



2010 SEASON



Managers & Coaches

Softball 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

PITCHING (SOFTBALL)

Regulation VI (a)

- (a) Any player on a regular season team may pitch.
EXETER REVISION: A player who has attained a league age of twelve (12) is not eligible to pitch at the Minors level.
- (b) **MAJORS DIVISION:** If a player pitches in more than one (1) inning, one calendar day of rest is mandatory. A player may pitch in a maximum of nine (9) innings in a game. A player may pitch in a maximum of eighteen (18) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning. **MINORS DIVISION:** If a player pitches more than one (1) inning, one calendar day of rest is mandatory. A player may pitch in a maximum of six (6) innings in a game. A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning. If a player pitched in two (2) or more innings on Column A and is still eligible, that player can pitch again on Column B:
- | COLUMN A | COLUMN B |
|-----------------|-----------------|
| Sunday | Tuesday |
| Monday | Wednesday |
| Tuesday | Thursday |
| Wednesday | Friday |
| Thursday | Saturday |
| Friday | Sunday |
| Saturday | Monday |
- (c) A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game but only once in the same inning as she was removed.
- (d) Not more than five (5) pitchers may be used in one game.

PITCHER (SOFTBALL)

Rule 8.01, (a)

- (a) A legal pitching delivery shall be a ball that is delivered to the batter in an underhand motion.
- (b) Both feet must be on the ground within the 24-inch length of the pitcher's plate
- (c) The shoulders shall be in line with first and third bases.
- (d) The pitcher shall take a position with his or her pivot foot in contact with the pitcher's plate. This contact must be on or partially on the top surface of the pitcher's plate. The non-pivot foot must be on or behind the pitcher's plate.
- (g) A backward step may be taken before or simultaneous with the hands being brought together. The pivot foot must remain in contact with the pitching plate at all times prior to the forward step.
- (j) The pitcher may not take the pitching position on the pitcher's plate without having the ball in her possession.
- (r) Pushing off with the pivot foot from a place other than the pitcher's plate is illegal. This includes a "crow hop" as defined in Little League Rule 2.00.
- (u) The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.

Rule 8.02, (a)-(1-3)

- (a) The pitcher shall not –
- (1) Apply a foreign substance of any kind to the ball, pitching hand or fingers. Under the supervision of the umpire, powder rosin may be used to dry the hands.
 - (2) Wearing a sweatband, bracelet, or similar type items on the wrist or forearm or either arm;
 - (3) Deface the ball in any manner

READ YOUR RULE BOOK!

Softball Majors

EXETER LITTLE LEAGUE – INTERPRETATIONS

PITCHING

Players will pitch from a distance of 40'. 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. Pitching rules for players at this level are found in the Little League Rulebook and must be strictly adhered to. Mandatory rest in conjunction with the number of innings pitched 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. Bunting is allowed.

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.

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" 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 up to third base. Stealing of home at this level of play is allowed only during the second half of the season. Please confer with the other teams coach to ensure this is understood.

EQUIPMENT

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

Berks County Girls Softball League

Rules and Regulations

12 & Under Divisions

Home team head coach- please offer a copy of these rules to the plate umpire before the game begins.

1. **Age:** Teams shall consist of girls as defined by the 12 & under ASA classification: A player who is 12 years of age or under on January 1 of the current year.
2. The 12" Dudley yellow raised seam day/night softball is the **official game ball**.
3. A 15 run rule shall apply after 3 ½ innings, 10 run rule after 4 ½ innings, if the home team is ahead.
Clarification: Complete innings must be played unless the home team scores the winning run while at bat.
4. All League games will be 7 innings, with a 2 ½ hour **time limit**. The inning started before the time limit shall be played to completion unless the umpire calls the game, or the run rule applies. (rule 3) Score reverts back to the last full inning (official game applies-see below). Four full innings constitute an official game, should a game be called by the umpire. **Clarification-** A game called by the umpire shall be regulation if 4 or more complete innings have been played, or if the team second at bat has scored more runs in 3 or more innings than the other team has scored in 4 or more innings. Games that are not considered regulation shall be resumed at the exact point they were stopped. (including tie games)
5. If a team shows up with only 8 **players**, that team will start with 8 players. The other team can field 9 players ("A" & "B" Divisions) or 10 players ("B" Division only) and will continue with 9 or 10 players for the duration of the game, except for injuries or illness. The tenth player must be used in the outfield. *Position of outfield should be 4 players across the outfield when playing with 10 players.*
6. Each player should play **6 outs** in the field, except for injury or illness. (BCGSL recommendation)
7. **Pitching distance** shall be 40 feet.
8. A pitcher may pitch only 5 innings ("A" Division) per game. One pitch constitutes an inning for a pitcher.
9. If a **pitcher hits 4 batters** within a game, she must be removed from the pitcher's position, *as long as, in the umpire's opinion, the batter has made every effort to avoid the ball.*
10. Every official team member must bat.
11. **Stealing bases** is allowed only after the pitched ball has passes home plate. No stealing of home plate ("B" only).
12. The batter will not be allowed to run on the **dropped third strike** ("B" Division only). The batter will be allowed to run on the dropped 3rd strike ("A" Division only). Rule: When the catcher fails to catch the called 3rd strike before the ball touches the ground when there are fewer than 2 outs and 1st base is unoccupied, or anytime there are 2 outs.
13. If a **player leaves a game** before its completion (injury or illness), her spot in the batting order will be eliminated, only if she cannot return by the time of her next at bat and will not constitute an "out" violation. The player may continue in the game if her batting order spot is not eliminated.
14. Any batter that **arrives late** must be placed at the end of the batting order, and the head coach must notify the other team before her turn at bat is taken. May add after passed.
15. The home team is responsible for canceling games and contacting the umpire commissioner **at least 1 hour before the game time**. Home team will pay the umpire's fee. ½ of the fee will be payable to the umpire by the home team (exception- forfeit by visiting team) if the game is not cancelled 1 hour before game time. Pay fee at the end of the game when signing scorebook- BCGSL recommendation.
16. The **home team** is responsible for forwarding game statistics to their league commissioner within 48 hours of the completed game.
17. Any rules not in effect here are found in the ASA rulebook.

League Point System (A & B Divisions)

- Win/forfeit = 2 points
- Tie = 1 point
- Loss = 0 points

Softball Minors

EXETER LITTLE LEAGUE – INTERPRETATIONS

PITCHING

Players will pitch from a distance of 35'. Pitching rules for players at this level are found in the Little League Rulebook and must be strictly adhered to. Mandatory rest in conjunction with the number of innings pitched must be observed (See Rulebook). There are no walks! After ball 4, a coach from the batting team comes in to continue the at bat. There are strikeouts! The number of strikes on the batter when the coach comes in to pitch stays on the hitter. There is a 2 inning per game max on all pitchers (E.T.L.L.). Note: 1 x pitch constitutes one inning.

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. Bunting is allowed only during the second half of the season. Please confer with the other teams coach to ensure this is understood.

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.

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" 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 & will be allowed only during the second half of the season. Please confer with other teams coach to ensure this is understood. 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.

Berks County Girls Softball League

Rules and Regulations

10 & Under Divisions

Home team head coach- please offer a copy of these rules to the plate umpire before the game begins.

This age group was established to be fundamental and instructional. The main goal is to teach the girls how the sport is played and to keep their interest.

Age: Teams shall consist of girls as defined by the 10U ASA classification: A player who is 10 years of age or under January 1 of the current year.

The 11" Dudley yellow raised seam day/night softball is the **official game ball**.

1. Establish ground rules- fair, foul, and out of play.
2. **Bases** are set at 60' and the **pitcher's plate** is at 35'.
3. All games are 6 innings or 2 hours long. The inning started prior to the 2-hour **time limit** must be played out.
4. Only 5 **runs** will be allowed per inning per team. Five runs or 3 outs constitutes ½ inning.
5. Tie games count as a ½ win and a ½ loss.
6. No **infield fly** rule.
7. No **stealing**. However, with an overthrow into foul territory, a runner may advance one base maximum. With an overthrow into fair territory a runner has no limits. On any attempt from an infielder to throw the ball to the pitcher, all runners must stop. If the runner is halfway, she may continue unless out. If she is not yet halfway, she must return to the previous base.
8. All players must be listed in the **batting order** on the score sheet and must bat in this order throughout the game. If a player arrives late, she must be placed at the bottom of the batting order. If a player must leave a game for any reason, there will be no penalty against her team.
9. All players must participate in at least **2 complete innings** per game.
10. A 15-minute **grace period** will be given to each team with 8 players, in order to start the game. If the game starts 15 minutes late, it should end 15 minutes late.

11. The defensive team may play 9 or 10 players, but the 10th player must be in the outfield. All outfielders must be positioned on the same arc. No short fielder position. A team must have at least 8 players present to start the game. If players arrive late, they must fill the void position for that inning.
12. Players may play any position; however the players cannot be repositioned during an inning, except for injury or the change of pitchers.
13. **No bunting** in any game situations.
14. **No leads** at all. Runners must stay in contact with the base until the ball is hit.
15. When lining the field, a 16' circle (8' radius) around the pitching rubber must be included. The pitcher must stay in this area in order to receive the throw that will stop the play.
16. Pitching:
 - Both feet must be in contact with the pitching rubber
 - 1 pitch constitutes an inning
 - A player may only pitch a maximum of 3 innings per game.
 - There is no limited substitution in the pitching position
 - If the same defensive pitcher hits 2 batters in the same inning, this pitcher must be replaced with a new defensive pitcher.
 - Pitching will be performed underhanded by defensive players only UNLESS:
 - There are 4 walks by the defensive team in an inning, THEN
 - A coach from the offensive team will pitch and finish the inning.

Rules for Coach Pitching:

- a. There will be unlimited pitches. The batter must either strike out or hit the ball. There will be no walks.
 - b. The plate umpire must still call strikes.
 - c. The coach who is pitching will do NO coaching while on the field as a pitcher.
 - d. The pitcher-coach cannot touch the batted ball except in self-defense.
 - e. While there is a coach pitching, the defensive pitcher will stand on either side of the pitching rubber.
 - f. A defensive pitcher must start the next inning.
17. All players and coaches must show respect and sportsmanship at all times.
 18. The home team is responsible for canceling games and contacting the umpire assignor at least 1 hour before game time. Home team will pay the umpire fee. ½ of the fee will be payable to the umpire by the home team (exception: forfeit by visiting team) if the game is not cancelled 1 hour before game time. Pay fee at the end of the game when getting the umpire to sign the scorebook. (BCGSL recommendation)
 19. The home team is responsible for forwarding game statistics to their league commissioner, within 48 hours of the completed game.

Any rules not listed will revert back to ASA rules.

Softball Coach's Pitch

(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*) softballs 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

Attend off season monthly meetings

Collect league uniforms and team equipment

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)

Attend Coach's Clinics

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

Support League Fund Raisers

Appoint a Team Mom/Dad for your team

Read the Official LL Playing Rules

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

Read this Handbook

Familiarize yourself with Emergency and Safety Procedures

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 Softball



Does your son or daughter show some promise and is he/she able to step up their game to a tournament level brand of softball? Make plans NOW to continue your softball season and tryout for the ETLT Tournament Teams. Typically four players from each Majors or Minors 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 four players are highly recommended there are instances when three or five 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 Portland, OR in mid August. For the proposed dates of this tournament, see the 2010 Pennsylvania Tournament Schedule Calendar at: <http://www.pastatell.org/tournament.htm>. (Softball - Little League).

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>. (Softball - 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> (Softball - 9-10)