

**2009 –ARIZONA DISTRICT 5 – 2009
LOCAL RULES
JUNIOR BASEBALL (GOLD & SILVER) DIVISION**

ALL GAMES WILL BE PLAYED IN ACCORDANCE WITH RULES IN THE 2008 OFFICIAL LITTLE LEAGUE RULE BOOK, WITH THE FOLLOWING:

1. **TIME LIMIT:** All regular season games will have a two (2) hour time limit starting from the game scheduled start time.
 - a. An inning starts before the time limit, then that inning is to be completed. All other games, per rulebook and local park curfews.
 - b. Gold Division game that is tied after 7 innings, the game will continue with extra innings until a winner is declared.
 - c. Silver Division game that is tied after 7 innings, the game will continue with one (1) extra inning. If no winner is declared after this extra inning is played, then game is declared a "tie."
 - d. Gold Division game that is tied after regulation 4 ½ or 5 full innings and reaches the time limit, the game will continue until a winner is declared.
 - e. Silver Division game that is tied after regulation 4 ½ or 5 full innings and reaches the time limit, the game will continue until a winner is declared or to the maximum of 8 innings.
 - f. A game that is tied and due to local park curfew or other man made situations (irrigation systems, blackout, etc.) requires the game to be stopped, the game will be suspended and resumed from the point of suspension and re-scheduled by District 5 at a later date and played to completion.
 - g. FORFEIT TIME is ten (10) minutes from the scheduled game start time.
2. **RUN RULE:**
 - a. 20 or more runs after the 1st inning
 - b. 18 or more runs after the 2nd inning
 - c. 15 or more runs after the 3rd inning
 - d. 10 or more runs after 4 ½ or 5 full innings
3. **HOME TEAM:**
 - a. The scheduled HOME TEAM will occupy the third base dugout.
 - b. Between games of a scheduled doubleheader, the teams do not need to switch dugouts.
 - c. Will provide the official scorekeeper.
4. **PITCH COUNT:**
 - a. Each team will provide a pitch count recorder that records and maintains the pitching records of both teams.
 - b. Between innings, both team recorders are to communicate and confirm the pitch count.
 - c. After the game has concluded the both team pitch count recorders are to complete the pitching eligibility affidavit form that is to be signed by the opposing team manager. This affidavit is to remain in the possession of the team manager at all games.
5. **PITCHING:**
 - a. The D5 Junior Baseball program for 2009 will implement the Little League pitching regulation VI Option 2(d) calendar days of rest requirements.
6. **BASEBALLS:** Each team is to provide two new (2) baseballs to the plate umpire prior to the start of the game. As the game progresses and if additional baseballs are needed each team will provide a good condition past game used baseball to the umpires. Baseballs must be stamped "Official Senior League"
7. **CONDUCT:** Poor behavior by the managers, coaches, players, parents and spectators will NOT be tolerated. This includes fighting, physical or verbal abuse, name calling, harassment, obscene language or gestures, etc.. Manager, coaches and players can be ejected from a game and will receive an automatic one (1) game suspension. A second ejection can result in suspension from Little League play for the remainder of the season. Ejected individuals shall not attend or be present at the game of their suspension.
8. **BASE COACHES:** Two (2) adult base coaches may be used, provided there is another adult coach in the dugout (per Rule 4.05). If a player is used as a base coach, the player must wear a protective batting helmet.

9. **PLAYER POOL:** The intent of the Player Pool option is to eliminate forfeits. See: LL Regulation V (paragraph C) regarding player pool procedure is in effect.
 - a. Pool players that are used by either the Gold or Silver teams must play at least nine consecutive defensive outs and bat once.
 - b. Pool players must wear their own regular team's uniform.
 - c. Pool players must be listed on the line up card as a pool player.
 - d. Pool players may not pitch.
 - e. Pool players must be used on a rotation basis. Managers and/or coaches will not have the authority to randomly pick and choose players from the pool. The league player agent will submit a list of pool players to the team manager for selection.
 - f. Any league that violates the pool player program will lose this privilege.

10. **DECORUM:** Players must be in complete uniform when on the playing field and in the dugout during the pre-game warm up and during the playing of the game. Stereo's headphones or any other computer equipment is not permitted in the dugout or on the playing field before or during a game.

11. **DUGOUT PERSONNEL:** Only 1 manager, 2 coaches and players in uniform are permitted in the dugout during the game. All other individuals not affiliated with the team will be removed from the dugout by the umpires and/or District 5 Administrator that is on site.

12. **UNAUTHORIZED AGREEMENTS:** No agreements shall be made between managers and/or umpires contrary to Little League Rules and District 5 Local Rules

13. **STANDINGS:** Game results will count towards team standings. Final standings in the Junior Gold Division will count towards the league's seeding in the District 5 All-Star tournament. Final standings in the Junior Silver Division will result in seeding for post-season tournament that will include all teams.

14. **STANDING TIE BREAKER PROCEDURE:**
 - a. Head to head results. (Both Gold & Silver Divisions)
 - b. If Gold Division teams are tied for first place and split the head to head, then a 1 game playoff will be played as scheduled by District 5.
 - c. Gold Division teams that are tied for any other position in the standings (other than first place) and have split head to head, the tiebreaker will be least amount of defensive runs given up during the course of the entire regular season.
 - d. Silver Division teams that are tied and the head to head does not break the tie, the second tiebreaker will be the least amount of defensive runs given up during the course of the entire regular season.

PROTEST PROCEDURE

1. This rule replaces Rule 4.19
2. No protest shall be considered on a decision involving an umpire's judgment. Equipment that does not meet specifications must be removed from the game.

Protest shall be considered only when based on:

THE VIOLATION OR INTERPETATION OF A PLAYING RULE:

When a manager claims that a decision is in violation of the playing rules, the following steps must be taken:

1. A formal (verbal) protest must be made to the umpire-in-chief at once by the manager or coach.
2. The umpire-in-chief must immediately call a conference of all umpires working the game.
3. If the problem cannot be resolved to the satisfaction of the managers, the umpire-in-chief shall be required to consult with:
 - a. Silver Division Games: Area Coordinator
 - b. Gold Division Games: D5 ADA (Bill Leith, Bill Fronzgalio)
4. If the managers do not accept the decision, either manager may elect, without penalty to discontinue play until the matter is referred to District 5 Administrator Gene Biernat. Either the Area Coordinator or D5 ADA will call the District Administrator at this time.
5. Decision made by the District 5 Administrator shall be final and binding.

NOTE 1: PROTESTS INVOLVING PLAYING RULES NOT RESOLVED BEFORE THE NEXT PITCH OR PLAY SHALL NOT BE CONSIDERED.

NOTE 2: UMPIRES OR LEAGUE SITE MANAGER DO NOT HAVE THE AUTHORITY TO DECLARE A FORFEITURE UNDER ANY CIRCUMSTANCES. THE UMPIRE IN CHIEF AND OR THE LEAGUE SITE REPRESENTATIVE WILL CONTACT THE DISTRICT 5 ADA TO APPRISE OF THE SITUATION. DECISION BASED ON THE INFORMATION PROVIDED WILL BE MADE BY DISTRICT ADMINISTRATION..

Updated: 3/11/08
Revised 11/09
11/26/09 Approved Gene Biernat D5 Administrator