

2010 Shrewsbury Minor League Rules

These rules modify and at times are in addition to the Official Regulations and Playing Rules for the Minor League Baseball:

1.0 SHREWSBURY MINOR LEAGUE LOCAL RULES

1.1 Pre-Game rules:

- A Players should arrive at the field 30 minutes prior to the start of the game.
- B Visiting team will take infield (assuming 5:30 p.m. game time) at 5:00 p.m. and will end their infield practice at 5:15 p.m.
- C The Home will take the infield at 5:15 p.m. and will end their infield practice at 5:25 p.m. and will remain on the field as the game starts.
- D Home team will be seated on the first base side of the diamond and Visitors will be seated on the third base side.
- E If a team cannot field eight (8) players by **10 minutes** after game time, the team will LOSE by forfeit. Following the umpire's forfeit ruling the two teams may and are encouraged to play an unofficial scrimmage game. If a team's 8th player shows up after the game has been declared a forfeit by the umpire, **THE FORFEIT CAN NOT BE OVERRIDDEN**.
- F Lineups must be exchanged at 5:25 p.m. Player lineup cards must adhere to the following rules:
 - 1. Lineups must include the last names of all players, their uniform number, and the names of the manager and assistant coaches. Refer to section 3.0.
 - 2. At the end of the game the managers will then verify with one another who pitched and how many were thrown by each pitcher. This information (along with game summary refer to section 1.2(G)) will be posted on the website in the following manner.
 - a. Player name
 - b. Uniform number
 - c. Number of pitches thrown
 - 3. It shall be the responsibility of the managers to insure this information is correct. If a manager notices a mistake, it shall be the responsibility of that manager to contact the league director and the manager that posted the information of the error.

1.2 Game Length:

- A All Sunday games will have a **MANDATORY** two-hour and fifteen limit (weekday games shall continue until it is deemed too dark for safe play). From the scheduled time of the game the game will be completed when 2 hours and 15 minutes have passed in accordance with the following:
 - 1. At two (2) hours: It is the top of an inning and the home team is leading, the game is over if the visiting team does not take the lead before the 3rd out of the top half of the inning,
 - 2. At two (2) hours: It is the top of the inning and the home team is losing, the inning will

be completed unless the home team takes the lead prior to the 3rd out of the bottom half of the inning,

3. In the case of a tie the game will continue according to the rules of baseball.

1.3 Managers

- A Managers and coaches must remain in the dugout during their team's defensive half of the inning. **EXCEPTION:** A manager or coach can leave the dugout during their defensive half inning for the following reasons:
1. Warming up a pitcher
 2. Visiting the mound (1 per inning per pitcher)
 3. Attending to an injured player
 4. Umpire discussion
- B All managers, coaches and players must remain in the dugout during their team's offensive half of an inning. **EXCEPTION:**
1. Warming up a pitcher
 2. Coaching either first or third base
 3. Attending to an injured player
 4. Umpire discussion
- C Managers and coaches are **NOT** allowed to cross the foul line between innings. If they cross the foul line between innings it will be considered a trip to the mound during their defensive half inning. Managers can ask umpire permission to fix pitchers mound between innings, no coaching during repairs.
- D All managers/coaches assisting during games will be required to have filled out a **Shrewsbury Little League Volunteer Application** and must be approved by the Shrewsbury Little League Board of Directors. If a parent has not filled out a Shrewsbury Little League Volunteer Application and is not approved by the Shrewsbury Little League Board of Directors they will be asked to leave the dug out area. A list of all managers/assistant coaches will be provided to all teams by the Minor League Commissioner. **NO EXCEPTIONS.**
- E No more than the team manager, two assistant coaches, and score book keeper will be allowed in the dugout at any time, **total of four.**
- F No parents will be allowed on the field of play or in the dugout during a game. Unless there child is injured. If the parent enters the field of play or the dug out during a game that parent can be asked to leave the premises.
- G Winning team managers are responsible for reporting game scores, writing up game summaries, and reporting pitchers and number of pitches thrown on Shrewsbury Little League Website within 24 hours of completed game.
- H The Commissioner shall have the right to suspend any player, coach, and/or fan who does not exhibit a sense of good sportsmanship. Managers, coaches, and players shall conduct themselves in a sportsmanlike manner at all times.
- I Any coach or manager ejected from a game by an umpire will automatically be suspended for

one (1) game. There is no appeal for this rule. The suspension will be for the next scheduled game, playoffs included. If the coach continues to argue with the umpire, uses profanity, or does not leave the field in a timely manner, an additional **two (2) games** will be added to the suspension. All ejections will be reviewed by the Shrewsbury Minor League Commissioner and Shrewsbury Minor League Directors. The Shrewsbury Minor League Commissioner reserves the right to sanction further disciplinary action.

- J Umpires should issue a warning prior to throwing a manager out of the game.
- K Both team coaches and the game umpires will be required to provide detailed accounts (in writing) of any incidents involving a coach being thrown out of their game.
- L Any coach thrown out of **two (2) games** in one season will be suspended for the remainder of the season. Shrewsbury Little League Board of Directors will review at this point in time to determine if the coach should be allowed to coach Shrewsbury Little League again. Shrewsbury Little League Board of Directors' decision is final.

1.4 Umpires:

- A The Minor League Umpire Commissioner shall appoint one or more umpires to officiate at each minor league game. The umpires 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.
 1. Each umpire has 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. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
 2. Any umpire's decision which involves judgment, such as, but not limited to, fair or foul balls, balls and strikes, or safe or out calls, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
 3. Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted.
 4. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
 5. If a 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 it.
 6. When any manager, coach, parent or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the Minor League Commissioner within four hours after the end of the game.
 7. After receiving the umpire's report that a parent, manager, coach or player has been disqualified, the Minor League Commissioner shall impose such penalty and shall notify the manager of the club of which the penalized person is a member.

1.5 Pitching Rules:

- A All Pitchers must start their windup with at least one foot in contact with the rubber. The

placing of both feet in front of the rubber with the back of the heels in contact with the rubber is allowed.

- B No quick pitches will be allowed. Repeat offenders will be removed from pitching.
- C NO MANAGER, COACH and/or PLAYER will apply any foreign substance to the ball (this includes wetting fingers) Pitchers may blow on their hands if in the umpire's opinion the weather dictates.
- D Pitchers will be allowed a maximum of 5 warm up pitches per inning.
- E A manager/coach is allowed one visit to the mound per inning. The second visit will require replacing the pitcher. **IF A MANAGER VISITS THE MOUND FOR A THIRD TIME DURING ANY PITCHERS 3 INNINGS THE PITCHER MUST BE REMOVED.**
- F Any pitcher that hits **two (2) batters** in one inning **MAY**, at the umpire's discretion, be ruled ineligible to continue. If a pitcher hits **three (3) batters** in any inning they will be required to be replaced.

G THE NEW PITCH COUNT REGULATION

REGULATION (Shrewsbury Minor League Baseball) – PITCHERS:

- (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.)
- (b) A pitcher remaining in the game, but moving to a different position, **CANNOT** return as a pitcher anytime in the remainder of the game.
- (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

Shrewsbury Minor League Age: 9 Years Old - **75** pitches per day
8 Years Old - **50** pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the third out is made to complete the half-inning.

Note 1. Intentional Walks: There are **NO** intentional walks allowed in Shrewsbury Minor League Baseball.

- (d) Pitchers must adhere to the following rest requirements:

- If a player pitches **61 or more** pitches in a day, **three (3)** calendar days of rest and **a game** must be observed.
- If a player pitches **41 - 60** pitches in a day, **two (2)** calendar days of rest and **a game**, must be observed.
- If a player pitches **21 - 40** pitches in a day, **one (1)** calendar days of rest must be observed.
- If a player pitches **1-20** pitches in a day, **no (0)** calendar day of rest must be observed.

(e) Each team will designate a scorekeeper as the official pitch count recorder. Pitch count recorders shall meet between each half inning to exchange the number of pitches thrown. In the event of a disagreement, the higher pitch count total will be used.

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

(g) 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 (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation (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.

(h) 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. After game, all protests shall be reported by both managers to respective League Directors.

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

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required three days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

H **NO** pitchers can start an inning with **five (5) or less pitches** available on their game eligibility. A new pitcher must be brought in to start the inning.

I The number of pitches thrown by each pitcher in a game shall be reported on **WEBSITE** by the winning team manager, along with a game summary. As stated in Section 1.1(F), all

managers should review game summaries for accuracy.

J All regular season pitching eligibility requirements will extend to the **Playoffs**.

1.6 Game Rules:

- A ALL players will be placed in the batting order although only 9 players will be placed in the defensive positions each inning.
- B ALL players must play a defensive position three innings each game. The position can be changed from one inning to the next but once a player has been placed in a defensive position that player must remain in that position for the duration of the inning unless there is a pitching change or injury. **EXCEPTION:** a pitching change can be made during an inning but that player cannot return as a pitcher at **ANY** point in the game.
- C Players do not have to play a defensive position in consecutive innings but they cannot sit out **two (2)** consecutive innings.
- D Any player may re-enter a game at any position. **EXCEPTION:** once a player has pitched in a game and has been removed, that player **CANNOT** re-enter the game as a pitcher, even if a game goes into extra innings
- E All extra inning games will require three outs to be made in each team half of the extra inning, unless the home team scores the winning run before the third out.
- F Each team will be allowed a maximum of **five (5)** runs in any half inning. Runs can be scored by any combination of hits or walks.
- G If the visiting team is down by more than **five (5)** runs in the sixth or last inning, the 5 run rule will be waived and will continue until 3 outs are made or the game is tied. The home team then will have 3 outs to score the winning run.
- H If the home team in the last inning is trailing by more than 5 runs the home team will be allowed to only tie the score (not win) at this point the game will go into extra innings. The umpire will declare the last inning at the top half of the inning so that both teams know that the five run rule is waived.
- I Stealing: **Starting the week of May 1st (Game 5 for all)**, stealing will be allowed. Stealing second base is allowed, no advance on an overthrow. The runner cannot leave first base until the ball has passed the batter. Runners **MAY NOT** steal third base or advance to third or home on a pass ball. Coaches should have their catcher always throw to second on steals and pass balls. **Only two (2) steal attempts** per inning, either passed ball or straight steal.
- J If a runner leaves a base before a pitched ball reaches the batter the following will occur: This rule applies to stealing and to a ball hit into play. No exception to these rules and this is at the sole discretion of the umpire.
1. The play will be determined dead and that team will be issued a warning and all runners will be returned to the base they previously held.
 2. On the second offense the runner is ruled out and all additional runners will be returned to the base they previously held.
 3. If after the first warning, multiple runners are on base and all or some the runners leave early, the lead runner will be ruled out and the other runners will return to the

- previously held base.
4. If there are multiple runners on base and only one leaves early that runner will be determined out not the lead runner and the other runners will return to the previously held base.
- K Feet first sliding only. Any player intentionally running into a defensive player to break up a play or sliding headfirst will automatically be declared out. The play will be dead at that point with no advancement. Sliding into home plate is allowed.
- L Any bat intentionally thrown while batting or after hitting the ball will be called an out and there will be no advancement. If the infraction is considered serious, the umpire will remove the player from the game.
- M The defensive player must tag out the offensive batter/runner with the same hand that possesses the ball.
- N Tagging up is allowed, the runner must be on the base from which they are advancing.
- ~~O **Bunting: Starting the week of May 1st (Game 5 for all), bunting will be allowed. A batter fouling off a bunt attempt on the third strike will be judged out (strikeout). For safety reasons, SLAPPING or SLASH BUNTS will not be allowed. Once a batter squares to bunt, he/she must either make an attempt to bunt the ball or take the pitch. They are not allowed to swing away. If this does happen, the batter or batter/runner will be declared out and no other runners will be allowed to advance. An individual player is allowed no more than two (2) bunts per game and a team is allowed no more than two (2) bunts per inning.**~~
- P A foul tip on the third strike will be considered an out if the catcher catches the ball.
- Q Home plate is fair ground. Both foul lines start at the bottom corner of home plate and continue out from there towards the outside edge of first and third base.
- R Catchers **MUST** use a catcher's mitt no exceptions!!!!
- S A batter while in the process of swinging at a pitch gets hit will not be awarded a base (HBP, it will be called a strike)
- T If on a play the ball goes out of play, the batter/runner will be entitled to advance to the base they are running to and one additional base.
- U If a base moves when touched by the batter/runner, the player will be considered safe unless there is an attempt to advance to the next base. (COACHES SHOULD TEACH CORRECT BASE RUNNING TECHNIQUES)
- V Infield Fly Rule: There is **NO** Infield Fly Rule in Shrewsbury Minor League Baseball.
- W Interference: There are two types of interference calls:
1. Runner interfering with a fielder – a runner **MUST** give the fielder the right of way to make a play on a ball. If in the opinion of the umpire the runner impeded the fielder's right of way to make a play, the runner will be declared out and all base runners will return to their respective base(s).
 2. If in the opinion of the umpire the fielder obstructs the runner during the play they are involved in, the batter/runner will be awarded at least one base beyond the base

touched. If the play is at first base the runner will only be allowed that base.

- X A runner will be judged out when hit by a batted ball. **EXCEPTION:**
 1. If the ball has passed a fielder attempting to field the ball.
 2. If the ball is deflected off a fielders glove.
 3. If hit by a ball when in contact with a base.
- Y When scoring the winning run on a batted ball, the batter/runner must touch first base
- Z Batting out of order – the batter will be declared out if the umpire is notified before a pitch is made. A batter that is out of order cannot be declared out with an active pitch count. If it is brought to the attention of the umpire, the correct batter will be inserted and assume the current pitch count. If a pitch is thrown to the next batter, the batter that hit out of order is now legal.
- AA At the end of the game both teams and coaches will meet at home plate and shake hands with one another.

1.7 Game cancellations/miscellaneous rules:

- A A game may be cancelled while in progress after a maximum of a 30-minute delay. Umpires will discuss with managers, but the final decision lies with the umpire.
- B **RAINOUTS:** If rain occurs before a game, the managers will be notified by 4:30 p.m. if the game is cancelled. If you do not get notified by 4:30 p.m. the managers will make the decision at the park. After the game starts any delays/cancellations will be at the discretion of the umpire. Any lightening will require immediate evacuation of the field until the lightening ceases, but for no more than 30 minutes
- C **UNPLAYABLE FIELD:** If during a rain delay the field becomes unplayable, the game will be suspended and the decision to make up the game will be at the discretion of the league director. If both managers are unable to agree on the condition of the field, the umpire will make the final decision

1.8 Playoff Format:

- A All teams will compete in a tournament at the end of the year were there will be one champion. Refer to section 2.3-D-2
- B The schedule and dates will be handed out during season.

2.0 SHREWSBURY MINOR LEAGUE DRAFT RULES

2.1 Teams:

- A Total number of teams is determined by the total number of 8-and 9-year-old boys and girls that signed up for Minor League Baseball.
- B Each team will consist of 12 to 13 children, one manager and at least one assistant coach. 13 children per team are to be discouraged against, but might be necessary because there may not be enough players to make up a new team. The Minor League Commissioner will determine

which team(s) will have 13 players.

- C If there are not enough potential children signed up by the cutoff date to maintain the previous year's teams, the Minor League Commissioner will determine the team(s) to contract. The children from the contracted team(s) will be placed in the post draft pool.
- D If there are more than enough potential children signed up by the cutoff date that will not fit on the previous year's teams, the Minor League Commissioner will determine the total number of team(s) needed for expansion.
- E Loss of draft picks:
 - 1. A new manager bringing a son/daughter onto a team will for-go a draft pick once they have 8 players on there team. The 8 players shall be a combination total of last year's players and new drafted players. A new assistant coach bringing a son/daughter onto a team will for-go a draft pick once 9 players are on there team.
Example: If a new manager takes over a team with 3 players coming back from the previous year the new managers son shall be considered the 4th player and the assistant coach will be considered the 5th player. This team will be allowed to draft 3 more players before losing a draft pick. Example (8th player drafted/selected, managers son is the next pick, then make another selection, then assistant coaches son is the next pick, then continue until 12 players on the team.)
Note: No team shall lose a 1st round pick, loss of draft picks will begin in 2nd round.
- F There will be a commitment of two years for the manager and assistant coach. Managers cannot drop and add assistant coaches from the previous years. If a team manager requests to replace the assistant coach, the manager will submit the reason for doing so to the Minor League Commissioner. The Minor League Commissioner will make the determination whether the request is valid or not.

2.2 Evaluation:

- A All children that signed up and are not already on the rosters from the previous year must attend a player evaluation on the date determined by Shrewsbury Little League.
Note: Children that did not sign up by the day of the evaluations are not eligible for the draft nor are they considered to be on a roster. They will be placed on a wait list and assigned to teams based on available roster spots.
- B All children that cannot make the evaluation date(s) will be placed in the post draft pool.
- C The tryout will consist of each child being assigned a tryout number and will participate in various stations to determine the level of ability.
- D The draft will take place immediately after the tryout.
- E **Once the teams are selected, the rosters are final. There are no trades.** The only changes that can be made must be completed by the Player Agent, the League Directors and/or the Minor League Commissioner. Examples: Players selected for teams in the "post-draft pool" and/or players assigned to teams from the waitlist.

2.3 Draft Pool:

- A **One manager and one assistant coach only** from each team will attend the draft.
- B Each child at the tryout will be placed in the draft pool.
- C The children in the draft pool will be chosen in a series of rounds until all children are selected.
- D The draft order will be the reverse of the team's final standings from the previous year. The following is how teams will be seeded:
 - 1. The teams will be seeded based on their winning percentage. The draft seeding will be determined by the Minor League Commissioner.
 - 2. The following will be the tie breaker for teams with the same record.
 - a. Overall Record.
 - b. Division Record
 - c. Head to Head competition.
 - d. Coin Flip or Lottery. If two teams are tied a coin flip will determine order. If multiple teams are tied, team names will be placed in a hat. First team pulled out will receive the lowest seed for their slot.
 - 3. If there are expansion teams, they will be placed in the draft starting with position number 3 and continuing from there until all expansion teams are ordered.
- E Each team will continue to pick children until their roster is full or until all the children in the draft pool are chosen
- F If there are siblings trying out, they will be placed on the same team. Once one sibling is chosen the other(s) will be placed on that team starting with that team's last pick. Ex. (Jim, Joe and Mary are all trying out. Team Red chooses Joe in the first round. Team Red gets 7 picks. Jim and Mary will be put onto Team Red by using their sixth and seventh pick.)
- G Children will not be placed on teams because of requests by parents. The Minor League Commissioner, the League Directors and the Player Agent will review each individual request. They will determine if a request has merit or not. This will be done prior to the draft and will be made known to all team managers / coaches at the draft.

2.4 Post-Draft Pool:

- A All children not available for tryouts will be placed in the post-draft pool.
- B Teams that do not have full rosters will take part in the post-draft pool.
- C The children will be placed in random order on teams until all children chosen.
- D The Player Agent will determine the order by selecting team names at random and children at random until all teams have had a child from the pool placed on their team. If there are more children left in the post-draft pool, the process will continue until all children are selected.
- E If there are siblings in the post-draft pool, they can only be placed on teams that have roster spots available. Ex. Team Blue is chosen as the team that Tom will be placed on. Tom has a brother Tim in the post-draft pool. Team Blue only has one roster spot left. They will not get Tom and his brother. Another child will be chosen to be placed on Team Blue.

- F Once this process is complete all the rosters will be finalized by the Player agent and handed to the Minor League Directors with a copy going to the Minor League Commissioner.

2.5 Wait list:

- A Children will be placed on teams in draft order as space on the roster permits. The child that is placed on a team will be determined based on when the application is received. **Wait list is first come, first serve by completed application submitted to the Minor League Commissioner.**

Example: Team Orange has the tenth position in the draft. It has a roster spot available for a child. There are 3 children on the waitlist. Team Orange will get child number one.

- B This will continue until all roster spots are filled or all the waitlisted children are placed, whichever comes first.

3.0 SELECTION OF MINOR LEAGUE MANAGERS

- 3.1 All potential coaches that indicate an interest in becoming a manager/coach by checking off the box in the registration form will be contacted by the Minor League Commissioner. At this time the candidate will be asked if they are interested in becoming a manager or assistant coach. If the candidate is interested in becoming a manager, an interview may be scheduled. All potential managers may be interviewed by a Shrewsbury Little League committee.
- 3.2 Refer to section 1.3-D.
- 3.3 Refer to section 2.1-F.

4.0 CONCESSION STAND

The following is a list of duties & responsibilities for the concession stand located at field #1 at the Minor League complex at Coolidge.

- A The HOME TEAM on field #1 is responsible for the duties of the concession stand.
- B Should be opened and ready for business 30 minutes prior to game time.
- C Instructions on opening the stand are clearly marked and stated in the stand, and should be followed, with no exceptions.
- D During the time the stand is opened, only responsible **ADULTS** that have been selected by the Manager/Coaches are the only ones allowed in the stand.
- E The stand remains open till all 3 fields have completed their games!
- F Important to follow the instructions that are in the stand as far as proper closing procedures. Please take out all trash (dumpster is located on far side of Coolidge School), clean all cooking items, and also restock cooler and other goods. Make sure inside deadbolts are in closed position.
- G Please add that all monies (except for coin) are to be put in the safe that is located on the floor near the sink cabinet.

5.0 MAINTENANCE OF FIELDS

5.1 Responsibility of **both TEAMS** to have the field in game ready condition!!!

- A Infields should be dragged (Screened) prior to games.
- B Pitchers mounds should be raked, filled, and tamped properly.
- C Base paths should be lined (LIME and spreader located in concession stand) (4" max.)
- D Not necessary to line batters boxes.
- E Outfield foul lines are painted once per week or as needed.

5.2 Closing of the field is the responsibility of **both TEAMS**.

- A Work boxes are closed and after all equipment is properly stored in team bags, should be locked.
- B Dugouts should be free of any debris, especially gum, water bottles, and Gatorade/PowerAde as bees love the dugouts.
- C ALL equipment that was used prior to game time should be properly stored.
- D Any supplies needed or questions should be made directly to LEAGUE Directors, do not take this upon yourselves.

5.3 SUNDAY MORNING FIELD MAINTENANCE

- A Each Sunday morning at least an hour prior to the first games, **four (4)** teams shall have at least **two (2)** representatives at the fields.
- B All fields will be raked, any debris shall be removed. In addition, infields at 2 and 3 shall be mowed to 2". All outfield foul lines shall be mowed and painted.

6.0 ALL-STAR SELECTION PROCESS

6.1 Minor League All-Stars: Player Selection

- A All 9 year old children that participated in more than 50% of the Shrewsbury Minor League regularly schedules games are eligible for the All-Stars
- B Each team manager recommends 9 year olds from their respective team into the All-Star selection list. **Only 9 year olds are eligible.** No exceptions.
- C Not all teams will have a representative on the all-stars. It is not mandatory that every team has a representative.
- D A player that is nominated for the all-star team **MUST** be able to commit to the month of July, for tournament play. A signed commitment letter must be returned in order for a player to be nominated.

- E Those recommended or nominated players are sent to the player agent.
- F The player agent then generates a list of names for each division.
- G The managers or coaches (1 representative from each team) from each division meet and vote for the children from their League.
- H This is done in an open forum with discussion regarding each child nominated.
- I After all the discussion and voting is complete the team should consist of 12 players and potentially 2 alternates. The number of alternates will be determined by the schedule and the availability of the children selected.
- J The all-star team is a privilege, sportsmanship is extremely important as we not only represent our league, but the town of Shrewsbury!!!

6.2 Minor League All- Stars: Manager/coach selection:

- A Managers and coaches are selected after players are selected. A manager selected, does not automatically give an all-star slot to their son/daughter, they must go through the total process.
- B Each manager or coach interested in managing or coaching an all-star team should submit his/her name to the Minor League Commissioner or Director (American and National).
- C The Minor League Commissioner will then select a committee to review the applications and elect one manager per All Star team.
- D The manager then has the option of selecting his coaching staff to be reviewed by the Minor League Commissioner and the committee to approve or deny.
- E The Minor League Commissioner must submit the managers (National & American) names for approval to the Shrewsbury Little Board of Directors for approval.
- F Manager should select no more than 3 coaches, after the all-star team is complete.

6.3 Team Announcement:

- A Team will be announced after June 15, 2008.