

CENTRAL COVENTRY LITTLE LEAGUE

MAJOR DIVISION PLAYING RULES - 2011

1. ELIGIBILITY

AGE: Players ages 10 through 12 by April 30 who participate in a player evaluation process may be selected to a Major Division team via the draft process as outlined in the CCLL Operating Rules. 12-year olds will all be drafted, and should participate in the evaluation process, but if they don't, they will still be drafted. No player of less than 10 years old may play in the Major 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), uniform pants (supplied by the League) and appropriate footgear (rubber cleats or sneakers). Sandals are not allowed. Players must wear long pants and appropriate footgear to participate at practices.

HELMETS: All players must wear a Little League approved batting helmet when batting and when running the bases. It is strongly recommended that a chinstrap be worn at all times.

OTHER EQUIPMENT: Players should 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: Major Division rosters must maintain a minimum of 12 players, maximum of 13 players.

BATTING ORDER / LINE UPS: A fully completed official lineup card (including the innings pitched record of the team for the current Sunday through Saturday week) must be submitted to the official scorer no later than ten minutes prior to the starting of the game. Changes to the starting lineup may be made anytime before the first pitch of the game is thrown. A continuous batting order will be used for all regular season games. A player arriving after a game has begun must be inserted at the end of the lineup. The official scorer and the opposing manager must be notified of the addition to the lineup. A nine player batting order will be used for all playoff games.

Once a player enters a game, he/she must complete the minimum playing requirements as set forth in the official Little League rulebook. Substitutions to the existing lineup must be made to the Official Scorer prior to the substitute's entrance into the game. Such substitutions become official at the time they are submitted to the scorer. Minimum playing time in the field, times at bat and pitching requirements will be determined from that point.

Note: Every effort should be made to submit substitutions to the official scorer between half innings if the change is to take effect at the beginning of the next half inning, or as soon as a defensive change is made, so as to avoid unnecessary delays of the game.

PLAYING TIME: Each player present at a game must play a minimum of six defensive outs (at least the first three consecutively) and bat at least once, unless there is a disciplinary reason. Failure by a manager or acting manager to comply with this rule will result in the following actions: A player who does not complete his/her playing requirements will start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed. Report all infractions of this rule to the Major Division Director.

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 official coaches and umpires are the only individuals allowed in the dugout or on the playing field during games. In the event that an official coach is absent, a parent or adult volunteer designated by the manager and already registered with CCLL as a volunteer may substitute. In the event that a manager is absent, an official coach, designated by the manager, may substitute for the manager. The home plate umpire must be informed prior to the start of the game. A manager or coach shall remain in the dugout when there are players in the dugout. Batboys/ girls are not allowed.

ON DECK: No player shall be “on deck” or “swing a bat” at any time during a game.

BASE COACHES: As outlined in the Little League Official Rule Book section 4.05.

PITCHING: Pitcher’s eligibility is outlined in the Little League Official Rule Book. The Team Managers shall maintain a record of pitchers.

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 including but not limited to warming up a pitcher must wear a minimum of a catcher’s helmet and mask, a catcher’s mitt and must wear a protective cup. If the catcher of record has just hit or is a base runner during an inning, and does not have the catcher’s gear on as the team takes the field at the beginning of the next half inning, the manager should have another player ready to “warm up” the pitcher so as to avoid delaying the game. The pitcher shall be limited to eight “warm up” pitches between innings.

PINCH RUNNERS: No pinch runners are allowed unless a player is injured or becomes ill. The player that made the last out in the previous inning would be used as the pinch runner.

GAME RULES: Game rules are played as described in the Little League Official Rule Book.

TEN RUN RULE: The ten run rule has been adopted by CCLL.

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 and the official scorer. No new inning shall be allowed to begin after 10pm.

FOOD IN DUGOUT: No person who is 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: Ejection 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 official scorer immediately. The scorer must notify the Major Division 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 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.

Any manager, coach or ballplayer ejected twice during the season, shall not be allowed to participate in any subsequent game after the second ejection, until that individual appears before the Board of Directors for a hearing and then only pending any action the Board deems necessary as outlined in the CCLL Operating Rules. The Division Director is authorized to disallow the participation of such individuals until such time as a satisfactory conclusion has been reached.

PROTESTS: Games may be protested in accordance with Little League Rule 4.19

5. OTHER CONSIDERATIONS

STANDINGS: Division standings will be kept for the regular season schedule. There will be a post season double elimination tournament involving all of the teams in the division. Each team will be seeded in order based on the regular season record.

There are no forfeits. If a team cannot field a full complement of nine players at game time, every effort will be made to reschedule the game through the major division director, official scorer and team managers. Managers who are aware in advance that they cannot field a team should notify the major division director so that the game can be rescheduled before arriving at the field.

POSTPONEMENTS: Games will be postponed by the divisional director due to weather conditions, electrical failure or field conditions 1 ½ hours – 30 Minutes prior to game time. The divisional director will reschedule the game based on field availability. It is the manager's responsibility to notify the team of postponements and rescheduled games.

Once the teams are at the field, the managers of both teams and the umpires must agree to play the game if there is any question as to the fitness of the field or weather conditions. If they cannot agree, the major division director or assistant major division director will make the determination as to whether the field is playable.

Once the game has begun, it is at the umpire's discretion to suspend or postpone the game due to weather conditions or light failure. Any game delayed as the result of light failure shall be treated, as would a game delayed because of inclement weather.

GROUND RULES: Ground rules shall be established among the team managers and umpires before the start of the game.

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. In such case, 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. It should be noted that the Little League Rule Book governs thrown balls leaving the field of play.

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 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 CCLL Opening Day Booster Book and the Safety Manual.

ABSENT PLAYERS: Any player that has missed more than one preseason 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 unexcused 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 or 2: When playing at Paine Field 1 or 2, both teams are responsible to provide one person (13 or older) to work in the concession stand. Children under 18 are only allowed to work if an adult is present. Nobody under 18 is allowed to cook. Failure to provide concession stand help by the scheduled game starting time will result in the game being delayed until there is help in the concession stand.