



Shrewsbury Little League

2019 Shrewsbury AAA 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 AAA LEAGUE LOCAL RULES

1.1 Pre-Game rules:

- A Home team will be seated on the first base side of the diamond and Visitors will be seated on the third base side.
- B 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**. (Amending LL Rule 4.16 requiring a minimum of 9 players to play a regulation game.)
- C Lineups must be exchanged by 5 minutes prior to game time. Player lineup cards must adhere to the following rules:
 - 1. Lineups must include the last names of all players, and their uniform number.
 - 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 limit **except** when there is no game scheduled immediately after the game being played. No new inning will start after 1 hour and 45 minutes from the actual start time of the game. Managers and Umpire will meet prior to start of game to agree on start time. **If an inning is not completed at the two hour limit, the game will revert back to the last completed inning.** Games at Dean Park cannot go past 10:00PM. Games at Coolidge or Edgemere must end when it is too dark to play safely, Managers and Ump should agree at the top of the later innings that it will be the last inning. If there is a game scheduled 2 hours after the start of your game, no inning can start after the 1:45 mark and the game ends at the 2:00 mark. Any game that is called at 10PM at Dean or because of darkness at Coolidge or Edgemere and you are in the middle of an inning, the result of the game will revert back to the

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last completed inning. So, use your judgment when you are approaching these deadlines especially as the visiting coach (Amending LL Rule 4.10 to add the above language.)

- B If a game ends in a tie, it will be completed at a later date until there is a winner.
- C Tie games halted due to weather, curfew or light failure shall be resumed from the exact point which they were stopped in the original game, the lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rules governing substitution.
- D If a game is called before it has become a regulation game but after (1) or more innings have been played it shall be resumed exactly where it was left off. NOTE: all records including pitching shall be counted.
- E NOTE: An official game is 4 innings, if the home team is ahead after middle of the 3rd inning and a game is called (curfew, weather, 1:45 limit) it is an official game.
- F **MERCY RULE:** Per LL rulebook is 10 runs after 4 innings.

1.3 Managers

- A All managers/coaches assisting during games will be required to have filled out a **Shrewsbury Little League Volunteer Application and CORI Form** 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 AAA League Commissioner. **NO EXCEPTIONS.**
- B 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**. (Amending LL Rule 1.01 allowing only a manager and 2 coaches in the dugout).
- C 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.
- D 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.
- E 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 AAA League Commissioner and Shrewsbury AAA League Directors. The Shrewsbury AAA League Commissioner reserves the right to sanction further disciplinary action. Amending LL Rule 4.07 adding the above language.
- F Umpires should issue a warning prior to throwing a player, coach or manager out of the game.

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- G 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.
- H 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 Pitching Rules:

- A Pitchers will be allowed a maximum of 8 warm up pitches to start the game or when entering the game for the first time. All subsequent innings, 5 warm up pitches will be allowed. Amending LL Rule 8.03 allowing 8 warm up pitches every 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 PITCHER'S OUTING THE PITCHER MUST BE REMOVED.**
- C The manager must remove the pitcher when said pitcher reaches the limits for his/her age group as noted below, but the pitcher may remain in the game at another position

Age 8; 65 Pitches per day

Ages 9-10; 75 Pitches per day

- D Exception: If a pitcher reaches the limit imposed in Regulation VI(C) for his/her league age while facing a batter, the pitcher may continue to pitch until and of the following conditions occurs:

That batter reaches base;

That batter is put out

The third out is made to complete the half of an inning

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

- E Rest Rule VI (d) summarized

Greater than 65 pitches 4 calendar days of rest

Greater than 50 pitches 3 calendar days of rest

Greater than 35 pitches 2 calendar days of rest

Greater than 20 pitches 1 calendar day of rest

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- F AAA League pitchers are Not allowed to throw any breaking pitches (not limited to curve ball, slider, knuckle, and is considered any pitch deemed to break outside of natural throwing motion.)
- G A pitcher once removed from the mound may not return as a pitcher.

1.5 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. A player that leaves due to conflict/illness is skipped in the lineup (no out recorded).
- B Players cannot sit out **two (2)** consecutive innings nor will a player be allowed to sit more than 2 innings in any regulation game. Balanced play is extremely encouraged. The only exception is for illness and/or disciplinary reasons. In either case there must be agreement between both head coaches and umpire.
- C No slash bunts; i.e. no swinging after showing bunt.
- D No dropped 3rd strike rule (Amending LL Rule 6.09 b implementing a dropped 3rd strike rule).
- E Stealing: Each player is allowed one “**successful**” steal per inning. A successful steal is any attempted steal where the runner successfully reaches the base that is stolen. Attempted steals where the runner is called out by the tag, in run down, running out of the base path or for not sliding are not considered a steal and does not count toward the allowable steals per inning. Each team is allowed 2 “successful” steals per inning. Double steals count as two stolen bases.
- F Stealing: **For the first 6 games of the season**, stealing second base is allowed, no advance on an overthrow. Runners cannot steal third base or home plate and cannot advance to third base or home plate on a passed ball.
- G Stealing: **From game 7 on**, stealing second or third base is allowed and a runner may advance one base on a catcher overthrow. Runners cannot steal home plate and cannot advance to home plate on a passed ball.
- H Leading is not allowed and a runner may not attempt to steal until the ball has passed the batter. Runners cannot attempt to steal a base on the throwback from the catcher to the pitcher.
- I No head first sliding is allowed, unless returning to a base. Players sliding head first into a base shall be called out.
- J At the end of the game both teams and coaches will meet at home plate and shake hands with one another.
- K Visiting Team 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.

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1.6 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 less 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 commissioner. If both managers are unable to agree on the condition of the field, the umpire will make the final decision. A good rule of thumb is standing water is a hazard, bad footing in the infield where a kid has potential to get hurt is a problem.

1.7 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:
 - Final Divisional record
 - Head to Head

If 3 or more teams are tied and the tie is not broken by the above tie breakers, run differential will determine seeding.
- 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, Coolidge and Edgemere.

- A The HOME TEAM 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 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.

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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.
- 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, nine (9) 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.

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4.0 ALL-STAR SELECTION PROCESS

4.1 AAA League All-Stars: Player Selection

- A All players that participated in more than 60% of the Shrewsbury AAA League regularly schedules games are eligible for the All-Stars
- B Each Manager submits nominations from their respective teams to the Commissioner. The following information will be submitted with each nomination: Games Played, Hits, At Bats, Batting Average, Strike Outs and Walks.
- C 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 All nominated players may, if necessary attend a designated try out to aid managers in evaluating the pool of nominated players. If there are only 12 players or less nominated in any age division, no try out is necessary.
- F The Commissioner 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 players from their League.
- H This is done in an open forum with discussion regarding each player nominated. If a player's parent is present, the parent will speak on his or her child's behalf then will leave the room until discussions have concluded.
- 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 AAA League All- Stars: Manager/Coach selection:

- A Managers and coaches are selected after players are selected.
- B Each manager or coach interested in managing or coaching an all-star team should submit his/her name to the AAA League Commissioner or Director (American and National). Each manager will speak on his or her behalf and then leave the room until discussions have concluded.
- C The manager then has the option of selecting his coaching staff to be reviewed by the AAA League Commissioner and the committee to approve or deny.
- D The AAA League Commissioner must submit the managers (National & American) names for approval to the Shrewsbury Little Board of Directors for approval.

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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, 2018.

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.

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.