

2016 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 30 minutes prior to game time and will end their infield practice 15 minutes prior to game time.
- C. The Home will take the infield at 15 minutes prior to game time, will end their infield practice 5 minutes before the game start time (5:25 p.m. for a 5:30 pm game), 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 least 10 minutes prior to game time. 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 pitches were thrown by each pitcher. This information (along with game summary refer to section 1.3(G)) will be posted on the Shrewsbury Little League 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 commissioner or 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. From the scheduled time of the game, the game will be completed when 1 hours and 45 minutes have passed in accordance with the following:
 - 1. At one (1) hour and 45 minutes: 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 one (1) hour and 45 minutes: 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 pitcher's mound between innings, no coaching during repairs.
- D. All managers/coaches assisting during games will be required to have filled out a **2014 Shrewsbury Little League Volunteer Application** and must be approved by the Shrewsbury Little League Board of Directors. A CORI form needs to be filled and approved as well. 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 dugout 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 their child is injured. If the parent enters the field of play or the dugout 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 team 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. New Pitchers (start of game, coming on in relief) will be allowed a maximum of 8 warm-up pitches per inning. Current pitchers will be allowed a maximum of 5 warm-up pitches.
- E. A manager/coach is allowed one visit to the mound per inning. The second visit in an inning 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. **Pitch Count Regulation**
 - (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
7/8 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.

Note 2: A pitcher who delivers 51 or more pitches in a game cannot play the position of catcher for the remainder of that game.

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

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

(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 or Commissioner.

(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.

- 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 the **Shrewsbury Little League 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 and one of these three innings must include an infield position. 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 in conjunction with the managers 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 8th**, 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 IS NOT allowed in Shrewsbury Minor League Baseball.
- 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 and wear a protective cup - 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 fielder's 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. on weekdays or an hour before game time 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 lightning will require immediate evacuation of the field until the lightning 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 or commissioner. 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 where there will be one champion.
- 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. Team expansion will happen when we have more than 12 players per team, team contraction will happen when we have less than 11 players per team. Final team count will be determined by the total number of registered 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. 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. All Managers and one Assistant Coach may attend the player evaluation.
- D. The draft will take place within 7 days 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 Managers and Coaches:

- A. Managers: People interested in managing a team should let the commissioner know their interest as well as indicate it during the registration process. There is a requirement to manage for 2 years to be selected to manage. (See section 3.0) During the draft process the manager's child counts as the 9th rostered player for draft purposes. The manager does not get to pick a player in the round where his child is rostered.
- B. Coaches: Managers that did not coach a team the previous season are allowed to pick one assistant coach. The assistant coach MUST have a child the same age as the Manager's child. This will allow a continual turnover of Managers and Coaches as well as teams being opened up for the potential future managers. The assistant's child counts as the 11th rostered player for draft purposes and will not pick a player in the round where the assistant's child is rostered. An Assistant Coach that is becoming a manager taking on a team from last year is allowed to pick an assistant. However, the new assistant's child MUST be the same age as the Manager's child.

- C. Replacing Coaches: Managers cannot replace assistants from 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. In the case an assistant is removed the Manager will have to draft a new assistant he cannot pick a new assistant.

2.4 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. Draft of 9 year olds: The teams with the fewest number of 9 year olds will draft the available 9 year olds at the beginning of the draft. First, all 9 year olds in the the draft pool are selected, then the 9 year olds from the post-draft Pool will be selected. This will balance the teams age-wise for future years. The order for the 9 year old draft is based first on the lowest number of returning 9 year olds by draft order. For example: Team 1 has 3 returning 9 year olds, Team 2 has 4 and the rest of the teams have 6. Team 1 would pick the first 9 year old. The 2nd 9 year old pick would be done by the higher team in the draft order between Team 1 and Team 2, with any remaining 9 year olds to get picked in draft order.
- F. Once the 9 year old portion of the draft has been completed, each team will continue to pick in draft order until their roster is full or until all the children in the draft pool are chosen.
- G. 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.). Siblings where one sibling is already on a team are automatically placed on the team as that teams final draft pick.
- H. 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.

2.5 Post-Draft Pool:

- A. All children not available for tryouts will be placed in the post-draft pool. Nine Year Old children playing for the first time will be chosen first.
- B. ALL Teams that do not have full rosters at the conclusion of the draft 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.

2.6 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.

2.7 Seven Year Olds in Minors:

For the 2014 season, we are allowing 7 year olds to be considered to fill out the Minor League rosters. The selection process will be as follows:

- A. All registered 7 year old players will be invited to tryout for the open spots. Players will be evaluated by a 5 person committee appointed by the league Board. The goal will be to find 5 individuals that do not have a child in Minors, or do not have a conflict of interest. This group will rank order the players that try out. The evaluations will be closed outside of the evaluators (no Minors managers and/or coaches may attend).
- B. Players selected from the 7 year old draft will be required to attend the Minor League evaluations. They will be chosen by coaches through the same draft process as 8 year olds. No more than two 7 year olds will be placed on one team.

- C. Results of the evaluation will not be shared in any form except as notifications to the players that are moved up to Minors.
- D. There is a single evaluation time. If a player cannot attend the tryout/evaluation time, they cannot be considered.
- E. The players that are allowed to play up for the 2014 season will go into the normal Minors draft/assignment process the following year. This is to say that they try out again next year or are assigned to a team (coach's son, siblings are assigned) as the 2014 rules dictate.

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-E.

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 VISITING TEAM on field #1 is responsible for the duties of the concession stand.
- B. The stand 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. NO children under the age of 14 are allowed in the concession stand.
- E. The Concession Stand remains open until ALL 3 fields have completed their games!
- F. It is 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. 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 or Commissioner, 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 or Prep League regularly scheduled games are eligible for the All-Stars. Minor League age 9 year old boys chosen to play up to Prep League will be eligible to play on the Minor League All Star teams.
- B. Each team manager nominates 9 year old players 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. Payment for All Star's must be received before a child is allowed to play.
- E. All nominated players will 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. Those recommended or nominated players are sent to the player agent.
 - G. The player agent then generates a list of names for each division.
 - H. The managers or coaches (1 representative from each team) from each division meet and vote for the children from their League.
 - I. 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.
 - J. 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.
 - K. 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 full 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. Managers are allowed to choose no more than three Assistant Coaches AFTER the players on the team have been selected.

6.3 Team Announcement:

- A. Team will be announced after June 15, 2014.