CENTRAL COVENTRY LITTLE LEAGUE
AA DIVISION PLAYING RULES - 2011

1. ELIGIBILITY

AGE: Players ages 8 or 9 by April 30th who are not drafted to the AAA Division can be assigned to a AA Division team. No player of less than 8 years of age may be placed to play in the AA Division.

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 uniform 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 must provide their own glove. They may only use Little League approved bats either supplied by the League or their own. Bats that are not marked Little League approved with a maximum bpf of 1.15 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

ROSTER SIZE:

AA Division rosters shall not exceed 13 players.

BATTING ORDER/LINE UPS: The batting order shall be continuous and shall consist of the number of players on the team present for the game. A player arriving late for a game shall be added to the end of the batting order and the other Manager must be notified that the player has been added to the lineup. Changes to the lineup may be made any time prior to the first pitch of the game. Substitutions may be made at any time. Players who leave the game may re-enter at any position. The only exception to the rule applies to pitchers. Batting order should be changed each game.

PLAYING TIME: Each player present at a game must play in that game and shall sit on the bench no longer than one successive inning unless there is a disciplinary reason. All infractions of this rule must be reported to the AA Level Director. A player should play no more than two innings at a single position in a single 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, a team parent and umpires are the only individuals allowed in the dugout or on the playing field 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 or coach shall remain in the dugout when there are players in the dugout.

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

BASE COACHES: The Manager, or coaches shall coach the bases.

PITCHING: Pitcher's eligibility is outlined in the Little League Official Rule Book regarding pitch counts.

A player Pitching will throw to a batter until 4 "balls" or a strikeout occurs. If the batter puts the ball in play, the at bat is over. If the batter has not put the ball in play, a coach will pitch a maximum of three pitches to the batter. A batter who has not put the ball in play or struck out will walk.

A Coach may pitch at his or her discretion if there are no available players to pitch. The goal of the rule to maximize the development of pitching, hitting and fielding should be considered by the managers in implementing this rule.

PITCHER WARM UPS: Once a game has begun, both teams may warm up pitchers outside the fenced area. A coach should be utilized to protect the pitcher and catcher from thrown or batted balls. A coach or other adult may at no time act as the catcher to "warm up" the pitcher.
Any player catching in any circumstances must wear a minimum of a catcher's helmet and mask, a catcher's mitt and must wear a protective cup.

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

BASES ALLOWED ON A HIT BALL: On a hit ball, the maximum number of bases allowed will be two. On each overthrow, the maximum number of bases allowed will be one. A ball hit over a fence in fair territory will be a homerun.

NO STEALING OR LEADING

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

TIME LIMIT: All games will be governed by the two-hour rule – no new inning shall be allowed to begin after two hours from the actual starting time of the game. The plate

umpire shall announce the actual start time (when the first pitch is thrown) to both Managers No new inning shall be allowed to begin after 10 pm.

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 an umpire if a player or adult uses foul language, negative shouting or unruly behavior. Individuals ejected from the game must leave the field and the premises immediately. The Umpire must report the ejection to the Divisional Director and the 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 or player ejected more than once in a season will face disciplinary action as outlined in the League's operating rules.

Note: The Manager is designated as the only person who may question an umpire's decision during a game. Coaches or players who leave the dugout or the coach's box to question calls will be subject to automatic ejection from the game.

5. OTHER CONSIDERATIONS

If a team cannot field a full complement of 9 players at the start of the game they may be permitted to borrow up to 2 players from the other team to play the field only. The last 2 players scheduled to bat in a particular inning would play the field for the team that is short players. Any game that is played under these conditions is considered an official game. In the event that a team is short more than 2 players at the start of a game, the game shall be rescheduled through the Divisional Director.

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 among the team Managers and Umpires before the start of the game. An official Scorer shall be determined.

If the batted ball lodges in a fence or under the signs in the outfield:

1. It shall be a ground rule double as long as a defensive player does not attempt to field the ball. The fielder must raise his/her hand to indicate to the umpire that the ball is not playable.
2. It shall be considered a live ball if a defensive player attempts to field the ball. Runners may advance as many bases as attainable

If a thrown ball strikes the fence or the facing of a dugout or equipment building and does not leave the field of play, the ball is live.

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.

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. Replacement of players who have resigned from the team must be done through the Player Agent as outlined in the CCLL Operating Rules.

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 for 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.