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## 2015 District 5 Coach-pitch Interleague Rules

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*All D5 Coach-pitch games will be played in compliance with the 2015 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.
  3. Teams must use regulation Little League baseballs, no "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 2015 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. No batting tees and no walks. Encourage the batter to hit the ball within a maximum of 6 pitches per player.
  7. Coaches may be present on the field, to instruct when their team is on defense.
  8. The time limit for all games at this level is a maximum of 1 hr 45 mins - drop dead time.
  9. Free substitution is permitted. Minimum play rules apply: 6 defensive outs and 1 at bat.
  10. NO FORFEITS



*All D5 Minor Division games are played in compliance with the 2015 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 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 2015 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. Must start and finish the game with 9 players. In the event a team has less than 9 players at the scheduled start or other, the umpires will leave the field, **the game can continue by borrowing a player from the other team.**
  10. A rostered adult must be present in the dugout at all times when players are present.
  11. Each team is responsible for maintaining their own pitch counts which should be communicated between the teams and plate umpire regularly throughout the game.
  12. Official score keeper to be provided by the Home team.

## 2015 District 5 Majors Interleague Rules



*All D5 Major Division games are played in compliance with the 2015 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 Conventional batting order will be used for both teams, bat 9/play 9.
  2. Substitution rules will be in effect, as described in rule 3.03.
  3. Minimum play rules apply: 6 defensive outs and 1 at bat. No courtesy runners are allowed, **may use special pinch runner.**
  4. The "10 run rule" will be observed, as described in rule 4.10 (e).
  5. The "dropped 3<sup>rd</sup> strike" rule is in effect.
  6. All bats must meet regulations as outlined in rule 1.10 in the 2015 Little League Baseball Rules and Regulations, and be approved by the game's umpires.
  7. 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.
  8. 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.
  9. Home plate umpire to be provided and scheduled by the Host League.
  10. Must start and finish the game with 9 players. In the event a team has less than 9 players at the scheduled game time or other, the umpires will leave the field.
  11. A rostered adult must be present in the dugout at all times when players are present.
  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. Official scorekeeper to be provided by the Home team.

## **2015 Intermediate/ Junior/ Senior Division Baseball Rules**

Communication:



1. The official means of communication pertaining to game results, standings, game schedule, rule addendums, behavior rulings, etc. will be done via email from the District 5 Baseball (D5 BB) Assistant District Administrator (ADA). Verbal communications will be followed up by email from the D5 BB ADA - [azd5adabaseball@gmail.com](mailto:azd5adabaseball@gmail.com)
2. Communication regarding a game cancellation and/or request for reschedule must come from the requesting team manager to the D5 BB ADA NO LESS THAN 48 hours prior to the scheduled game time. Notifications received less than 48 hours in advance will NOT be rescheduled and the result of the game will be a 7-0 forfeit.
3. Game results and standings will be posted weekly on the D5 web site: <http://www.eteamz.com/azdistrict5/>

## Game Schedule:

1. The D5 BB ADA will develop the game schedule for all Junior Division games.
2. The D5 BB Umpire in Chief (UIC) will schedule all Junior Division Umpires.

## Rules and Addendums:

1. All D5 Junior Baseball League games will be played in compliance with the 2015 Little League Baseball Rules and Regulations.
2. **Substitution rules will be in effect, as described in rule 3.03 and all teams will use conventional batting order, bat 9/play 9.**
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 2015 Little League Baseball Rules and Regulations for Junior League, and be approved by the game's umpires.
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 \$45 each at the home plate pregame meeting. The home team should pay the plate umpire, and the visitor should pay the field umpire. In the rare event that only one umpire works the game, **home team will pay \$25/visiting team \$20.**
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. 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.
9. All games will observe the "10 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.
10. The home team is responsible for pre-game field prep and the visiting team for post game field break down and cleanup. No exceptions!
11. All player/coach ejections MUST be reported within 24 hours to the D5 BB UIC by the umpire making the ejection. The D5 BB UIC will then consult with the D5 BB ADA to review the events surrounding the ejection. For more information on ejections, refer to rule 4.07.
12. In the event of a protest not resolved by the game's umpires, an attempt to contact a D5 UIC ( Luis Gonzalez @ 520-302-3485 or Sara Turner @ 520-820-2022) or the ADA Baseball (Kris Lawhorn @ 520-256-3447) should be made. If the UIC's aren't available or can't be immediately reached and a final ruling made, the game should continue "under protest" and the umpires will contact the D5 BB UIC for a subsequent & appropriate final ruling.

