



# Shrewsbury Little League

## 2010 Shrewsbury Prep League Rules

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

### 1.0 SHREWSBURY PREP 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 at the scheduled 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 5:30 p.m. and 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 1.3(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 games will have a **MANDATORY** two-hour and fifteen limit except the last games of the day at Dean where there is a 10:00 PM curfew (weekday games at Edgemere 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:

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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 3<sup>rd</sup> 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 3<sup>rd</sup> 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 Prep 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.

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- 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 player, 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 player, coach or manager 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 Prep League Commissioner and Shrewsbury Prep League Directors. The Shrewsbury Prep League Commissioner reserves the right to sanction further disciplinary action.
- J Umpires should issue a warning prior to throwing a player, coach or 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 player, coach or manager being thrown out of their game.
- L Any player, coach or manager 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 player, coach or manager should be allowed to participate in Shrewsbury Little League again. Shrewsbury Little League Board of Directors' decision is final.

## 1.4 Umpires:

- A The Prep League Umpire Commissioner shall appoint one or more umpires to officiate at each Prep 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 Prep League

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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 Prep 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 Pitchers will be allowed a maximum of 5 warm up pitches per inning.
- B 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.**
- C 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.

## D THE NEW PITCH COUNT REGULATION LITTLE LEAGUE REGULATION VI – PITCHERS

1. 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.)
2. A pitcher once removed from the mound cannot return as a pitcher.
3. 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:  
**11-12 Year Olds** - 85 pitches per day  
**10 Year Olds** - 75 pitches per day
4. Exception: If a pitcher reaches the limit imposed in Regulation VI (3) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**Note 1:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

5. Pitchers must adhere to the following rest requirements:
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21 – 35 pitches in a day, one (1) calendar days rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

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6. Each league must designate the scorekeeper or another game official as the official pitch count recorder.
7. The pitch count recorder 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.
8. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (3). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (3). 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.
9. 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 Little League Playing Rule 4.19.
10. A player may not pitch in more than one game in a day.

11. **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 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 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 (or four days, if the league is using Option 2).

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

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

## 1.6 Game Rules:

- A There will be a continuous batting order. All players in attendance are in the batting order. Late players are inserted at the end of the batting order.

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- B Players do not have to play a defensive position in consecutive innings but they cannot sit out **two (2)** consecutive innings.
- C 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
- D 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.
- E **Slide feet first or avoid contact** on plays if the defensive player has a play on the runner. **If NO contact is made between the base runner and the defensive player, this is considered avoiding the defensive player even if there is a play on the runner.** This call is at the umpire's discretion.
- F No slash bunts; i.e. no swinging after showing bunt.
- G Stealing: **For the first 6 games of the season**, modified stealing rules 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.
- H Stealing: **For remaining games of the season**, Little League rules will apply to stealing.
- I At the end of the game both teams and coaches will meet at home plate and shake hands with one another.
- J **Mercy Rule:** 14 runs after 4 innings; 10 runs after 5 innings
- K Visiting Teams at Dean 1 and the home team at Dean 3 are responsible for assigning a volunteer to run the electronic scoreboard. This is important and mandatory. Generally any of the kids in the League (minimum age 10) like to do this. However the scoreboard controller has to be on the outside of the concession stand if a person under 14 volunteers for the task.

## 1.7 Game Cancellations:

- 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

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## 1.8 Playoff Format:

- A All teams will compete in the playoffs at the end of the year where there will be one champion.
- B Final standings shall be determined by the following:
  - 1. Final record
  - 2. Head to Head.
  - 3. If Head to Head are tied, then least runs allowed in both games is higher seed. If still tied then coin flip.
  - 4. If 3 teams are tied, then lottery.
- C The schedule and dates will be handed out during season.

## 2.0 CONCESSION STAND

The following is a list of duties & responsibilities for the concession stand located at Dean 1 and Edgemere.

- A The HOME TEAM on Dean 1 and Edgemere are 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 persons 14 Years Old or older that have been selected by the Manager/Coaches are allowed in the stand.
- E The stand remains open till all 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, clean all cooking items, and also restock cooler and other goods. Make sure inside deadbolts are in closed position.
- G **Trash from stand and outside need to be placed in Dumpster at Dean Park (location pending).**
- H 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.

## 3.0 MAINTENANCE OF FIELDS

### 3.1 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.

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- C Base paths should be lined (4" max.).
- D Not necessary to line batters boxes.
- E Outfield foul lines are painted once per week or as needed.

## 3.2 Closing of the field is the responsibility of **both TEAMS after each game.**

- 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.
- E If there is a game scheduled after completed game, teams that have just finished playing are responsible for raking field. Teams that are about to begin are responsible for lining field.

## 3.3 **After practices**, teams are required to rake field for the next teams.

## 3.4 **SUNDAY MORNING FIELD MAINTENANCE**

- A Each Sunday morning at least an hour prior to the first games, **six (6)** teams shall have at least **three (3)** representatives at the fields.
- B All fields will be raked, any debris shall be removed. In addition, infields at Dean 1 and 3 shall be mowed to 2". All outfield foul lines shall be mowed and painted.

## 4.0 **ALL-STAR SELECTION PROCESS**

### 4.1 Prep League All-Stars: Player Selection

- A All players that participated in more than 70% of the Shrewsbury Prep League regularly schedules games are eligible for the All-Stars
- B Each team manager recommends players from their respective team into the All-Star selection list.
- 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.

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- F The player agent then generates a list of names for each division and age level.
- 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!!!

## 4.2 Prep 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 Prep League Commissioner or Director.
- C The manager then has the option of selecting his coaching staff to be reviewed by the Prep League Commissioner and the committee to approve or deny.
- D The Prep League Commissioner must submit the managers (National & American) names for approval to the Shrewsbury Little Board of Directors for approval.
- E Manager should select no more than 3 coaches, after the all-star team is complete.

## 4.3 Team Announcement:

- A Team will be announced after June 15, 2010.

## 5.0 PARK & RECREATION RULES

- A Trash is to be placed in the provided barrels. Trash from concession stands is to be placed in the dumpster (Dean Park concessions bring to upper dumpster.)
- B No cardboard is to be placed in any dumpster, it must be recycled.
- C Field lighting at Dean #1 & #3 shall be off prior to 10 pm.
- D No using the lights for unassigned practices (example: coach and two kids turn lights on).
- E Rake fields after rain, don't broom puddles to the edge, this creates an edge on the field.
- F No using the fields during heavy rain.

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- G No using fields not assigned to your group.
- H Subdivision parks: do not park or block neighbor's driveways or mailboxes. Take out own trash in these fields.
- I No cutting through neighbors yards to get to fields; especially at Hills Farm, walk around and use walk way.
- J No using neighborhood parks on **Sundays or after 6 pm on Saturday.**
- K No parking on the pond roadway at Dean Park, police will ticket offenders.
- L Park in parking lots only, keep all fire lanes open etc.