



DISTRICTS 66 & 33

2025 SENIORS PLAYING RULES



1. All Senior League (inter-league and district) games will be played following the Little League 2025 Official Regulations, Playing Rules, and Policies.
2. If a team cannot play their assigned game, the manager shall notify the opposing manager (league player rep if you cannot reach the manager) and the seniors rep no later than 24 hours before game time.
3. If a game is canceled due to weather or after proper notification, the game may be rescheduled. District and player representatives must be consulted for field availability after both teams agree on a date.
4. Both teams are responsible for grooming and preparing the field for play and breaking down the field after the game. The home team leads in setup, and visitors lead in breakdown. This must be done for any host location that does not have a team playing!
5. All managers must have in their possession an original signed medical release for each player on the team roster. Umpires will be checking for medical releases.
6. No new inning will begin after 2 hours, 15 minutes from the scheduled start of the game if there is a game to follow. If playing a night game under the lights, no new inning will begin after 9:00 pm. **Doubleheaders only**— A time limit of two hours will be imposed from the scheduled start time if there is a game to follow, but it must be played to the point of being a regulation game. If the drop-dead time is reached during an at-bat, the at-bat will be allowed to complete.
7. Each team is to supply 3-4 baseballs for each game. Each team should have an additional supply of balls if needed. Balls must be stamped "**Senior Little League RS or RS-T**".
8. Substitutions— See Rule 3.03 for substitutions and designated hitter rule; continuous batting order is *not* in effect.
9. Each team will follow all rules stated in the current Little League Official Regulations, Playing Rules, and Policies under rule 6.02 (c) – relating to batters maintaining at least one foot in the batter's box at all times.
10. If after 4 innings, one team has a lead of 15, (3½ if home is ahead), or if after 5 innings, (4½ if the home team is ahead) one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
11. Umpires— The home team will provide the game's plate umpire and base umpire. It is recommended that two umpires be assigned for each game. Every effort must be made to ensure there is a plate umpire for each game. However, if no umpires are available the team on defense will supply a coach or manager to serve as the umpire-in-chief, who shall officiate the game from behind the pitcher's mound.
12. Regulation XIV- Field Decorum: The actions of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the Local League Board of Directors and/or by the District.
 - (1) Anyone with pending disciplinary action will not be allowed to participate in any game until such action is resolved.
 - (2) **Any player, manager or coach ejected from a game will be suspended for the next game played. The District may require further suspension to include any manager or coach who participates in another level/league.**

13. Scorekeepers— Each team is required to have a qualified scorekeeper at each game.

Notes:

- (1) Home team is the official scorebook, and the visiting team scorekeeper is the spotter. The Visitor's scorekeeper will be responsible for the official pitch count. Both scorekeepers should sit together off to the side or directly behind home plate. They should not sit in the stands.
- (2) All changes are to be done with the umpire in chief. The umpire will notify the opposing manager and both scorekeepers to make changes in both scorebooks simultaneously.
- (3) Scorekeepers are game officials and contact with managers and coaches should be limited to their official capacity.

14. Protests— Refer to rule number 4.19 in the Little League Official Regulations, Playing Rules and Policies. Any protest must be submitted in writing (and called in) by the protesting manager to the seniors rep within 24 hours.

15. All players must be listed on the lineup card, even if they are absent. On the lineup card, all players must be listed with last name first, first name (or initial), and uniform number.

16. **If a team cannot field 9 players within 10 minutes of the scheduled start time, or falls below 9 players during the game, the game may continue as a scrimmage for development purposes.**

Notes:

- (1) Player (s) from the opposing team may *only play in the outfield* on defense. Borrowed players must bat with their team and sit in their own team's dugout.
- (2) The game is no longer official. If the game continues to be played, it will *not* count toward the minimum play required for All-Star eligibility.

17. A regulation game requires five complete innings (four and one half if the home team is ahead).

18. Pitching rest requirements will be based on the 2025 Little League Official Regulations, Playing Rules and Policies.

19. **A completed pitching affidavit (i.e., pitch tracker) must be carried by each team.** The affidavit must be signed by the home team's scorekeeper after every game. Each team is responsible for its affidavit. If a **completed** pitching affidavit is not provided prior to the start of the game to the umpire-in-chief or the home team's scorekeeper, the game will be suspended, and the manager will be subject to disciplinary action by the league and/or District.

If you have any questions, please contact:

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