CENTRAL COVENTRY LITTLE LEAGUE
A DIVISION PLAYING RULES - 2011

1. ELIGIBILITY

AGE: Players assigned to the A Division must attain the age of 6-7 years by April 30th .

2. PARTICIPATION GUIDELINES

UNIFORMS: All players must be in uniform at game time in order to participate in the game. A uniform consists of a team hat (supplied by the League), team uniform shirt (supplied by the League) grey long pants and appropriate footgear (rubber cleats or sneakers). Sandals are not allowed. Players must wear long pants and appropriate footgear to participate at practices and games.

HELMETS: All players must wear a Little League approved batting helmet when batting and when running the bases.

OTHER EQUIPMENT: Players should provide their own glove. They may only use Little League approved bats with a maximum BPF of 1.15 either supplied by the League or their own. Bats that are not marked Little League approved will not be allowed on the field for practice or games. All male players are required to wear a protective cup at all times during games and practices.

JEWELRY: Jewelry of any kind (with the exception of MEDIC ALERT articles) is not to be worn by players while on the ball field either for games or practice.

3. Rosters

A Division rosters will not exceed 13 players.

BATTING ORDER/LINE UPS: The batting order shall be continuous and shall consist of the players present on the team for the game. Players arriving after the start of the game will be added on to the end of the roster. Batting orders need not be exchanged between managers prior to the game and the batting order shall not be changed once the game has begun. The batting order should be changed every game.

PLAYING TIME: Each player present at a game must play in that game.

4. ON FIELD PARTICIPATION AND DEMEANOR

All players must remain on the field or seated in the dugout during the game. A player cannot leave the field or dugout to sit in the stands or purchase food or drink from the concession stand once the game has begun – an exception may be made to use the restroom or for treatment of an injury or illness.

PERSONS ALLOWED ON THE FIELD: The players, Manager, two coaches or the team parent are the only individuals allowed on the field or in the dugout during games. In the event that a Manager or coach is absent, a parent or volunteer designated by the Manager and already registered with CCLL as a volunteer may substitute. A Manager, coach or team parent shall remain in the dugout when there are players in the dugout.

NUMBER OF PLAYERS ON THE FIELD: Only nine defensive players are allowed on the field per inning and no player shall sit on the bench for more than one consecutive inning unless there is a disciplinary reason. Each player shall have the opportunity to play at a different defensive position each inning.

ON DECK: No player shall be "on deck" or "warm up" at any time during a game.

BASE COACHES: The Manager, coaches or team parent shall coach the bases. Players shall not be allowed to coach the bases.

PITCHING: The coach (adult only) may pitch a maximum of 5 balls to each batter. If the batter fails to hit the ball into fair territory after 5 pitches the Tee **must** be put in place by the coach and the batter will continue the "at bat" hitting off the Tee. A player may not pitch in a A playing level game.

GAME RULES: Game rules are played as described in the Little League Official Rules Handbook.

BALLS AND STRIKES: NO balls or strikes shall be called.

BASES ALLOWED ON A HIT BALL: On a hit ball the maximum number of bases allowed will be two. Runners may not advance as a result of an overthrow. A ball hit over the fence in fair territory will be a homerun.

BASE STEALING: Base stealing is not allowed including on an overthrown ball to another base. No extra bases shall be taken on an overthrow to any bases.

FOUR RUN RULE: A half inning shall be completed when the team at bat scores four runs before the defensive team gets 3 (three) outs.

FOUR INNING GAME: All games will end at the completion of 4 (four) innings.

TIME LIMIT: All games will be governed by a 90 minute rule – no new inning shall be allowed to begin after 90 minutes from the actual starting time of the game. The home team Manager will announce the start time (when the first pitch is thrown) to both teams.

FOOD IN DUGOUT: No person who is allowed on the field during a game shall be allowed to leave for the purpose of purchasing food or drink from the concession stand once a game has begun. No food (including sunflower seeds) or drink shall be brought into the dugout during the game except for a drinking container (e.g. sports bottle) containing water or other suitable beverage.

EJECTIONS: Ejections from the playing fields or stands may be done by a Manager (or a Coach acting as a Manager in the Manager's absence) if a player or adult uses foul language, negative shouting or unruly behavior. Any individual ejected from a game must leave the field and the premises immediately. Ejections must be reported to the Divisional Director and League President immediately following the game. Any League volunteer or player ejected from a game is suspended from the next game played. Any

League volunteer ejected more than once in a season will face disciplinary action as outlined in the League's operating rules.

5. OTHER CONSIDERATIONS

STANDINGS: There are no standings or win/loss records in the A Division and there are no forfeits. All games are played regardless of absentees. Players will be shared so that the game can continue. If a Manager knows in advance of a game that he/she will be short more than 6 players, they may arrange for a game postponement with the Divisional Director and Manager of the other team.

POSTPONEMENTS: Games will be postponed by the Divisional Director due to weather conditions 1½ hours – 30 minutes prior to game time. The Divisional Director will reschedule the game based of field availability. It is the Manger's responsibility to notify the team of postponements and rescheduled games.

GROUND RULES: Ground rules shall be established between the team Managers before the start of the game. Umpires are not used at this level. It will be the responsibility of both the Mangers and coaches to manage the play of the game and make decisions regarding all judgmental calls.

GENTLEMEN'S AGREEMENTS: No gentlemen's agreements contrary to these regulations are allowed.

INJURED PLAYERS: Players who are injured and are unable to play are still considered part of the team and should attend games and practices if possible, if their health allows, as a spectator. Players that are returning to play following an injury or illness must provide a note to the team Manager from a health care provider or parent stating the player is cleared to return to play before being allowed to take the field either for practice or games. These notes should be forwarded to the Player Agent. Players who miss more than 1(one) game due to injury or illness must be reported to the Player Agent.

Any injury that takes place at a game or practice must be documented by the Manager and reported to the League's Safety Officer immediately following the game or practice. A copy of the Accident Report must be forwarded to the Safety Officer and the League Insurance Administrator within 48 hours of the incident. The names and phone numbers of these individuals can be found in the Central Coventry Little League Opening Day Booster Book and Safety Manual

ABSENT PLAYERS: Any player that has missed more than 1 (one) pre-season practice or regular season practice or game without notification to the Manager must be contacted by the Manager to determine why the player has been absent. Any player with repeated absences or wishes to resign from the team must be reported to the Player Agent.

GAMES AT PAINE FIELD 1 & 2: When playing at Paine Field 1 & 2, both teams are responsible to provide 1(one) parent or other adult (18 or older) to work in the concession stand. On Paine One the home team must also provide a parent or other

adult (18 or older) to announce the players and run the scoreboard from the Press Box. The team parent should arrange for these volunteers prior to the game. Failure to provide concession stand help by the scheduled game starting time will result in the stand being closed for the game and no team refreshments after the game. Failure to provide Press box help by the scheduled game starting time will result in no scoreboard or player announcements.