact D5 ADA Baseball, Kris Lawhorn @ 520-256-3447 or D5 DA Carl Thompson @ 520-360-2221 should be made. If neither can be immediately reached and a final ruling made, the game should continue “under protest” and the umpires will contact the D5 BB ADA/DA for a subsequent & appropriate final ruling.



2025 Junior Division Baseball Rules

Game Schedule:

1. The D5 BB ADA will develop the game schedule for all Junior Division games.
2. The D5 Umpire-In-Chief will schedule all Junior Division Umpires.

Rules and Addendums:

1. All D5 Junior Baseball League games will be played in compliance with the 2025 Little League Baseball Rules and Regulations.
2. A Continuous batting order will be used for both teams.
3. All games are to be played on a regulation sized baseball field, 90'/60'.
4. All bats must meet regulations as outlined in rule 1.10 in the 2025 Little League Baseball Rules and Regulations for Junior League, and be approved by the game's umpires. **BBCOR bats can be used per the rule update on 2/15/18.**
5. Each team must provide 2 new baseballs marked "Official Senior League" at the pregame plate talk and should be prepared to take turns in providing "good used baseballs," as needed by the Plate Umpire.
6. Umpires are to be paid \$50 each **by the host league.**
7. **Intentional walk rule in effect. No pitches to be thrown, but pitcher will have 4 pitches added to his pitch count.**
8. **Batter must keep a foot in the batters box as described in rule 6.02(c).**
9. Pitch count books MUST be present at every game. In the event that neither the scorebook or pitch count sheet are available, the game will be recorded as a 7-0 forfeit. The visiting team will keep the "official" pitch count book, which shall be communicated & confirmed between the teams and plate umpire regularly throughout the game. "Meet in the middle" is suggested with discrepancies.
10. The home team is designated as the "official" scorer/scorebook. In the event the home team is unable to provide a scorebook, the visiting team will become the home team, if they are so prepared.
11. All games will observe the "15 run rule" [rule 4.10 (e)]; OR be a complete game; OR have a drop dead time of 2 hrs 15 mins from the scheduled start.
12. The home team is responsible for pre-game field prep and the visiting team for post game field break down and cleanup. No exceptions!
13. All player/coach ejections MUST be reported within 24 hours to the D5 BB ADA by the umpire making the ejection. The D5 BB ADA will then consult with the D5 DA to review the events surrounding the ejection. For more information on ejections, refer to rule 4.07.
14. In the event of a protest not resolved by the game's umpires, an attempt to contact D5 ADA Baseball Kris Lawhorn @ 520-256-3447 or D5 DA Carl Thompson @ 520-360-2221 should be made. If neither can be immediately reached and a final ruling made, the game should continue "under protest" and the umpires will contact the D5 BB ADA/DA for a subsequent & appropriate final ruling

