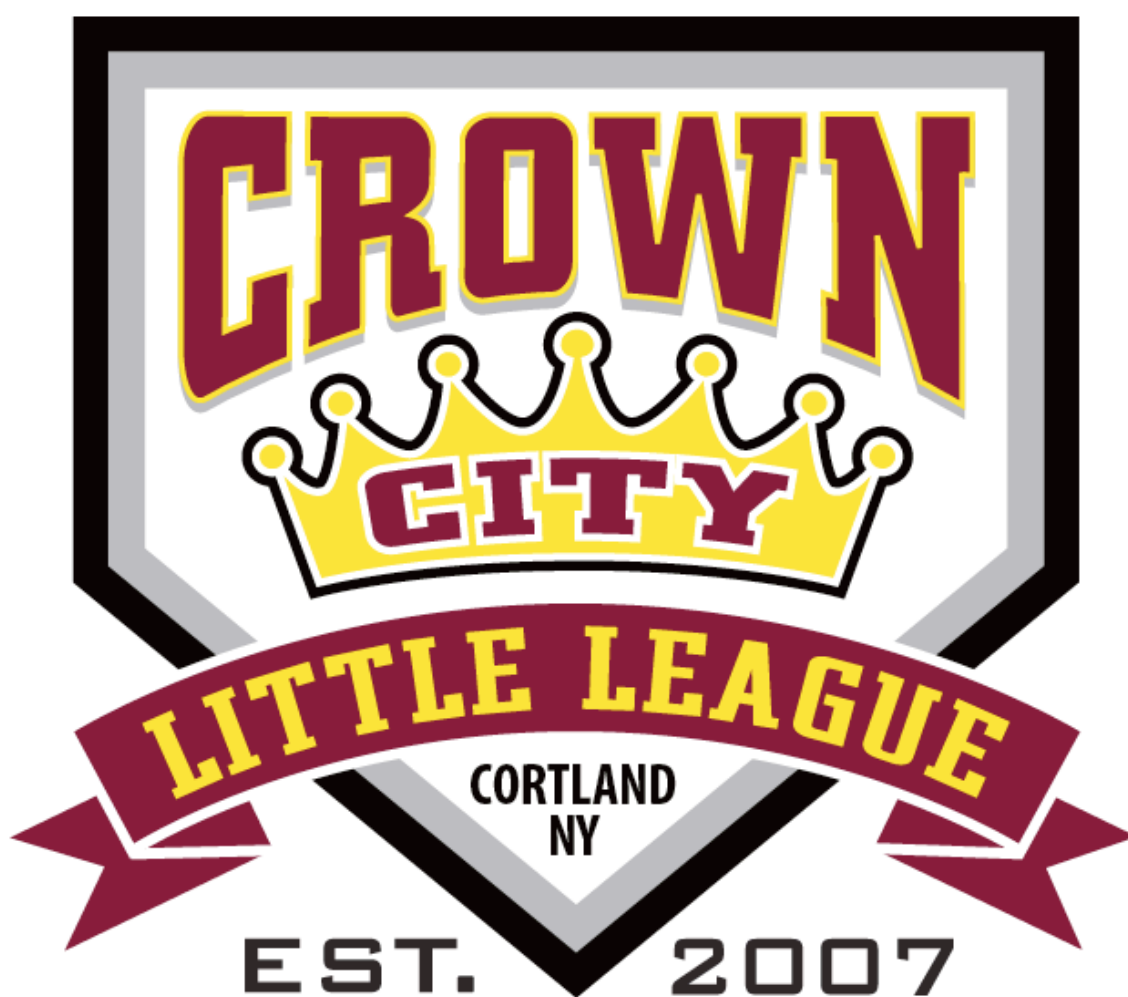


**2011 Crown City Little League  
Local Regulations, and Playing Rules**



**Rules are the Official Little League Baseball Rules superseded by the following special rules:**

**SECTION 1- DRAFT METHOD**

**A) Step 1-** Each coach will draw a numbered card at random. (Numbers will reflect the total number of teams in the League)

**Step 2-** Coaches will be placed in “ascending order” by the numbered card that they picked in Step 1. (Example 1-2-3-4-5 etc.)

**Step 3-** Coaches will then take turns, by round (corresponding with the number of teams in the division), drawing a random color from a hat. (Number 1 picks color for the first round, number 2 picks color for the second round, etc.)

**Step 4-** Once a color has been chosen, the corresponding list of players is distributed\*. The coach who drew that color gets the first pick from that list. Draft picks will continue using the “weave” method shown on **Chart A**.

**\*Players are arranged in groups equivalent to the number of teams in the division by the League Evaluation Committee, 2 groups of pitchers, one group of catchers, the other groups being the next highest ranked players according to their score in the player assessments and/or prior year coaches assessments.**

**SECTION 2- DRAFT METHOD CHART**

Chart A (based on 6 teams)

	Color A	Color B	Color C	Color D	Color E	Color F
Coach I	1	6	5	4	3	2
Coach II	2	1	6	5	4	3
Coach III	3	2	1	6	5	4
Coach IV	4	3	2	1	6	5
Coach V	5	4	3	2	1	6
Coach VI	6	5	4	3	2	1

- A) ALL players in each Division will be released upon the completion of the season and or elimination from post-season play. All players will be placed in pool of players for the next year's draft.

\*A coach reserves the right to select his own child using their earliest selection in any given round.

\*\*Based on the number of teams in any division the Board of Directors reserves the right to make necessary adjustments to the draft process.

Note: To ensure a fair draft and that all knowledge of players' abilities are available to all coaches, the Player Agent may assess a draft order penalty upon returning coaches who fail to provide "prior year assessments" of players as requested by CCLL

#### **SECTION 4- TOURNAMENT GUIDELINES**

##### **A) GENERAL GUIDELINES:**

- 1) Official Little League Tournament Guidelines will apply.

##### **B) MANAGER SELECTION:**

- 1) Coaches who are interested in the manager position must apply to the League President by a specified date determined by the Board of Directors. Coaches will be selected by the Board of Directors, excluding any Board Member who has an interest in the position under consideration.
- 2) Managers will be selected based on: coaching skills, coaching experience (in regular and tournament season) and sportsmanship. Experience in coaching Williamsport Teams is strongly recommended for the 11/12 team manager. Coaching styles will also be considered. Once managers are selected, the President will notify them.
- 3) Managers will select up to two (2) assistant coaches - also based on similar characteristics. Assistant coaches must be approved by the Board of Directors as well.

##### **C) PLAYER SELECTION:**

- 1) The selected coach shall choose the players for the team. Players shall be selected based on tryouts and recommendations provided by league coaches. At least one player from each league team shall be given strong consideration to make the tournament team. This will help to ensure that the tournament team is selected from the best available players across the entire league. The roster shall be submitted to the league President before practices begin and posted on the CCLL website to inform players selected, as well as those not selected, of their status. Once submitted, the Board of Directors must approve all roster changes.
- 2) An All-Star Committee comprised of Division Directors + two (2) CCLL Board Members at each level, will oversee the selection of two All-League Teams, one at the 11/12 age level and one at the 9/10 level (1<sup>ST</sup> Team- nine (9) players, 2<sup>ND</sup> Team- nine (9) players and Honorable Mention-five (5) players). The All-League teams will be selected the midpoint of the season (Memorial Day weekend). The selection of the All-League teams will be based on a league wide vote of players, coaches and umpires. The players voted to the All-League teams will make up the player pool eligible to participate in All-Star tryouts. The approved All-Star coaches will each have four (4) additional "coaches selections" to add to the pool for tryouts.

**\*The selection of the All-Star teams will be at the sole discretion of the approved All-Star Coaches.**

### **SECTION 5 -BEGINNING OF THE SEASON (ALL DIVISIONS):**

- A) The season will **begin** with games on **April 30, 2011** in all Divisions. **Opening Ceremonies** will be **Saturday, April 30, 2011**. Rain date is Sunday, May 01, 2011.

### **SECTION 6 -GAME SCHEDULING:**

- A) Schedules will be determined by a blind draft and provided to the managers by each corresponding Division Director upon approval of the Board of Directors. No game shall be moved from a scheduled day or time without the approval of the Division Director. Games will be rescheduled at the discretion of the Division Director. Coaches, Umpires, League Officials and Concession workers will all be notified of the changes by the Division Director. Rescheduled game information will be posted on the web site as soon as possible after decisions have been made. No team shall be required to play more than three (3) games in a calendar week (Sunday through Saturday) or to play games on four (4) consecutive days, unless there is absolutely no alternative.

### **SECTION 7- PLAYOFFS**

- A) All teams in each Minor and Major Division will qualify for post season play.
- B) Pairings will be based upon teams records with the first place team playing the last, second place playing next to last, etc. There is no post season for the Rookie Division.
- C) Tie breakers will be decided on Head-to-Head record between the tied teams.
- D) The Playoffs will be played under regular season rules.
- E) There will be no time limits for playoff games.
- F) Suspended games will be rescheduled the next day and completed in case of a tie.

\*The Board of Directors reserves the right to adjust the playoff schedule and format based upon extenuating circumstances.

### **SECTION 8-UNIFORMS:**

- A) Uniforms will be distributed by the Equipment Manager, Division Directors and/or Managers prior to opening ceremonies.
- B) Players must be in full uniform to participate in a game. Full uniform includes: team hat, team jersey, team socks and team baseball pants.
- C) Managers and Coaches are encouraged to wear the League-provided team shirts. This promotes unity among the team and professionalism for the league.

## **SECTION 9- GENERAL RULES FOR GAMES:**

### **A) Time Limit on Games:**

No inning can start after 8:00 p.m. and no inning can be started after the two-hour time limit. :

**Rookie** - (5 inning games)

**Minor** - (6 inning games)

**Major** - (6 inning games)

\* Both the top and bottom half of any inning started prior to the two hour time limit shall be completed.

\*The official start time for all weekday Crown City Little League games will be 6:00pm. The visiting team will take the field for warm-ups from 5:25pm to 5:40pm. The home team will take the field for warm-ups from 5:40pm to 5:55pm. A warning horn will sound at 5:55pm. Games will start at 6:00pm promptly.

\*Saturday games will be started according to the official league schedule with equitable warm up time given to each team at the discretion of the Umpire.

### **B) Tied Games:**

If a game is tied at the conclusion of regular innings, said game will continue and must be completed at a later date if necessary with the following limitations:

**Rookie** - Game ends in a tie.

**Minor** - Maximum of eight innings will be played and no inning can start after 8:00 p.m.

**Major** - Maximum of nine innings will be played and no inning can start after 8:00 p.m.

### **C) Maximum Run Rule:**

**Rookie** – There is no maximum run rule for the rookie division. All teams will have 10 players bat in each inning regardless of the number of outs tallied.

**Minor** - During the first through fourth innings a team can score a maximum of four (4) runs. In the fifth and subsequent innings there is a ten-batter limit. If at the end of the 4th inning or 3 ½ if the home team is winning or at any point thereafter, a team is 10 or more runs ahead, the game will immediately be called and become official. However, with the consent of the coaches the game can continue until the designated innings or time limit is reached.

**Major** - Official Little League rules will be followed.

### **D) Batting:**

**Rookie, Minor & Major** - All teams in the Crown City little League will use a continuous batting order as described in Little League Rule 4.04.

**Rookie & Minor**- All players will bat in rotation. If a player is injured, ill or removed by the manager for disciplinary reasons the manager will notify the opposing manager, the umpire and the official score keeper immediately and the player will not be eligible to

return to the game. The spot in the batting order will be skipped over and not count as an out. If a player is ejected his or her place in the batting order will count as an out.

**\*\*\*ROOKIE LEAGUE ONLY** - A batter running to first base after putting the ball in play may not advance to second base on an overthrow to first by an ***infielder***. Runners on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base may only advance one base on a play to first by an ***infielder***. However, if an ***outfielder*** attempts to make a play to 1<sup>st</sup> base to get the batter out, then all runners may advance at their own risk

**Major** - Official Little League Rules will be followed.

**E) Minimum Playing Time:**

**Rookie & Minor**- free substitution with each child playing a defensive position for at least 4 innings and sitting on the bench no more than 6 consecutive outs, **unless safety concerns dictate otherwise**. Failure of manager to comply will result in disciplinary consequences. **Exceptions:** Any game shortened because of playing rules or field conditions or any game extended by extra innings. **Managers are strongly encouraged to keep track of all players playing time and positions and to freely rotate players between positions. It is the expectation of the Crown City Little League that all players are taught and given a chance to play all positions.**

**Major** - Official Little League Rules will be followed

**F) Fielding:**

**Rookie** - Ten (10) players are used in the field with an extra player used as a 4<sup>th</sup> outfielder. No more than six (6) players may be in the infield. One infielder must have one foot inside the pitcher's circle. Outfielders must play beyond the infield circle. Outfielders can not enter the infield to field a ground ball and must wait until the ball enters the outfield before fielding a ball. If the outfielder fields a ground ball within the designated infield the play is over and all runners are safe.

**Minor** - Ten (10) players may used in the field. No more than six (6) players may be in the infield.

**Major** - Official Little League Rules will be followed.

**G) Pitching Rule:**

**Rookie** - Coaches (including the Manager) will pitch the entire five (5) innings. Coaches will pitch to their own team. During coach pitching, the batter is allowed only five (5) pitches. The coach must pitch overhand **from the pitching circle. *One foot of the pitching coach must be within the pitching circle.*** The batter is out if he or she strikes out, or fails to swing on the fifth pitch. A foul ball on the fifth pitch or any pitch thereafter, the batter continues until the ball is hit in fair territory or the batter misses or takes a pitch. There is no base on balls awarded to a batter at any time. When the coaches are pitching and the ball is put in play, the coach shall immediately proceed to foul territory.

The batted ball must travel a minimum of 5 feet from home plate in fair territory to be live. A batted ball that does not travel outside the 5-foot area is a foul ball.

**Minor** – For the first two games of the season a coach shall pitch all innings. In games three (3) and four (4), players shall pitch for the first two (2) innings, and a coach shall pitch for the remaining innings of the game. In games five (5) and six (6), players shall pitch for the first four (4) innings, and a coach shall pitch for the remaining innings of the game. All games thereafter, players will pitch all innings. Official Little League Rules will be followed concerning pitch count and days rest for pitchers. If teams playing one another have not played the same number of games, the team with the least number of games played will be used to determine the player/coach pitch rules.

**Major** - Official Little League Rules will be followed concerning pitch count and days rest for pitchers.

**H) Dead Ball:**

**Rookie-** The ball/play becomes dead when the designated pitcher has control of the ball with one foot inside the pitchers circle and the umpire calls “time.” If a runner is attempting to advance to another base he or she will be awarded the extra base if he or she has crossed the halfway line prior to the umpire calling “time.” If a runner is in the process of advancing and “time” has not been called, the pitcher may make a play on the runner to get an out.

**Minor & Major** - Official Little League Rules will be followed.

**I) Strike Zone:**

The strike zone is knees to the armpits.

**J) Bats:**

Only Official Little League approved bats may be used . T-ball bats are allowed in Rookie Division only.

**K) Disciplinary Action (for Flagrant or Unsportsmanlike Conduct)**

1) Managers, Coaches, Players or Spectators: Ejected from a game will result in a one (1) game suspension from the next immediately scheduled game. **EJECTED INDIVIDUALS MUST MEET WITH THE LEAGUE PRESIDENT OR HIS/HER DESIGNEE, BEFORE RETURNING TO PARTICIPATION OR AS A SPECTATOR.** There will be no appeals of this rule.

2) Anyone initiating violent physical contact will be barred from present and future participation in the league, either permanently, or for a specific time period.

\*\*\*Verbal abuse of an umpire, coach, manager, player or other person by **anyone** may result in that person being immediately ejected from the game and/or park. This will be at the sole discretion of the umpire(s), Board of Directors or their designee. Additionally, that person may be barred from present and future participation in the league, either permanently, or for a specific time period.

\*\*\*All managers, coaches and players must participate in the post-game traditional handshake unless ill or injured, or face disciplinary action by the Board of Directors.

**L) Player Disciplinary Action:**

3) A manager may sit a player for any game, or portion of a game, for disciplinary reasons. However, a discussion with the Vice President, Player Agent and parent or other caretaker of said player must take place immediately or within twenty-four (24) hours of such action. During a game, a manager can remove a player for disciplinary reasons. The opposing manager must be informed immediately and the appropriate parent or other care taker of said player, the Player Agent and Vice-President must be notified within twenty-four (24) hours. The manager, parent or other care taker, Player Agent, and Vice-President must have a meeting before that player can participate in the next game. Ejection from games will be at the total discretion of the umpire and any such decision will be final. **EJECTED INDIVIDUALS MUST MEET WITH THE LEAGUE PRESIDENT OR HIS/HER DESIGNEE, BEFORE RETURNING TO PARTICIPATION OR AS A SPECTATOR.** There will be no appeals of this rule

**M) Complaints:**

Any complaints concerning players, managers, coaches or umpires will be accepted and acted upon only if they are submitted in writing to the Little League President. Additionally, the Board of Directors will not address complaints unless an attempt to solve the complaint has been addressed by the League President.

**N) Playing Rules:**

In the absence of a specified local rule, the applicable playing rules will be the Official Rules of Little League Baseball.

**O) Volunteer Applications:**

All volunteers must complete and turn in to the Board of Directors a “**Little League Volunteer Application**”, for the current year, prior to rendering any assistance in any manner to a specific team or to the Crown City Little League in general.

**P) Personnel on the Field:**

There shall be no more than four (4) coaches, including the manager and scorekeeper, in the dugout during a game. Each team may use an alternate coach in case of absence provided said alternate has an approved Volunteer Application on file with the Board. For practices, a manager may have as many adult helpers as he or she deems necessary, but they must complete a Volunteer Application and receive Board approval before being allowed to participate. At least one coach must be in the dugout at all times.

**Q) Score Keeping:**

Unless otherwise stated, the official scorekeeper for the game will be furnished by the home team. Any discrepancies must be reported first to the home plate umpire.

**R) Infield Fly Rule:**

**Rookie-**There is no infield fly rule in the Rookie Division.

**Major & Minor Divisions** - Official Little League Rules will be followed.

**S) Stealing Bases & Leading Off:**

**Rookie:** Stealing bases are not allowed. Leading off is not allowed. Base runners must wait until the ball is hit before leaving a base.

**Minor & Major:** Official Little League Rules will be followed.

**T) Bunting:**

**Rookie:** No bunting is allowed.

**Minor & Major:** Bunting is allowed.

**U) Jewelry:**

Jewelry, which includes earrings, bracelets, necklaces, watches, etc..., is not to be worn by any player at any time while playing in a game or participating in a practice. This is for the safety of the players. **Exception:** Medical Alert jewelry is allowed to be worn if player's physician deems it necessary.

**V) Game Cancellations & Make –up Games:**

Only the Head Umpire, or a representative specifically authorized by the Crown City Little League can cancel a game due to bad weather, field conditions, etc. Often games will not be canceled until the last minute, so please be sure your players are instructed to arrive at the field regardless of the weather. The Head Umpire and Division Director will reschedule any and all games based upon field availability, schedule conflicts, etc.

**\*\*\*All games that need to be made up must be played on the first available make-up day to be determined by the Division Director.** Failure of a team to appear when scheduled will result in a forfeit. Tied games must be continued on the first available day. It must be completed prior to the next meeting of the two teams in question.

**W) Forfeit Rule:**

In the event a team cannot field nine players to start any game, the game will be forfeited; however, appeal to the Crown City Little League Board of Directors is permitted. If an appeal is upheld, the game will be rescheduled at the earliest possible date as determined by the Division Director. If the same team cannot field nine players at the start of the rescheduled game, it will then be considered a forfeit.

**NOTE 1:** This forfeiture procedure will apply to each scheduled game on an individual basis.

**NOTE 2:** If applicable and possible, the date of the rescheduled game will be during a week where the team not causing the delay has only one scheduled game.

**X) Required Number of Players:**

If, at any point in the season, a team loses a player, it must be reported to the President and Player Agent within twenty-four (24) hours. The required registered replacement will be provided from the waiting list. No player will be added to a team after the halfway mark in the season unless the addition is necessary to avoid less than 10 players on the roster. Any player added after the season begins will be required to register and present a birth certificate to the Player Agent at least forty-eight (48) hours prior to participating in any game. In addition, he or she should attend one (1) non-game day practice with the assigned team prior to playing.

\*\*\*A team must be able to field 9 players to start a game. Failure of a team to field 9 players prior to the start of a game may result in a forfeit.

**Y) Protests:**

In order for a protest to be valid, the following must be complied with:

- 1) The protest must have been timely recorded with the umpire, scorekeeper, and opposing manager. The timely aspect of the protest is governed by the applicable Rules of Little League Baseball.
- 2) Such protest must be submitted, in writing, to the President and/or Vice-President within twenty-four (24) hours of the game in question.
- 3) A meeting with the Protest Committee will be scheduled. The managers for both teams must be present, and if necessary, the umpire(s) of the game will be requested to attend. After all is heard, the Protest Committee will make a decision regarding the outcome of the protest within forty-eight (48) hours of the meeting. Such decision will be final. Furthermore, there will be no protest on a judgment call made by an umpire.

**Z) Dugout and Surrounding Area:**

Policing the grounds by all involved will be strictly enforced. Bench areas must be cleaned up after every game, as well as areas around the stands. Parents and players are encouraged to help or the manager.

**AA) Metal Cleats:**

Metal Cleats are not allowed at any time.

**BB) Manager Absences from Games:**

Any manager who misses a regular scheduled league game that was played, must report his/her absence to the Division Director before the next scheduled game.

**CC) Food, Beverages & Candy in the Bench Area:**

Players are not allowed to eat food of any kind inside the bench area or on the playing field. Drinks are allowed in the bench area only in non-glass containers. If there is a continuous problem with a particular team the manager will be brought before the board.

**DD) Noise Makers:**

There will be no artificial noise makers (rattles, drums, horns, etc.) allowed during the games.

**EE) Alcohol, Tobacco & Profanity:**

There will be no alcohol, use of any tobacco product or use of profanity allowed by managers, coaches or players on the playing field during scheduled games or scheduled practices.

**FF) Protective Gear:**

It is required that all male catchers wear protective cups when catching. It is also strongly urged that parents encourage each child to wear protective gear during the games regardless of position.

**GG) Tryouts / Assessment Day:**

Attendance at tryouts/assessment day is mandatory for all players ages 8 and up.

**PLAY BALL !!**

## 2011 CCLL COACHES & CONTACT INFO

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