

Reference in this document to the **League** means the Officers & Body.

Reference in this document to the **Board** means the Officers elected to manage the day to day business of the League.

Reference in this document to the **Body** means the voting members of the League.

Exeter/West Greenwich Little League

I. Age as stated in the Little League Rule Book

1. T-Ball age 4, 5 and 6 year olds, 6 year olds are eligible to move up to the “A” division with 1 year’s experience in T-Ball and after being evaluated by the league.
2. “A” division age 7, 8, 9, 10 and 11 year olds along with 6 year olds who were evaluated by the league. Pitching by machine or adult only. 8 year olds are eligible to move up to the “AA” division after being evaluated by the league. 7 year olds are not eligible for “AA” division.
3. “AA” division age 8, 9, 10, 11 and 12. Twelve year olds are not allowed to pitch within any Minor (A, AA or AAA) league level. Nine year olds are eligible to move up to the “AAA” division after being evaluated by the league.
4. “AAA” division age 10, 11, and 12 along with the 9 year olds who were evaluated by the league. Pitching is by players age 9-11 only.
5. Majors division age 10, 11 and 12 who were evaluated by the league.
6. Juniors division age 13 year olds.
7. Seniors division age 14, 15, and 16 year olds.
8. Big League division age 16, 17 and 18 year olds.

II. Division Rules and Procedures

T-Ball Division

1. Each team will field defensively, a maximum of nine players. If one team cannot field eight players, because of non-attendance or injury during the game, the opposing team may still field up to eight players.
2. Each half inning consists of three outs or nine batters which ever comes first.
3. Any batter who is called out must return to the dugout and play will continue.

4. No player shall play at the same position for more than one inning in each game.
5. All players within the T-Ball Division must play defensively at least every other inning; players will not sit on the bench for consecutive innings.
6. Please be careful with placement of pitchers and first baseman. Players who you feel can not handle a hard hit baseball or hard throws from teammates should not be placed at these positions until you feel they are ready.
7. The outfielders must position themselves on the outfield grass.
8. A complete game consists of four innings or 1 hour and 15 minutes, which ever come first.

Minors Divisions

1. New teams, in the Minor Division, are to be selected each year per the little league handbook. The draft order for the Minor Division will be that as stated in the President's manual
2. Each Minor League team will be limited to nine batters or 5 runs in each inning, (*except for the last inning of play which is unlimited runs and three outs*). For scoring purposes, the ninth batter will be considered the third out. Scoring to be as follows:
 - Bases loaded, batter walks, one run scores.
 - Open base, batter walks, no score.
 - Batter hits ball, play made at any base, no score.
 - Play made on any runner, no score.
 - Batter reaches base on error, or hit to the outfield, play shall continue and runners score, until in the umpire's opinion, all forward play has stopped.
3. Twelve year olds cannot pitch in the Minor League.
4. All players within the Minor League Division must play defensively at least every other inning; players will not sit on the bench for consecutive innings.
5. Minor Division: No new inning can be started after one hour and 45 minutes. This includes evenings and Saturdays. For the purpose of timing, the new inning starts with the third out of the previous inning.
6. Minor Division managers will exchange lineups by 5:15 PM. The umpire will verify the starting time with the managers, as to apply the 1: 45 minutes new inning rule.
7. Minor League "A" managers are allowed, for the first half of the season, on the field for instructional purposes only. Umpires will call balls and strikes from behind the pitching machine. After five strikes the batter is declared out, there are no walks in Single A ball.
8. For the first four weeks of the "AA" season the pitching rules will be as follows: player pitch for the first three innings of a game followed by coach pitch for the remainder of the game. The fifth and sixth weeks of the season the players will pitch four innings and the coaches will pitch two, regular pitching rules will apply for the remainder of the season and playoffs.

9. Minor League "AA" and "AAA" managers are allowed too, during an inning, go to the mound to talk to the pitcher twice per inning per pitcher. If a third visit is necessary for a single pitcher, the pitcher must be removed.
10. All Minor League "AAA" players 10 or older are subject to selection by any Major League team. Refusal to do so shall result in forfeiture of eligibility in the Major League for the current season and may be considered when tournament teams are selected.
11. Playoffs for the "AA" and "AAA" will be a double elimination tournament at the end of the season.
12. Stealing within the three minor divisions will be as follows:
 - No stealing in "A"
 - "AA" two steals per inning (double steals count as two)
 - Unlimited steals in "AAA"

Majors Division

1. All teams in the Major Division are to be re-drafted each year.
2. Should a player, league age 12, register after the draft the player will be placed on a waiting list for the Majors Division, unless a parent feels that the player should be placed at the AAA level.
3. All players who are league age twelve (12), and present themselves for tryouts, must be drafted to a Little League Major Division team. Exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Board of Directors and the parent of the player."
4. All returning Major League players will be selected to a Major League team as long as they present themselves for assessment at our league tryouts.
5. Teams will use a continuous batting order on offense and each player is required to play a minimum of six consecutive outs on defense.

Juniors, Senior and Big League Division

1. All players within the Junior and Senior League Division must play defensively at least every other inning; players will not sit on the bench for consecutive innings.

III. Pitching Rules

Pitching Rules are per the current Little League Rule Book except for as noted

1. Curve balls are banned from play at the Minor League and Major League levels.
2. Pitch counts will be as follows:
 - 13-16 year olds 95 pitches per day
 - 11-12 year olds 85 pitches per day
 - 9-10 year olds 65 pitches per day
 - 7-8 year olds 50 pitches per day.
3. All pitchers must adhere to the following requirements:

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 is required.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest is required.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest is required.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest is required.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest is required.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest is required.
- If a player pitches 31 -45 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

A balk counts as a pitch

4. The home team manager's pitch count will be considered official.
5. Any player being removed as a pitcher is prohibited from playing the position of catcher for the remainder of that day.

IV. General Rules applying to all levels of play

1. A player must arrive at the field by the end of the third inning in order to play in that game. The inning is over with the third out of the home team.
2. A manager must declare by the end of the third inning to the umpire-in-chief and the scorekeeper, sickness or the inability of a player to take the field. Otherwise the manager may be cited for the player not getting the required playing time.
3. No casts may be worn by a player, base coach or umpire during a game.
4. There will be no eating in the dugouts during games.

5. Ballplayers will stay in the dugouts during games, no running around the League facilities.
6. Only Managers are allowed to request time out to speak with an umpire.
7. Coaches can confer with any player on the field during their visit to the mound. However, the meeting will be charged as a visit to the pitcher.
8. An offensive manager may request time to talk to his batter or to make a legal substitution for a base runner. He cannot request time to talk to the runner or base coach.
9. A ground ball that bounces over or under the fence will be a ground rule double.
10. Coaches will be responsible to place the “Slow, Children Crossing” sign and “No Parking” cones out 30 minutes before game time and remove them once the game is over. The crossing sign shall be placed in the middle of Town Hall Road. The “No Parking” cones shall be placed along the field side of the road, three cones should be placed on both sides of the entrance. Remove signs and cones only after all visitors have left the complex.
11. The use of tobacco, alcoholic, or any illegal products in any form is strictly prohibited on or near the little league properties including designated parking areas. Any witnessed infraction will result in immediate expulsion from the field.
12. Concession stand coverage is ultimately the responsibility of the Manager. If a parent or assigned individual refuses to cover their shift in the stand and is asked to leave the complex for failure to comply to the agreed (and signed) Parents Code of Conduct the manager must assign either himself or a coach to cover the concession stand shift.

V. ELIGIBILITY OF MANAGERS AND COACHES

1. Managers and coaches will be screened and approved by a screening committee composed of the Board of Directors. Tenure in the league is not a guarantee of manager or coach eligibility. Each individual being evaluated must be in good standing with the league, pass a background BCI check as required by Little League, and not found to have over stepped his/her authority or performed any act that weakened the program. Each manager will be evaluated by the board of directors. A good report is mandatory for consideration for future seasons and/or request to manage in other Divisions.
2. All new requests to manage shall be submitted, in writing, to the League President, and recorded by the League Secretary. The request to manage a team in any Division can be submitted to the President at any regular scheduled meeting. This request to be considered for the current season. Request to manage must be renewed annually.
3. Conflict of Interest – When two or more board members are vying for the same managerial position, said board members shall be excluded from the selection process.
4. The League will try to arrange for coaches and managers training before opening day.
5. Request for reappointment to same team or to be appointed manager in another Division must be submitted on or before November 30th. This deadline may be extended at the

discretion of the President.

6. All managers and the team they are to manage will be announced at the regular scheduled February meeting. All existing managers and coaches are to be approved for reassignment annually by this committee. Coaches are selected by the managers subject to annual review by the Board.
7. Should the board decide to assign or reassign a manager conditionally; a letter will be written to that manager noting the areas that are considered deficient. If the conditions specified are not corrected, that manager may be dismissed.
8. Managers and Coaches – Appointed
 - a. All managers and coaches must be of high moral character and willing to volunteer their time. It is the managers' and coaches' responsibility to perform their duties in such a manner that their actions are beyond reproach. The manager and coach are to teach the children the game of baseball and to instill in the children a sense of good sportsmanship, fair play, and respect for authority. Managers and coaches are to refrain from disruptive actions toward an umpire, opposing manager, coach, opposing player, and players on their own team, as well as parents and spectators on either side. They are to follow the governance of the Board of Directors.
 - b. Coaches and Assistant Coaches must be at least 16 years of age.
 - c. Manager's attendance at the March, April, and May is mandatory. In the event of an emergency, a manager must appoint a team designee.
 - d. The use of foul language is strictly forbidden on the fields and whenever in the presence of players. In the event of unruly situations, the local authorities are to be contacted immediately.

VI. DUTIES OF ELECTED AND APPOINTED OFFICIALS

1. President and Board of Directors

Refer to the League Constitution

2. Umpires – Appointed

- a. Umpires shall be on the field at least 15 minutes prior to the scheduled start of the game.
- b. All umpires will be issued the following: hat, t-shirt and clicker. Whisk brooms and protective equipment will also be furnished, but must remain in the stand between games.
- c. Umpires should check all equipment prior to the start of the game, including bats, helmets, catchers equipment and the field of play.

- d. No altered bats can be used during games or practice. The BPF rating (1.15) must be visible, if it is worn off the bat cannot be used.
- e. Umpires will notify the umpire-in-chief immediately in writing all cases of violent, loud, or aggressive behavior by managers or coaches, and must ignore same by a spectator.
- f. An umpire should never argue with a parent or spectator, it is the responsibility of the team Manager to control his spectators and parents.
- g. The League will require the ejection from a game of any player, manager, or coach, who throws a bat or helmet, and any coach, player, or spectator who uses foul or abusive gestures or language.

3. Rules Committee - Appointed

- a. This shall be a standing committee with the members and/or new members appointed annually by the President.

4. Concession Stand Coordinator – Appointed

- a. No person under the age of 16 will be allowed to work in the cooking area of the Concession Stand. Since we make and serve hot foods and beverages in a small area and there is potential danger to young children, this rule must be adhered to. The safety person shall post a notice to this effect.

VII. REGISTRATION, TRYOUTS, and DRAFT

1. Registration

- a. Registration will be carried out by the Player Agent, and such help as required, dates and times to be set forth by the Body as required by Little league Rules and Recommendations (Dec. or Jan. meeting)
- b. The Official Little League registration is to be completed by parent/guardian at the time of registration.
- c. Each child registering must have proof of age at the time of registration (birth certificate or passport are the only acceptable documentation). Baptism papers are not acceptable proof of age!
- d. Late registrations in the Senior Division will be placed on the team with the least players, or if all the teams are equal, on the next team in the draft rotation. Late registrations league age 12 and under will be added to the minor league rosters as

per the above directions. Note: 12 year old players will be allowed to play at the AAA level only after receiving approval from their parent, the league, and the district administrator.

2. Tryouts

- a. Tryout dates must be set at the first regularly scheduled meeting of the calendar year.
- b. Players who do not present themselves for tryouts will be placed on a Minor League team by the Board of Directors.
- c. All persons who played in the Minor Division (League age 9 and above) must present themselves for an evaluation at tryouts. League age 8's must present themselves for evaluation of they would like to play at the AA level.
- d. All persons who because of age are moving to the Junior and Senior Division must present themselves for a tryout evaluation if the numbers dictate the need for a draft.
- e. Any person who has been excused from his previous team must present himself for a tryout evaluation.
- f. Any person eligible to try out who is league age 10, 11, or 12, will present themselves at a designated place and time for Major Division evaluation. The said place and time to be determined at the first regularly scheduled meeting of the calendar year. A written notice will be given to each parent or guardian who registers a player.

3. Draft

- a. Major Division managers will draft first.
- b. Minor Division managers will at this time draft the remaining players in the tryout pool in the following order; AAA, AA, and A Divisions.
- c. The drafting of players shall be held as soon after tryouts as possible. The player agent will assign the date and time that the draft will take place.
- d. Twelve (12) year old players must be selected in the Major draft unless it is determined by the player's parents, Player Agent, divisional VP, and the President that the advancement would be a detriment to the player's safety. The player agent, divisional VP, and the President will then assign the player to participate in the minor or farm draft. In the event that a 12 year old does not present himself for the initial tryout or an arranged make-up tryout that said player will not be eligible for participation in any division within the league for that entire season.
- e. The Major draft will proceed following the first year of operation plan B of the little league operating manual that says we will be using the Serpentine method 1-2-3-4-4-3-2-1.
- f. Managers will draw numbers to determine the draft order.

- g. Instead of having two separate drafts (one for returning players and one for new players) EWG Little League has elected to conduct a regular draft wherein, if a number of returning Major League players have not been drafted by the time the same number of picks remain, those returning players must be the only players eligible from that point forward in the draft. (Example: With nine picks left in the draft, there are nine players who were Major League Players in the previous season still not drafted for the current year. Those nine players become the only eligible players and must be drafted). For the purpose of the Major League Draft, 12 Year Old players will be treated the same as returning Major League Players
- h. All 11 and 12 year olds opting to play down, not drafted to Majors must be drafted in “AAA”.
- i. All 12, 11 and 10 year olds must be drafted in “AAA” before any 9 year olds can be drafted.
- j. All 10 and 9 year olds must be drafted into “AA” before any 8 year olds can be drafted.
- k. If two or more children from the same family tryout and a manager intends to draft them, he shall so state with the drafting of the first child, the other members of the same family will become subsequent picks.
- l. Managers’ children must be drafted according to the Little League operating manual. If the Managers child is league age 9 or 10 they must be selected by round 5, if they are age 11 they must be selected by the fourth round, twelve year olds must be selected by the third round.
- m. Sponsors who have children, grandchildren, nieces, and nephews in the League can upon request in writing to the Board, have these children play on the team they sponsor. They must notify the Board before the draft. The League shall be responsible for notifying the sponsors the same.
- n. If a manager in the Major Division loses a player due to his father becoming a manager, the manager losing the player shall replace him with an extra draft pick. This pick will be made after the first round and before the second round.
- o. Any Major Division manager who loses a player with (5) or fewer scheduled games remaining in the season shall not replace that player.
- p. A Major Division manager shall maintain a roster of 12 active players. If he loses a player due to injury or illness, he must pick up a permanent replacement from the approved player agent list
- q. A Major Division team can play a maximum 2 (two) games with less than 12 active players (unless rule IV C 12 applies). The manager must pick up a replacement to play in the third game. The player must be in uniform and ready to play by the end of the third inning. Said replacement must also play the required number of innings.
- r. Major Division manager must contact the following, in this order, when selecting a Minor Division player to fill a vacancy:
- Player Agent
 - Player’s Minor Division Manager
 - Player and parents

VIII. Season, Games and Responsibilities

1. Major Division and Minor Division seasons run from opening day and must be completed before all-star break. Junior and Senior Division schedule will be set from year to year as conditions dictate.
2. All evening games are to begin at 5:30 P.M. on Minor League Field, 6:00 P.M. on Major League Field and 7:00 P.M. on the Senior League Field.
3. The following is the responsibility of the managers: Junior/Senior/Big League Division, Major Division, Minor Divisions and T –Ball Division;
 - Assign parents to work in concession stand.
 - Provide game balls and equipment needed for the games.
 - Make sure all trash is picked up in the dugouts and outside the fence and under the bleachers on their side of the field after each game.
4. Prior to the start of a scheduled game, both managers must agree to cancel the game. The home team manager is responsible for notifying the following: VP of Division, Umpire-in-Chief, Concession stand person, each Manager will notify his own players, parents and coaches.
5. It is in the best interest of the League that there are no premature cancellations. Games should not be canceled early. The managers involved should wait until 4-4:30 P.M. for cancellation
6. See last two pages for Home and Away Team responsibilities.

IX. DISCIPLINE OF MANAGERS, COACHES, AND PLAYERS

Complaints are defined by the following:

- a. A complaint in writing against an individual and validated by the Board
- b. Verbal abuse of a child (witnessed)
- c. Foul language (witnessed)
- d. Violation of the managers behavior code as set forth in the Little League Rule Book and our own Ground Rules.
- e. Being ejected from a game by an umpire
- f. Un-sportsman like conduct including not exchanging congratulations with your team at the end of the game with the opposing team
- g. Any of the above complaints may be grounds for dismissal as deemed by the board of directors.

1. Managers and Coaches

- a. A reprimand shall be a statement in writing citing the offense and a warning to cease and desist same. It shall be signed by the League President and at least two other officers.
- b. Any manager or coach who violates the RULES AND BY-LAWS or the spirit of sportsmanship shall be subject to receive an official reprimand.
- c. Any manager or coach that receives 2 official reprimands in any 12 month period shall be subject to expulsion from the League.
- d. Any manager or coach that has, in the opinion of the Board, committed a serious moral or ethical offense, will be subjected to immediate expulsion from the League.
- e. Managers and coaches will not be allowed to manage or coach without a completed background check. Any manager or coach who refuses to authorize a background check investigation will not be allowed to continue as coach or manager until the investigation is authorized and successfully completed.

2. Players

- a. Discipline of players for disruptive behavior on the bench is at the discretion of the manager or coach, but the penalty is limited to a maximum one (1) game suspension. The manager is to advise the appropriate division vice-president and president in writing of the reason(s) for the suspension, a copy will be sent to the player agent, player's parent/guardian, and the secretary for filing.
- b. If a player received 2 game suspensions in one season the player agent will present the facts to the Board for further consideration.
- c. Any player that has, in the opinion of the Board, committed a serious, moral, or ethical offense will be subject to immediate expulsion from the League.
- d. If a player is ejected from a game by an umpire for the throwing of helmets or bats, or having a temper tantrum, using abusive language or gestures, he shall be suspended from the next game automatically. A second ejection by an umpire in the same season will result in expulsion from the League, pending Board concurrence.
- e. An expelled player cannot be readmitted to the League for the remainder of that season. The League officers must approve the re-admittance in subsequent seasons for an expelled player to return.

X. ALL STARS

1. All-Star Manager, Coach, and Player
 - a. Junior/Senior Division and Major Division All-Star managers, tournament teams and fall ball managers will be selected using guidelines established by Little League Baseball.
 - b. The all-star managers will pick their coaches from the ranks of the managers and coaches of their respective division.
 - c. The scorekeepers of the Junior, Senior and Major Divisions will provide the stats of all eligible players prior to the all-star draft selection.
 - d. All-Star teams for all divisions are determined based upon Little League Rules and Regulations.
 - e. All-Star voting will take place as follows: Each player from the Major League division will vote for 12 players to participate on the twelve year old all-star team and, if decided by the board, 12 players to participate on the eleven year old all-star team. Each Manager will also receive a ballot and will also vote for 12 players to participate on the twelve year old all-star team and the eleven year old all-star team. The top 12 players selected, in each group, by all of the Major League Players will receive one vote, each Manager's ballot also counts as one vote. The top twelve players, from each group, with the most votes are selected to the all-star teams. This process will also be done at the "AAA" level to select the 9-10 year old all-star team. Ten year olds playing at the Major League level are automatically selected for the 9-10 All-Star team. In the event of a tie, the all-star manager, Player Agent and league VP will each cast a vote to break the tie.

XII. DECLARATION

This document is a complete copy of the Exeter – West Greenwich Little League ground rules. The aim is not to replace the Little League rules and regulations. In places where the intent is to restate a rule from the official regulations and playing rules and/or the Presidents manual, the official version will stand. Upon adoption by the League, this version will supersede any and all earlier dated ground rules, published or otherwise.

DATED: January 31, 2011
RULES COMMITTEE

Jim Larisa
Rick Lamoureux
Bob Francoeur
Charlie Sernberger
Rick Lamoureux
Bob Cinquegrana
Anthony Ventura
Will Hernandez
Kerrie Larisa
Kyle Bonn
Ron Patalano Jr.

AWAY TEAM (ALL PRE-GAME RESPONSIBILITIES)

- OPEN CONCESSION STAND (FOLLOW DIRECTIONS POSTED IN STAND)
- INSTALL LINERS IN TRASH CANS
- UNLOCK UPSTAIRS DOOR AND REMOVE SCORERS WINDOW
- GET NATIONAL ANTHEM READY TO PLAY
- PUT UP AMERICAN FLAG
- UNLOCK RESTROOMS, STOCK AND CLEAN IF NECESSARY
- UNLOCK FIELD GATES
- PLACE THE “SLOW, CHILDREN CROSSING” SIGN AND “NO PARKING” CONES
- INSTALL BASES
- UNCOVER MOUNDS
- LINE FIELD
- DRESS MOUND
- TURN LIGHTS ON IF NECESSARY

HOME TEAM (ALL POST GAME RESPONSIBILITIES)

- CLOSE CONCESSION STAND (FOLLOW DIRECTIONS POSTED IN STAND)
- CLEAN UPSTAIRS SCORER'S AREA AND SECURE
- TAKE DOWN AMERICAN FLAG
- EMPTY ALL TRASH CANS
- PICK UP TRASH IN DUG OUTS AND AROUND THE FIELD INCLUDING BLEACHER AREA
- AFTER ALL GAMES ARE COMPLETE REMOVE THE "SLOW, CHILDREN CROSSING" SIGN AND "NO PARKING" CONES
- REMOVE BASES AND RETURN TO FIELD HOUSE
- DRAG FIELD
- COVER MOUNDS
- CLEAN RESTROOMS, RESTOCK AND LOCK
- LOCK FIELD GATES
- TURN OFF LIGHTS
- SECURE CONCESSION STAND
- LOCK CABLE AT COMPLEX ENTERANCE