

**2009 –ARIZONA DISTRICT 5 – 2009
LOCAL PLAYING RULES
SENIOR BASEBALL 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 and 30 minute time limit** starting from the game scheduled start time. EXCEPTION:
 - a. If the time limit has been reached and the 5th inning has not been started, continue play to complete the 5th inning in order to have a regulation game and a winner can be determined.
 - b. Tied games after regulation game has been reached, continue play until a winner is determined, regardless of what inning that it occurs.
 - c. Tied games, or non-regulation games, that cannot be completed due to local park curfew, other man made caused reasons, will be suspended and completed at a later date as scheduled by District 5.
 - d. **FORFEIT TIME: Ten (10) minutes from the designated game start time**
2. **WOOD BAT only – NO ALUMINUM BATS or COMPOSITION BATS are to be used during the regular season.** NOTE: Wood or Aluminum bats will be permissible during the District 5 All-Star Tournament play in July.
3. **TEN RUN RULE:** Will apply to all games. (4 ½ or 5 full innings)
4. **HOME TEAM:**
 - a. The scheduled HOME TEAM will be assigned the third base dugout.
 - b. Will provide the official scorekeeper and pitch count recorder.
5. **PITCH COUNT:** Each team will provide a pitch count recorder that records and maintains the pitching records of both teams. After the game has concluded the pitch count recorder is 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.
6. **PITCHING:**
 - a. The D5 Senior Baseball program for 2009 will implement the Little League pitching regulation VI Option 2 (d) outlining calendar days of rest requirement.
7. **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 nor 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 is to eliminate forfeits for those leagues that have more than one team participating in the division. See LL Regulation V (paragraph C) regarding player pool procedure is in effect.
 - a. Pool players must wear their own regular team's uniform.
 - b. Pool players must be listed on the line up card as a pool player
 - c. Pool players may not pitch
 - d. Pool players must be used on a rotation basis. Manager and/or coaches will not have the authority to randomly pick and choose players from this pool. The league player agent will submit a list of pool players to the team manager for selection.

10. **DECORUM:**
 - a. 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 and any other computer equipment is not be in the dugout or on the playing field before or during a game.
 - b. Coaching staffs are to look and be presentable. Polo shirts are recommended to be worn, along with a neat pair of slacks or shorts. While acting as a base coach, adult coaches are to wear the team hat.
 - c. Shirts/Hats with any type of inappropriate designs or sayings will not be permitted. The umpires and/or D5 Administrators on site reserve the right to refuse any coach or player access to the dugout or on the playing field.

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 and District 5 rules.

13. **STANDINGS:** Game results will go towards regular season team standings being maintained by District 5. The final standing records will go towards the league's seeding in the District 5 All-Star tournament.

14. **TIE BREAKER PROCEDURE:**
 - a. First place: first tie breaker head to head, second tiebreaker 1 game playoff.
 - b. All other final standing positions if tied: first tie breaker head to head, second tiebreaker least amount of defensive runs allowed during the entire regular season.

PROTESTS

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 ON WHEN BASED ON:

- A. The violation or interpretation 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 of 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 the D5 ADA (Bill Leith 907-7870 or Bill Fronzgalio 240-7730)
 4. If the managers do not accept the decision of the D5 ADA, either manager may elect, without penalty, to discontinue play until the matter is referred to the District 5 Administrator. The decision by the District 5 Administrator shall be final and binding.

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

NOTE 2: UMPIRES, SITE COORDINATORS DO NOT HAVE THE AUTHORITY TO DECLARE A FORFEITURE UNDER ANY CIRCUMSTANCES. DECISION REGARDING FORFEITURE WILL BE DETERMINED BY DISTRICT 5. THE UMPIRE IN CHIEF OR THE LEAGUE SITE COORDINATOR (IF ON SITE) ARE TO CONTACT THE DISTRICT 5 ADA TO EXPLAIN THE SPECIFICS.

Revised 4/28/08