



2010 SEASON



Managers & Coaches

Baseball Handbook

*“From the ranks of youngsters who stand now
on the morning side of the hill
will come leaders, the future strength,
and character of the nation”*

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1. Introduction

This Handbook has been developed for use by all managers and coaches in the Exeter Township Little League. It is intended to provide a usable reference that contains the role, responsibilities and requirements of the adult volunteers who work with our children. It is not intended to be a “How to Manage or Coach” manual. Coaching development clinics and other Little League reference material address that subject.

Please spend the time to read and understand all of the material in the handbook. The intention is to review and update this handbook on an annual basis and include all important and useful information that will help to make your managing or coaching experience an enjoyable one. If you have any suggestions or comments on how to improve the manual, please give them to any one of the members of the Board of Directors.

2. The Manager’s and Coach’s Role

The heart of Little League Baseball is what happens between the manager or coach and the player. You, more than any other individual, will make the Exeter Little League program a success or failure. You control the situation in which players may be benefited or harmed.

As a Manager or Coach it is your role to:

1. Reflect an understanding of the age group you are supervising.
2. Be aware that you are an example to those with whom you work.
3. Demonstrate an appreciation of the philosophy of Little League Baseball and cooperate with others in making the program of mutual benefit to all youngsters.
4. Show by example, that you respect the judgment and the position of authority of the umpire. Instill in your players a respect for authority of adult leaders in the league.
5. Exercise your leadership role adequately but leave the ball game in the hands of the players.
6. Within the regulations of the Exeter Township Little League and of Little League Baseball and Softball, provide an opportunity for each youngster to participate in every game.
7. Encourage your players at every opportunity.
8. Familiarize yourself with the home background of the players and their families.
9. Instill a desire to win and improve, striving to impart as much knowledge as possible to each player
10. Encourage good habits, good grooming and care of the uniform.

3. CODE OF CONDUCT

“Little League baseball is a program of service to youth. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation. The movement is dedicated to helping children become good and decent citizens. It strives to inspire them with a goal and to enrich their lives towards the day when they must take their places in the world. It establishes for them the rudiments of teamwork and fair play.”

(Little League Baseball Official Regulations and Playing Rules)

This Code of Conduct is intended to guide all members (administrators, managers, coaches, umpires, and players) of the Exeter Township Little League in carrying out this program.

1. Exhibit **Good Sportsmanship** at all times
2. Promote **Self-esteem** and **Team Unity**
3. Show **Respect** for your **Opponents**
4. Show **Respect** for the **Umpires**
5. Take **Care** of all **Equipment** and **Facilities**
6. **Prohibit Alcohol** and **Drugs** from the premises at all times
7. **Prohibit Smoking** (or other **Tobacco** Products) on the **Field** or in the **Dugouts**
8. **Prohibit Profane Language** and **Obscene Gestures**
9. Deal with **Grievances** in a **Civilized Manner**

As a member of Exeter Township Little League, you are expected to uphold these rules and principles, both literally and in spirit. Failure to do so may result in the revocation of your membership.

4. CODE OF ETHICS

Rules & Regulations for All Participants

I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, activity, practice, or other ETLL sports event.

I will demand a drug, alcohol, and tobacco free environment for my child and myself. I agree to assist by refraining from the use of said substances at all ETLL events.

I will treat other players, coaches, fans, and officials with respect regardless of race, sex, creed, national origin, or ability.

I will provide support for all ETLL coaches and officials (*which may include fund raising activities, working refreshment or concession stands, assignments to committees, or other necessary functions as needed or required*).

I realize I represent ETLL, and therefore I will be on my best behavior at all practices, activities, and games either as a participant or spectator.

There is to be no abusive, disrespectful, discriminatory, or inappropriate language or behavior at any time.

I will notify our coach as soon as possible if we are going to be late, miss a practice, or cannot attend a game. I promise to be considerate of others and schedule doctor appointments, hair appointments, shopping trips, etc. at times that do not conflict with scheduled activities such as practices or games. I realize that it is very important to practice as a team; it is not fair or considerate to others on the team if I do not make every effort to attend practices and other scheduled events.

Administrative disciplinary action may be taken at the discretion of an ETLL official, approved adult coach or board member. All disciplinary action will be reviewed by the appropriate director and/or ETLL officer(s). Any ETLL parent/guardian or participant seen by a public official, approved coach, officer, director, or member acting in a manner unbecoming of a participant could mean immediate suspension from the event or from all scheduled events, either permanently or for a designated period of time. If the severity of the action necessitates, a suspension or expulsion from ETLL may occur. The respective coach or director may immediately suspend a child or adult not to exceed two (2) events. Any suspension beyond two (2) events or expulsion from the activity must be made by the majority vote of the ETLL Board of Directors.

PARENT/GUARDIAN APPEAL PROCESS

Any Parent/Guardian, who has a disagreement with a coach, shall attempt to resolve the issue with the coach. If the issue cannot be resolved at that level, that parent/guardian should address the disagreement with the Player Rep or activity coordinator. Any parent who has a disagreement with the Player Rep which cannot be resolved at that level, may contact the ETLL President or his/her designee to request a formal review of the disagreement or grievance. Before a Board action may take place, the party with the grievance must direct written correspondence to the ETLL President or his/her designee explaining the details and/or allegations; (names, dates, times, places, and a brief summary of the problem or allegation). The Board must address the matter within 5 calendar days of receipt of the parental complaint or grievance.

5. Highlights of Official Regulations and Playing Rules

LITTLE LEAGUE REGULATIONS

PARTICIPATION

Regulation IV (i)

- (i) Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

EXETER REVISION: Every rostered player present at the start of a game will participate in each game for a minimum of nine (9) defensive outs and at least one (1) inning in the infield. A continuous batting order will be used.

PENALTY: The player (s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i) and the requirement for this game before being removed.

PITCHING

Regulation VI (a)

- (a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game).

EXETER REVISION: A player who has attained a league age of twelve (12) is not eligible to pitch at the AAA level. A player who has attained a league age of ten (10) is not eligible to pitch at the AA level.

- (b) A pitcher once removed from the mound cannot return as a pitcher.

- (c) The manager must remove the pitcher when said pitcher reaches his limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age	17-18	105 pitches per day
	13-16	95 pitches per day
	11-12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches per day

EXCEPTION: If a pitcher reaches the limit imposed in regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following occurs:

1. That batter reaches base. 2. That batter is put out. 3. The third out is made to complete that ½ inning.

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

- (d) **Days of rest:** Pitchers league age 14 and Under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed
- If a player pitches 1-20 pitches in a day, zero (0) calendar days of rest must be observed

- (e) Deleted for 2010.

- (f) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

- (g) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

- (h) The official pitch count recorder should inform the umpire in chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire in chief will inform the pitcher's manager that the pitcher must be removed in accordance with regulation VI (c). However, the failure by the pitch count recorder to notify the umpire in chief, and/or the failure of the umpire in chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

- (i) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

- (j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players).

EXETER REVISION: All league age 12 players will participate at the Majors level of play (unless waiver is received and approved by Exeter Township Little League or Little League International).

- (k) A player may not pitch in more than one game in a day.

5. Highlights of Official Regulations and Playing Rules (*cont.*)

FIELD DECORUM

Regulation XIV (a, d, e)

- (a) The actions of players, managers, coaches, umpires and league officials must be above reproach.
- (d) A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire.
- (e) The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches and dugouts.

ITEMS NOT TO BE WORN

RULE 1.11, (a) (3)

- (a) (3) Any part of the pitcher's undershirt exposed to view shall be of a uniform solid color (not white). A pitcher may not wear any items on his/her hands, wrists or arms, which may be distracting to the batter. NOTE: White long sleeve shirts are not permitted.

RULE 1.11, (j) (k)

- (j) Player's must not wear watches, rings, pins, jewelry or other metallic items. (**EXCEPTION:** Jewelry that alerts medical personnel to a specific condition is permissible.)
- (k) Casts may not be worn during a game.

CATCHERS EQUIPMENT

RULE 1.17

...Catchers must wear a mask, throat protector and catcher's helmet during practice, pitcher warm-up and games.

WARMING-UP PITCHERS

RULE 3.09

...Managers or coaches at all levels must not warm up a pitcher at home plate or in the bull pen or elsewhere at any time. They may however, stand by to observe a pitcher warm-up in the bull pen.

BENCH OR DUGOUT

RULE 3.17

...No one except eligible players in uniform, manager and not more than two coaches shall occupy the bench or dugout. (**EXETER REVISION:** Scorekeeper or Pitch Counter will be allowed in the dugout.)

OFFENSIVE TIME OUT

RULE 5.10 (d)

... (Note: Only one offensive time-out will be permitted each inning).

SLIDING

RULE 7.08, (a) (3) & (4)

Any runner is out when-

- (a)(3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag. This does not mean that a player is "out" if he does not slide on a close play.
- (a)(4) the runner slides head-first while advancing. NOTE: Applies only when advancing to a base. Does not apply when returning to a base from a run down or pick-off situation.

LEADS

RULE 7.13

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. (**EXETER NOTE:** Just because the pitcher runs back and touches the pitcher's plate (rubber), it DOES NOT mean runners cannot continue to advance. The pitcher must be in contact with the plate, the catcher must have the mask on, be facing the pitcher, & be standing or squatting behind the plate.)

5. Highlights of Official Regulations and Playing Rules (cont.)

PITCHER

Rule 8.01, (a) (b)

Legal Pitching Delivery. There are two legal pitching positions, The Windup Position and the Set (Stretch) Position, and either position may be used at any time. Pitchers shall take signs from the catcher while standing on the pitcher's plate (rubber). Pitchers may disengage the pitcher's plate after taking their signs but may not step quickly onto the pitcher's plate and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the pitcher's plate, he/she must drop the hands to the sides.

- (a) The Windup Position. The pitcher shall stand facing the batter, the pivot foot in contact with the pitcher's plate, and the other foot free. From this position, any natural movement associated with the delivery of the ball to the batter, said pitcher may take one step backward and one step forward with the free foot.
- (b) The Set Position. Set Position shall be indicated by the pitcher when that pitcher stands facing the batter with the pivot foot in contact with the other foot in front of the pitcher's plate, holding the ball in both hands in front of the body and coming to a complete stop. From such set position, the pitcher may deliver the ball to the batter, throw to a base, or step backward off the pitcher's plate with the pivot foot.

Rule 8.02, (a) (1-6)

The pitcher shall not –

- (1) Bring the pitching hand in contact with the mouth or lips while in the 10 foot circle surrounding the pitcher's plate; **EXCEPTION:** Provided it is agreed to by both managers, the umpire, prior to the start of the game played in cold weather, may permit the pitcher to blow on his/her hands while in the 10 foot circle. **PENALTY:** For violation of this part of the rule, the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batter or otherwise, and no runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
- (2) Apply a foreign substance of any kind to the ball; (3) Expectorate on the ball, either hand or glove;
- (4) Rub the ball on the glove, person or clothing; (5) Deface the ball in any manner;
- (6) Deliver what is called the shine ball, spit ball, mud ball or emery ball. The pitcher is allowed to rub the ball between the hands. **PENALTY:** For violation of this part of the rule, the umpires shall: Call the pitch a ball and warn the pitcher. If a play occurs on the violation, the manager of the offense may advise the plate umpire of acceptance of the play. (Such election must be made immediately at the end of the play).

UMPIRES

Rule 9.01, (a)-(d)

- (a) ...The Umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
- (b) Each umpire...is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.
- (c) Each umpire has authority to rule on any point not specifically covered in these rules.
- (d) Each umpire has the authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. **EXETER NOTE:** Any player, coach, manager or substitute who is disqualified or ejected from a game will be subject to an automatic three (3) game suspension and be barred from participation in Tournament play.

Rule 9.02, (a)-(c)

- (a) Any umpire's decision which involves but is not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decisions.
- (b) If there is a reasonable doubt that any umpire's decision is in conflict with the rules, the manager may appeal the decision and ask that a correct ruling is made. Such appeal shall be made only to the umpire who made the protested decision.
- (c) If the decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making the call.

Major League

EXETER LITTLE LEAGUE – INTERPRETATIONS

PITCHING

Any illegal pitch as defined by the rulebook will result in a warning to each pitcher for the first offense. A ball will be called on each offense thereafter. Pitch count rules for players at this level are found in the Little League Rulebook (and in Section 5 of the ETL Manager's and Coach's Handbook) and must be strictly adhered to. Mandatory rest in conjunction with the number of pitches thrown must be observed (See Rulebook).

BATTING

A batting order consisting of all players will be used. Players do not have to be playing a defensive position in order to bat.

SUBSTITUTION / PARTICIPATION

Free substitution of players is permitted. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and at least one inning in the infield. Continuous batting order will be used. Catchers are excluded from this requirement. A pitcher that throws more than 40 pitches in a game may not be allowed to play catcher thereafter. Once a pitcher is removed from pitching, they cannot return to pitch later in the game.

COACHERS

One (1) adult is allowed in each coach's box with a player. A maximum of 1 manager and 2 coaches are allowed per team. A "scorekeeper" or "pitch counter" is allowed in the dugout, however they cannot instruct players. ***Only appointed managers and coaches shall coach or instruct players during the game!***

FIFTEEN (15) RUN RULE (*Local*)

If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If the visiting team has a lead of fifteen (15) runs or more, the home team must bat in its half of the inning.

SIX RUN RULE

The sixth run scored by a team in their half inning ends the inning. From the sixth inning on, the six (6) run rule does not apply. If the game is running long or getting dark prior to the sixth inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

INJURIES

Time out will be called immediately if a child is injured.

2 HOUR TIME LIMIT

Games are limited to two (2) hours if there is a subsequent game scheduled. The two hour period begins with the actual start of the game. An inning in progress at the end of the two (2) hours should be completed.

FOOD / DRINK IN THE DUGOUT

Absolutely no food or drink other than water or sports drinks are permitted in the dugout or on the benches. No glass containers of any kind are permitted.

INFIELD FLY

The infield fly rule is in effect. *See Definition in Rule Book.*

RUNNERS

Open stealing is permitted. Stealing of home at this level of play is allowed.

EQUIPMENT

Helmets with face guards and protective vests will be available for use by all offensive team players.

Minor League – AAA

EXETER LITTLE LEAGUE – INTERPRETATIONS

PITCHING

Any illegal pitch as defined by the rulebook will result in a warning to each pitcher for the first offense. A ball will be called on each offense thereafter. Pitch count rules for players at this level are found in the Little League Rulebook (and in Section 5 of the ETLLE Manager's and Coach's Handbook) and must be strictly adhered to. Mandatory rest in conjunction with the number of pitches thrown must be observed (See Rulebook). Players who have attained a league age twelve (12) may not pitch at this level.

BATTING

A batting order consisting of all players will be used. Players do not have to be playing a defensive position in order to bat.

SUBSTITUTION / PARTICIPATION

Free substitution of players is permitted. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and at least one inning in the infield. Continuous batting order will be used. Catchers are excluded from this requirement. A pitcher that throws more than 40 pitches in a game may not be allowed to play catcher thereafter. Once a pitcher is removed from pitching they cannot return to pitch later in the game.

COACHERS

One (1) adult is allowed in each coach's box with a player. A maximum of 1 manager and 2 coaches are allowed per team. A "scorekeeper" or "pitch counter" is allowed in the dugout, however they cannot instruct players. ***Only appointed managers and coaches shall coach or instruct players during the game!***

FIFTEEN (15) RUN RULE (*Local*)

If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If the visiting team has a lead of fifteen (15) runs or more, the home team must bat in its half of the inning.

FIVE RUN RULE

The fifth run scored by a team in their half inning ends the inning. From the sixth inning on, the five (5) run rule does not apply. If the game is running long or getting dark prior to the sixth inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

INJURIES

Time out will be called immediately if a child is injured.

2 HOUR TIME LIMIT

Games are limited to two (2) hours if there is a subsequent game scheduled. The two hour period begins with the actual start of the game. An inning in progress at the end of the two (2) hours should be completed.

FOOD / DRINK IN THE DUGOUT

Absolutely no food or drink other than water or sports drinks are permitted in the dugout or on the benches. No glass containers of any kind are permitted.

INFIELD FLY

The infield fly rule is in effect. *See Definition in Rule Book.*

RUNNERS

Open stealing is permitted. Stealing of home at this level of play is allowed.

EQUIPMENT

Helmets with face guards and protective vests will be available for use by all offensive team players.

Minor League – AA

EXETER LITTLE LEAGUE – INTERPRETATIONS

PITCHING

Players may pitch from a distance of 44' instead of the normal 46' distance. Illegal pitches are never called at the AA level. Pitch count rules for players at this level are found in the Little League Rulebook (and in Section 5 of the ETL Manager's and Coach's Handbook) and must be strictly adhered to. Mandatory rest in conjunction with the number of pitches thrown must be observed (See Rulebook). Players who have attained a league age ten (10) may not pitch at this level.

BATTING

A batting order consisting of all players will be used. Players do not have to be playing a defensive position in order to bat. An expanded strike zone (shoulders to the bottom of the knees and the black edges of the plate) will be used.

SUBSTITUTION / PARTICIPATION

Free substitution of players is permitted. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and at least one inning in the infield. Continuous batting order will be used. Catchers are excluded from this requirement. A pitcher that throws more than 40 pitches in a game may not be allowed to play catcher thereafter. Once a pitcher is removed from pitching they cannot return to pitch later in the game.

COACHERS

One (1) adult is allowed in each coach's box with a player. A maximum of 1 manager and 2 coaches are allowed per team. A "scorekeeper" or "pitch counter" is allowed in the dugout, however they cannot instruct players. ***Only appointed managers and coaches shall coach or instruct players during the game!***

FIFTEEN (15) RUN RULE (*Local*)

If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If the visiting team has a lead of fifteen (15) runs or more, the home team must bat in its half of the inning.

FIVE RUN RULE

The fifth run scored by a team in their half inning ends the inning. From the sixth inning on, the five (5) run rule does not apply. If the game is running long or getting dark prior to the sixth inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

INJURIES

Time out will be called immediately if a child is injured.

2 HOUR TIME LIMIT

Games are limited to two (2) hours if there is a subsequent game scheduled. The two hour period begins with the actual start of the game. An inning in progress at the end of the two (2) hours should be completed.

FOOD / DRINK IN THE DUGOUT

Absolutely no food or drink other than water or sports drinks are permitted in the dugout or on the benches. No glass containers of any kind are permitted.

INFIELD FLY

The infield fly rule does not apply.

RUNNERS

Open stealing is permitted to third base. There is no stealing of home at this level of play.

EQUIPMENT

Helmets with face guards and protective vests will be available for use by all offensive team players.

Coach's Pitch – A

(Instructional Level of Play)

EXETER LITTLE LEAGUE – INTERPRETATIONS

PITCHING

Pitching will be done by the offensive team's own managers or coaches. A player must still field the pitcher's position. Adult pitchers cannot make defensive plays.

BATTING

A batting order consisting of all players will be used. Players do not have to be playing a defensive position in order to bat. Strikes (& strikeouts) will be called. An expanded strike zone (shoulders to the bottom of the knees and the black edges of the plate) will be used. Walks are not permitted.

RUNNERS

There is no stealing permitted at any time, and no advancing on overthrows.

SUBSTITUTION / PARTICIPATION

Free substitution of players is permitted. Managers will ensure that all players have equal playing time during every game and not play the same defensive position for more than one (1) inning per game.

COACHERS

One (1) adult is allowed in each coach's box. Defensively, up to 2 coaches are permitted on the field.

FIVE RUN RULE

The fifth run scored by a team in their half inning ends the inning.

INJURIES

Time out will be called immediately if a child is injured.

2 HOUR TIME LIMIT

Games are limited to two (2) hours if there is a subsequent game scheduled. The two hour period begins with the actual start of the game. An inning in progress at the end of the two (2) hours should be completed.

FOOD / DRINK IN THE DUGOUT

Absolutely no food or drink other than water or sports drinks are permitted in the dugout or on the benches. No glass containers of any kind are permitted.

INFIELD FLY

The infield fly rule does not apply.

UMPIRES

Umpires will be adult managers, coaches, or parents. Coaches will decide before the game how umpiring will be handled. Two umpires should be used. Balls and strikes will be called from either behind the plate or behind the pitcher. Umpires may be the adult Coach / Pitcher from the offensive team or team at bat. If so, the adult Coach / Pitcher will call balls and strikes.

EQUIPMENT

RIF (*Reduced Injury Factor*) baseballs will be used.

Tee Ball

(Instructional Level of Play)

EXETER LITTLE LEAGUE – INTERPRETATIONS

REGULATION GAME

A regulation game will normally consist of three complete innings or to be one and one-half hours long. Score of games will not be kept.

BATTING

A batting order consisting of all players will be used. Players do not have to be playing a defensive position in order to bat. Every player will bat in each inning.

RUNNERS

There is no stealing permitted at any time, and no advancing on overthrows by the defensive team. Runners should be encouraged to take extra bases as logically dictated by the distance and location of the hit. Runners who are "put out" by the defensive team must return to the bench.

SUBSTITUTION / PARTICIPATION

Free substitution of players is permitted. Managers will ensure that all players have equal playing time during every game and not play the same defensive position for more than one (1) inning per game.

COACHERS

One (1) adult is allowed in each coach's box. Defensively, any numbers of coaches are permitted on the field.

INJURIES

Time out will be called immediately if a child is injured.

1-1/2 HOUR TIME LIMIT

Games are limited to one and one-half hours. The one and one-half hour period begins with the actual start of the game. An inning in progress at the end of one and one-half hours should be completed.

FOOD / DRINK IN THE DUGOUT

Absolutely no food or drink other than water or sports drinks are permitted in the dugout or on the benches. No glass containers of any kind are permitted.

INFIELD FLY

The infield fly rule does not apply.

UMPIRES

Umpires will be adult managers, coaches or parents. Two umpires should be used, one in the field and one behind the plate. The adults in the coach's boxes at first and third base may also act as umpires.

EQUIPMENT

RIF (*Reduced Injury Factor*) baseballs will be used.

6. Pre-Season Responsibilities

Prior to the start of the season, you are responsible to:

Attend Tryouts

Attend Field Maintenance Clinic

Notify players/parents as soon as possible of team assignments

Conduct a team meeting w/ players & parents at the first practice

Help with Field Maintenance

Attend draft/selection of your team

Pick up uniforms and team equipment

Hand out uniforms

Practice as the schedule permits

Stress SAFETY at all times

7. In-Season Responsibilities

During the season you are responsible to:

Actively teach players the fundamentals of the game (PRACTICE!)

Provide equitable playing time for all players

Maintain communication with parents

Attend Monthly League Meetings

Attend in season events (Picnic, etc.)

Stress SAFETY at all times

8. Game Day Responsibilities

On game days, you are responsible to:

Arrive early enough to complete the tasks listed below

Complete lineup cards and meet with the umpires

Abide by the Code of Conduct and the Official LL Playing Rules

Have players warm-up before the game

Maintain discipline on/off the field

Ensure the SAFETY of all participants

Specific game preparation duties include:

HOME TEAM

- Prepare the field (rake, place bases, line the foul lines)
- Raise the flag
- Staff the Concession Stand (Two (2) adults)
- Place extra helmets in the dugout (each team is responsible for their own equipment)
- Police the area around the bench and the dugout

VISITING TEAM

- Supply an announcer and scorekeeper for the game
- Rake the field and remove the bases after the game
- Put all announcer's booth items away after the game
- Lower the flag
- Police the area around the benches and both dugouts

ASSIGNED BOARD MEMBER

- Open/Close the Gates
- Open/Close the Batting Cages
- Open/Close the Concession Stand (members of the Concession Stand Committee)
- Open/Close the Umpire's Room & Pitching Tunnel
- Open/Close all Playing Field Storage Rooms & Bathrooms

9. Post-Season Responsibilities

At the end of the season (to include tournament play), you are responsible to:

Assist with Field Maintenance Clinic

Collect league uniforms and team equipment

Attend off season monthly meetings

Turn in league uniforms and equipment

10. Administrative Requirements

You are required to perform the following administrative functions:

Attend Monthly League Meetings (Three (3) minimum)

Assist at in/off season events (Picnic, Tree Sale, Registration, etc.)

Appoint a Team Mom/Dad for your team

Communicate all problems/concerns to your rep (Board Member)

Familiarize yourself with Emergency and Safety Procedures

Attend Coach's Clinics

Support League Fund Raisers

Read the Official LL Playing Rules

Read this Handbook

Stress SAFETY at all times

11. Emergency Procedure

In the event of an emergency (accident, injury, illness, etc.) you should immediately use the following procedure:

A. Call "911"

Identify yourself. I am (_____) with Exeter Little League

Give the nature of your emergency

State the specific location (i.e. Stonersville Little League Complex ____ Field) behind Stonersville Fire Co.

B. Ask for immediate Help at the Complex

Use the P.A. System (if applicable) at the field you're team is playing to ask for a doctor or nurse

Send someone to wait for the emergency vehicles and personnel at the complex entrance

C. Clear the Area

Coaches must ensure that the area is cleared immediately for emergency personnel

Ensure all spectators have cleared the area

The resumption of the game will be made by the umpires

D. Notify the Board

Fill out a safety incident report

Contact one of the Board Members as soon as possible and then notify your rep.

E. Lightning OR Thunder Safety Procedure

In the event of lightning OR thunder, play must be suspended immediately! All coaches & players must be in a safe location (dugout or vehicle). A single blast from an air horn will sound within the complex to notify all fields to cease play at the first sight of lightning OR first sound of thunder. A minimum of thirty (30) minutes will be waited before an all clear signal (two blasts from an air horn) can be given so all coaches & players can take the field again. A minimum of thirty (30) minutes will be waited after each subsequent lightning strike or sound of thunder.

COMPLEX PHONE NUMBER IS (610) 689-9847



12. Exeter Little League Tournament Baseball



Does your son or daughter show some promise and is he/she able to step up their game to a tournament level brand of baseball? Make plans NOW to continue your baseball season and tryout for the ETLT Tournament Teams. Typically three players from each Major, AAA, and AA teams are selected to attend tryouts at the end of the regular season to be eligible to participate in Little League District/International Tournaments. Though three players are highly recommended there are instances when two or four players may be selected. The tournament tryouts will be announced around the middle of May and are expected to be held in mid-June. Once teams are selected, practices will start shortly following the tryout date.

The following is some general information as more will become available during the regular season.

Player Selection and Tournament Play:

1. *Players are recommended for tournament play consideration solely based upon their regular season performance.*
2. *Players are selected for tournament play based upon regular season performance in addition to tournament tryouts.*
3. *Players may be selected based upon their ability to play positions other than those played during the regular Little League season.*
4. *Tournament play is competitive by nature as opposed to the instructional philosophy encouraged during the regular Exeter Little League season. During tournament play, players are guaranteed no more than the minimum playing time as defined by the official Little League Tournament Rules.*
5. *Players are expected to be present for all team practices and games throughout tournament play. The practice schedule will be as dictated by the tournament team coaching staff*
6. *Tournament play may require significant travel to various host league locations. Parents will make every reasonable effort to ensure that their child is present for ALL team practices and games as communicated by the tournament manager.*

INTERNATIONAL TOURNAMENT TEAM (11&12 Year Olds): This team is mostly made up of 12 year olds, but some 11's may make the team. This is a double elimination tournament that begins around the end of June. The District winner advances to Sectional play. Further advancement is possible as this team could ultimately advance to the Little League World Series in Williamsport in late August. For the proposed dates of this tournament, see the 2010 Pennsylvania Tournament Schedule Calendar at: <http://www.pastatell.org/tournament.htm>. (Baseball - Majors).

10 & 11 Year Old State Tournament Team: This team is mostly made up of 11 year olds, but some 10's may make the team. This is a double elimination tournament that begins around the end of June. The District winner advances to Sectional play. Further advancement is possible as this team could ultimately play for the State Championship in early August. For the proposed dates of this tournament, see the 2010 Pennsylvania Tournament Schedule Calendar at: <http://www.pastatell.org/tournament.htm>. (Baseball - 10-11)

9 & 10 Year Old State Tournament Team: This team is mostly made up of 10 year olds, but a few 9's may make the team. This is a double elimination tournament that begins around the end of June. The District winner advances to Sectional play. Further advancement is possible as this team could ultimately play for the State Championship in early August. For the proposed dates of this tournament, see the 2010 Pennsylvania Tournament Schedule Calendar at: <http://www.pastatell.org/tournament.htm> (Baseball - 9-10)

8 & 9 Year Old District Team: This team is composed of **only 9 year olds** for our Exeter team. This is a District 8 double elimination tournament that will run from approximately mid-June through the end of June. The winner of this tournament does not advance since this is a district only tournament.

In addition to these tournament teams, **ALL** Majors teams/players playing in the League during the regular season are eligible to participate in the **District Majors Tournament**. This single elimination tournament **may** run from the end of the regular season through the end of June. The winner of this tournament does not advance.