

**2008 –ARIZONA DISTRICT 5 – 2008  
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:** If the time limit has been reached and the 5<sup>th</sup> inning has not been started, continue play to complete the 5<sup>th</sup> inning in order to have a regulation game and a winner can be determined. Tied games after regulation game has been reached, continue play until a winner is determined, regardless of what inning that it occurs. 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. **FORFEIT TIME: Ten (10) minutes from the designated game start time**
2. **WOOD BAT only – NO ALUMINUM 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.
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. **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.
7. **UNSPORTSMANLIKE CONDUCT** 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.
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:** LL Regulation V (paragraph C) regarding player pool procedure is in effect.
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 and any other computer equipment is not be 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 and/or site coordinators contrary to LL 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.

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14. **TIE BREAKER PROCEDURE:** If there is a tie for any spot in the final standings, the following procedure will be used to break the tie.
- a. Head to Head results.
  - b. 1 game playoff if teams are still tied after head to head results. Playoff game will be scheduled by District 5

**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 the game site coordinator who shall contact the D5 ADA (Bill Leith or Bill Fronzgalio)
  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.