

2010 Merrimac Little League



Information Booklet

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Welcome

Welcome new and returning Managers and Coaches.

This is our second year as Little League and we believe it will be better than last. We have approximately 200 players made up of 150 families!

Our Opening Day Ceremony will be on Sunday, April 25th. All Managers, Coaches, players and volunteers will meet at the Donaghue for the annual parade. Following the parade will be a short ceremony as well as a cookout. Please plan on participating with your team.

Again this year we have focused on training our Manager's and Coaches. We feel that training as well as learning how to work with children between the ages of 4-12 is very important and that is why we introduce the Double-Goal Coaching Clinic this year. The additional training provides the children a more consistent learning environment while learning and playing the best game ever, baseball!

Merrimac Baseball, Inc. (MBI) promotes a program that is safe, fun and educational, with competition introduced at the older divisions. Managers please study and familiarize yourself with the Merrimac Baseball Rules, both in general as well as particular rules of the division you are Coaching. This document is the local rules of Merrimac Baseball. Little League issues its own rules as well. Those will be supplied to each team. It is important that Managers and Coaches familiarize themselves with both of the documents.

If you have any questions or need assistance do not hesitate to call any of the board members.

Have a great season!

Sincerely,

2010 Merrimac Baseball Board of Directors

Board of Directors Contact Information

Sean O'Neil, President
(978) 394-2456
soneil7@comcast.net

Paul Paquette, Vice President
(978) 618-9035
howostpaul@aol.com

Mike Deziel, Secretary
(617) 372-6315
michael.deziel@yahoo.com

Andy Carpenter, Treasurer
(978) 376-5003
acarpenter@lawrencepumps.com

Tony McDonough, Safety Officer
(978) 360-1470
mcdonoughbuilders@hotmail.com

Walter Slevoski, Player Agent/VP
Purchasing
(978) 504-9988
wslevoski@yahoo.com

Steve Wilbur, VP Baseball Operations
(978) 457-1446
steve.wilbur@hotmail.com

Steve Provencal, 2nd VP Operations & VP Babe
Ruth Operations
(617) 908-2804
sprovencal@verizon.net

Jim Niziak, VP Building & Grounds
(617) 212-8452
niziak@msn.com

Jon Gore, Safety Officer & VP Fall Season
Baseball
(978) 852-4691
jongore@microsoft.com

Jerry Duprey, VP Food & Beverage
(617) 899-0488
gduprey13@aol.com

Tim Cavanaugh, VP Fundraising
(978) 621-3652
cavanaugh23@comcast.net

Lisa O'Neil, VP Public Relations & Co-Secretary
(978) 394-1182
merrimaclittleleague@yahoo.com

Financial Statement

The 2009 Merrimac Baseball's Financial Statement is available for review by contacting the Treasurer or any of the other board members directly.

Mission Statement

The objective of this league shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens

Website

Our website can be found at www.eteamz.com/merrimaclittleleague. This is where you will find all information including game and practice schedules, scores, event info, meeting minutes, calendars as well as sponsors and fun games for the kids!

Managers are encouraged to maintain their individual team's section on the league site or request a volunteer to do so. For access either click "Be a Member" or send an e-mail to Merrimac Little League from the website. Customize your site by adding music or just add pictures to it. Create a site the parents and players can't wait to visit!

Who do I call/email when.....

This page is to help you when you are not sure who to contact.

Q. Who do I call regarding rules or rule questions?

A. Call Steve Wilbur (978) 457-1446 or Steve Provencal (617) 908-2804, Operations

Q. Who do I call if a player gets injured or if I have a safety issue?

A. Call Jon Gore, (978) 852-4691 or Tony McDonough, Safety Officer, (978) 360-1470, Safety Officers

Q. Who do I call if I would like to help out with field maintenance?

A. Call Jim Niziak, Fields and Grounds Maintenance (617) 212-8452

Q. Who do I call concerning umpires or rain outs?

A. Call Steve Wilbur (978) 457-1446 or Steve Provencal (617) 908-2804, Operations

Q. Who do I call if I have equipment problems?

A. Call Walter Slevoski, Purchasing (978) 504-9988

Q. Who do I call about information regarding the concession stand?

A. Call Gerry Duprey Food & Beverage (617) 899-0488

Q. Who do I call if I have a question regarding players for my team?

A. Walter Slevoski, Player Agent (978) 504-9988

Q. Who do I call if I have questions regarding the website?

A. Call Lisa O'Neil, Public Relations (978) 394-1182

Q. Who do I call if I have a concern or complaint?

A. Call Paul Paquette, 1st VP, (978) 618-9035

Q. Who do I call if I want to give feedback, either positive or negative?

A. E-mail merrimaclittleleague@yahoo.com.

Also, any question can be sent to the league e-mail at merrimaclittleleague@yahoo.com.

Code of Conduct

Manager/Coaches

Team Coaches will abide by a code of conduct, which includes the following:

- Refrain from smoking on the field and in the bench area.
- Do not criticize players in front of spectators, but reserve constructive criticism for private, or in the presence of the team players, if others might benefit. Be cognizant of divisional ages.
- Accept decisions of the game officials on the field as being fair and called to the best ability of said officials.
- Do not criticize an opposing team, its players, Coaches or fans by word of mouth or gestures.
- Emphasize that good athletes strive to be good students and that both are physically and mentally alert.
- Strive to make every supervised activity serve as a training ground for life and a basis for good mental and physical health.
- Emphasize that winning a game is the result of good "TEAMWORK."
- Praise players whenever possible and let them know when they "do well."
- Cooperate with the opposing Team and be jointly responsible for the conduct and control of the team, fans and spectators. Any fan who becomes a nuisance and out of control shall be asked to leave.
- Remove any player when even slightly in doubt about their health, from a game or practice whether or not as a result of injury, until competent medical advice is available.
- Do not deliberately incite unsportsmanlike conduct.
- Do not use abusive and profane language.
- Control your fans. Remember, as team Coach, you are responsible for your team and fan reaction will usually be in step with your reaction.
- Coaches are required to keep the dignity of the players of the opposing team in mind during every game.
- MBI Coaches and officials are required to provide instruction and positive support to all MBI players and Coaches during league activities.

Any violations of the Merrimac Baseball's Code of Conduct could result in suspension from league events.

Players

Players **shall...**

1. Display good sportsmanship and team play at all times.
2. Follow the direction of the Coaching Staff.
3. Respect all, Coaches, players, league officials, umpires and spectators.
4. Make every attempt to be on time and ready to play for all games and practices.

Players **shall not...**

1. Use abusive or profane language.
2. Taunt or humiliate any other player.
3. Question an umpire's call.
4. Abuse, mistreat or mishandle any MBI equipment or property (e.g., throwing batting helmets)

Parents

We, the Merrimac Little League, have implemented the following Sport Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents should read, understand and sign this form prior to their children participating in our league. Any parent guilty of improper conduct at any game or practice will be asked to leave the sports facility and be suspended from the following game. Repeat violations may cause a multiple game suspension, or the season forfeiture of the privilege of attending all games.

Preamble

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

- Trustworthiness,
- Respect,
- Responsibility,
- Fairness,
- Caring, and
- Good Citizenship.

The highest potential of sports is achieved when competition reflects these “six pillars of character.”

I therefore agree:

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
7. I will not encourage any behaviors or practices that would endanger the health and well being of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
9. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
14. I will promote the emotional and physical wellbeing of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.

Merrimac Baseball, Inc. "Zero Tolerance" Statement

Little League is a program of service to youth. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation. This movement is dedicated to helping children become good and decent citizens. It inspires them with a goal and enriches their lives towards the day when they must take their places in the world. It establishes the values of teamwork, sportsmanship and fair play.

The Merrimac Baseball Board of Directors has implemented a "Zero Tolerance" policy in regards to ANYONE present at an MBI sponsored event, whether on the field or off. Our main desire is to ensure all league events remain safe for all present.

The term "Zero Tolerance" encompasses a wide range of actions or verbiage directed from one person to another, or to a whole group of people. This includes, but is not limited to:

- Making derogatory comments about an officials call, or making defaming statements to umpires themselves.
- Making derogatory comments about any Manager or Coach's ability to Coach, or the decisions they make concerning the players on their teams.
- Making derogatory comments to any player, on the field or off, for any reason.
- Any negative remark made from one spectator to another which incites verbal altercation.
- Any aggressive physical altercation made by anyone.

This policy is being implemented to help ensure that these conditions are maintained. Anyone present at league events should be aware of the League Policy concerning acceptable behavior.

Reference is made to the "Little League Baseball Official Regulations and Playing Rules (OR& PR)" specifically Regulation XIV (a) which reads: "The actions of players, Managers, Coaches, and umpires and league officials must be above reproach. Any player, Manager, Coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the Local League Board of Directors." Additional reference is made to Rule 4.07, which reads: "Any Manager, Coach or player ejected from a game is suspended for his or her team's next physically played game."

Manager/Team Contact Information

Divisions/Teams

Majors

<u>Team</u>	<u>Manager</u>	<u>Cell</u>	<u>E-mail</u>
Boston Red Sox	Mike Deziel	(617) 372-6315	michael.deziel@yahoo.com
Oakland Athletics	Scot Barlow	(978) 857-7602	scottyb2001@verizon.net
Los Angeles Dodgers	Scott Dumas	(603) 235-4426	wwsco@comcast.net
Cincinnati Reds	Sean O'Neil	(978) 394-2456	soneil7@comcast.net

Minors AAA

<u>Team</u>	<u>Manager</u>	<u>Cell</u>	<u>E-mail</u>
Atlanta Braves	Tim Cavanaugh	(978) 621-3652	timothy.cavanaugh@rbc.com
San Francisco Giants	Steve Wilbur	(978) 457-1446	steve.wilbur@hotmail.com
St. Louis Cardinals	Derek Journey	(978) 504-9791	derek@journey.com

Minors AA – Player Pitch / Coach Relief

<u>Team</u>	<u>Manager</u>	<u>Cell</u>	<u>E-mail</u>
Louisville Bats	Dave Drescher	(978) 912-1945	drescherd@verizon.net
Orem Owlz	Jon Gore	(978) 852-4691	jongore@microsoft.com
Lehigh Valley Iron Pigs	Jim Young	(978) 265-9306	gtownline@comcast.net
Rochester Red Wings	Walter Slevoski	(978) 504-9988	wslevoski@yahoo.com

Minors A – Coach Pitch

<u>Team</u>	<u>Manager</u>	<u>Cell</u>	<u>E-mail</u>
Hot Rods	Joanna Blanchard	(978) 289-2040	joannablanchard@comcast.net
Muckdogs	Derek Bogart	(978) 360-9124	bogartderek@yahoo.com
Scrappers	Mike Mikson	(781) 771-3100	calatomik@comcast.net

Instructional T-ball

<u>Team</u>	<u>Manager</u>	<u>Cell</u>	<u>E-mail</u>
Bandits	Jeff Smith	(978) 423-5235	bjsmith66@comcast.net
Grasshoppers	Bob Christopher	(978) 257-4434	rj.christopher@comcast.net
Raptors	Jim Gosselin	(978) 478-7038	gosselinj@northandover.k12.ma.us
Rattlers	Brian Hebert	(978) 604-6281	dawnhebert@comcast.net
Rockhounds	Kevin Horgan	(978) 407-7194	kevinandpetra@comcast.net
Express	Robert Judson	(978) 944-7927	firefightermd@msn.com

Pre and Post Game Duties

1. The Home Team is responsible for having game balls (2 per game only) on hand and score board numbers for the game.
2. Both the Home and Visiting Team are responsible for pitch counters and pitch count sheets prior to the start of the game (**see Pitch Count Procedure below**).
3. If teams want the field raked and lined for games it is your responsibility to get there early enough to accomplish it. Remember, team warm-ups begin 30 minutes before game time.
 - a. Drag A field with Cocoa mat. Do not use steel mat.
 - b. Use template for batters boxes and chalk lines.
4. Each team is required to rake the mound and the plate area following their game. Fill hole in the batters boxes and pitchers mound. TAMP.
5. Each team must ensure all equipment (bases, numbers, rakes and scoreboard) is put back in either the storage container or the Snack Shack at the end of the game.
6. At the end of each game, the Manager will make sure dug-outs have been cleaned of trash.
7. After a night game, the Home Team Manager is responsible for turning off the lights. Make sure to close and lock the storage container.

Pitch Count Procedure

1. Compare and confirm #'s at the end of each inning
2. Player Name & total pitches per player are finalized upon change of Pitchers and at the end of each game
3. Date, Teams, Player Name & Pitch #'s are entered into Log book in the Storage Shed.
4. Log is signed by **both Managers** confirming totals.
5. Back-up paperwork is filed in folder.
6. Done!

Failure to do so will result in disciplinary action against Managers.

2010 Baseball Bylaws, Definitions and Rules of the Game

BYLAWS

OBJECTIVE: The main focus of the Coaches and Parents is to teach the fundamental skills of baseball and provide all the players with an opportunity to learn all positions, skills, good sportsmanship, and the rules of the game in a safe, positive and fun environment.

The common goal of these MBI divisions is to HAVE FUN while learning about the game of Baseball. In order to facilitate this, the following rules are provided:

REGISTRATION (parameters)

Merrimac Baseball Members Ages 4 to 12

TEAMS

Little League (Majors) Division: Local League must establish the age structure for the Little League (Majors) Division. At no time shall a team have on its roster more than eight players whose league age is 12.

Minor League Division: Local League must establish the age structure for the Minor League Division. The Minor League may be sub-divided into Minor League Coach Pitch, Minor League Machine Pitch and/or Minor League Player Pitch divisions, with the method for division determined by the local Little League Board of Directors.

Note: A player listed on a Little League (Majors) Division roster shall not be permitted to play with a Minor League team. (No playing down)

Instructional (Tee Ball) Division: Local League must establish the age structure for the Tee Ball Division. Players' league age 4, 5 and 6 are eligible only for Tee Ball. Exception: Participants (league) age 6 are permitted to advance to Minor League Coach Pitch or machine pitch after participation in Tee Ball for one year.

Note: A player listed on a Tee Ball roster shall not be permitted to play with a Minor League team.

Divisions

Majors

Minor AAA

Minor AA

Minor A

Instructional

1. Minor League and Instructional Tee Ball players may be reassigned at the discretion of the local League Board of Directors and Player Agent in order to provide a safe and balanced training program.
2. Minor League and Instructional Tee Ball teams must be dissolved at the end of the current season, with all players being returned to a player pool.

Note 1: Players shall not participate in more than one division. (No playing up)

Note 2: Participants, league age 6, are permitted to advance to Minor League Coach Pitch or machine pitch after participation in Tee Ball for one year.

SCHEDULING

Season Practice and Game Schedule

The 2010 season practice and game schedule will be finalized by the VP of Baseball Operations. Schedules will be posted on the website and distributed via email. Teams will be allowed to request practice fields per the direction of the VP of Baseball Operations.

CODE OF CONDUCT

Team Coaches will abide by a code of conduct, which includes the following:

- Refrain from smoking on the field and in the bench area.
- Do not criticize players in front of spectators, but reserve constructive criticism for private, or in the presence of the team players, if others might benefit. Be cognizant of divisional ages.
- Accept decisions of the game officials on the field as being fair and called to the best ability of said officials.
- Do not criticize an opposing team, its players, Coaches or fans by word of mouth or gestures.
- Emphasize that good athletes strive to be good students and that both are physically and mentally alert.
- Strive to make every supervised activity serve as a training ground for life and a basis for good mental and physical health.
- Emphasize that winning a game is the result of good "TEAMWORK."
- Praise players whenever possible and let them know when they "do well."
- Cooperate with the opposing Team and be jointly responsible for the conduct and control of the team, fans and spectators. Any fan who becomes a nuisance and out of control shall be asked to leave.
- Remove any player when even slightly in doubt about their health, from a game or practice whether or not as a result of injury, until competent medical advice is available.
- Do not deliberately incite unsportsmanlike conduct.
- Do not use abusive and profane language.
- Control your fans. Remember, as team Coach, you are responsible for your team and fan reaction will usually be in step with your reaction.
- Coaches are required to keep the dignity of the players of the opposing team in mind during every game.
- MBI Coaches and officials are required to provide instruction and positive support to all MBI players and Coaches during league activities.

Any violations of the Merrimac Baseball's Code of Conduct could result in suspension from league events.

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The term "Zero Tolerance" encompasses a wide range of actions or verbiage directed from one person to another, or to a whole group of people. This includes, but is not limited to:

- Making derogatory comments about an officials call, or making defaming statements to umpires themselves.

- Making derogatory comments about any Manager or Coach's ability to Coach, or the decisions they make concerning the players on their teams.
- Making derogatory comments to any player, on the field or off, for any reason.
- Any negative remark made from one spectator to another which incites verbal altercation.
- Any aggressive physical altercation made by anyone.

This policy is being implemented to help ensure that these conditions are maintained. Anyone present at league events should be aware of the League Policy concerning acceptable behavior.

Reference is made to the "Little League Baseball Official Regulations and Playing Rules (OR& PR)" specifically Regulation XIV (a) which reads: "The actions of players, Managers, Coaches, and umpires and league officials must be above reproach. Any player, Manager, Coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the Local League Board of Directors." Additional reference is made to Rule 4.07, which reads: "Any Manager, Coach or player ejected from a game is suspended for his or her team's next physically played game."

Field Decorum

1. Merrimac Little League has adopted a Zero Tolerance Rule with regards to the treatment of umpires by Managers, Coaches, players or parents. Failure to comply with this rule WILL result in removal from the field and perhaps removal from the program. The Coaching staff of each team is expected to keep their fans under control.
2. The Manager (or Acting Manager) is the person appointed by the league to be responsible for the team's actions on the field. The Manager shall always be responsible for the team's conduct, observance of the official rules and deference to the umpires. The actions of players, Managers and Coaches must be above reproach. The Coaching staff must set a good example for the players and parents to follow in regards to good sportsmanship, respect toward Coaches, umpires, teammates and the opposing team. Anyone who is involved in a verbal or physical altercation or an incident of unsportsmanlike conduct is subject to disciplinary action by the league.
3. Managers and Coaches must remain in the dugout and must ask permission from the umpire to come onto the field for a conference with either a player or an umpire.
4. The Manager (or Acting Manager) is the only one who is to represent the team in communications with the umpire. Failure to comply with this rule will result in a warning for the first offense and upon a second offense may be either suspended or removed from the program.
5. Each team must clean their respective dugouts after each game.
6. Both teams prepare the field. Home team has the 1st base dugout. Visiting team has the 3rd base dugout.

Manager's & Coaches

1. The Manager was selected as the person responsible for the team. To that the Manager is responsible to know and understand these rules, and the Playing Rules issued by Little League. The Manager is responsible to be sure his Coaches understand these rules as well.
2. Each Manager is expected to introduce themselves to the players and parents in a written letter of introduction which will include general information about the team, the expectations of the Manager and of the parents (i.e. level of involvement, concession stand duties). Highlight of some of the calendar events (i.e. Opening day, picture day, expected end of season, playoff rounds, banquet, etc). A sample is attached to this document as Appendix B.
3. Each Manager is expected to have a practice plan in place prior to each practice session. A sample is attached to this document as Appendix C.
4. A Manager may recommend to suspend a player (or players) for reasons of Misconduct and/or behavior detrimental to the team. Further acts of misconduct may result in the player being removed from the league. The board of directors makes such decision.

5. If a Manager or Coach is ejected from a game he/she shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. **A Manager or Coach ejected from a game must not be present at the game site for the remainder of that game.** Any Manager or Coach ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they are suspended. (4.07)
6. No league member will be allowed to transport any child/children to any league event in the back of a pick-up truck. These include games, practices, trips for ice-cream etc. The risks are monumental. The consequences could be devastating! It is also against the law. Any person in our league who is found to be breaking this rule will be suspended indefinitely or removed from the program.
7. All Managers must turn in all equipment to the Merrimac Baseball, Inc. immediately following team's final game.
8. The Board of Directors for conduct detrimental to the league may dismiss any Manager, Coach, Volunteer or Player.
9. All Managers and Coaches should be properly dressed at all league events. This includes practices, games, tournaments, etc.
10. Unless a Manager is notified by a league official of a rainout, his team **MUST** appear for the game.
11. Managers are required to make contact via email or phone conversation with players within 24 hours of the Draft.

MBI Coaches are expected to carry a copy of these rules at all MBI games and practices. They are responsible to review these rules with each parent volunteer involved with the game, being sure each understands their responsibilities.

Players

1. If a player quits the league and wants to return the following year, the player will be placed on a team, at the discretion of the board.
2. Little League Baseball does NOT allow "On-Deck" batters. This means no player may have a bat in their hand until it is their turn to bat. If a player swings a bat in the bench area the Manager will be warned. It is the Manager's and Coach's responsibility to inform all their players of the warning. A second offense by the team will result in a one game suspension for the Manager and the offending player. A third offense may result in dismissal from the league.
3. Managers are responsible for players being in FULL uniform. For a player to be allowed to play in a game they must have on a uniform: hat, shirt, pants and socks. Stirrups or stirrup socks are optional. For safety reasons, players must not wear watches, rings, pins, jewelry, or other metallic items such as medals, chains, or earrings. (**Exception:** Jewelry that alerts medical personnel to a specific condition is permissible.) Rule 1.11 (j)
4. Casts may not be worn during the game. Note: Persons wearing casts, including Managers and Coaches, must remain in the dugout during the game Rule 1.11 (k)

General Rules

Teams must have one (1) Manager and no more than two (2) Coaches. Teams are allowed to have practice assistants. At the Triple A and Major divisions, rosters, including Coaching staff are submitted to Little League Williamsport. The stated Coaching staff members are the only members allowed in the dugout, without board approval. No person is allowed to assist, without board approval, which is dependent on a background check. All league volunteers must agree to an annual CORI per Massachusetts General Law, and a Choice Point national check per Little League chartering requirement. Any unauthorized persons violating this will be asked to leave, and any Manager or Coach involved will be referred to the board for disciplinary action. The state of Massachusetts and Little League are serious about background checks on all individuals involved with the program.

General Conduct

Merrimac Baseball is an instructional league and is dedicated to teaching children about the game of baseball in a fun and safe environment. MBI Coaches, regardless of team, will be working with and encouraging all players during practices and games. Because MBI is an instructional league, parental help during practices and games is welcomed and encouraged. Parents must follow the direction of the MBI Coaches if they wish to help. MBI also asks that parents and other spectators provide positive support for the players and Coaches on all teams during practices and games. ***We ask that each player have a responsible parent or guardian at each game.*** Behavior by parents, spectators, Coaches or players, which is deemed unacceptable, will not be tolerated. Individuals that pose a threat, or continue with negative behavior will be required to leave the area of MBI games and practices. Continued offenses could result in being permanently barred from MBI functions. Coaches have the option of stopping a game or practice until negative behavior stops, and if deemed necessary, can require offending individuals to vacate the area. Practices and games will not continue until offending individuals have vacated the area. If you witness any behavior you feel is detrimental to the league, players, officials, parents or other spectators, please bring it to the attention of a Manager or Coach, or contact the league.

Team Coordinators

Each Manager is requested to recruit a Team Coordinator. This will allow each Manager to spend more time focused on coaching his/her team. The role of the coordinator is to perform league and team administrative tasks. These responsibilities include:

- Concession stand scheduling: Schedule parents for concession stand duty (taking orders from customers and collecting money) when your team is the Home Team. The schedule has to be turned into the concession stand director prior to your first game. The schedule is attached as Appendix A to this document.
- Ceremony/Banquet – Coordinate Little League Ceremony/Banquet information to parents.
- Phone calls/emails - Help Manager communicate team and league information to other parents.

Any Manager who does not appoint a team coordinator will be responsible for the above issues themselves.

No Smoking Policy: All Coaches, assistant Coaches and other volunteers will refrain from smoking in the playing area, dugouts, and immediate area during games and practices. MBI requests that parents and other spectator's refrain from smoking in the area of league activities.

Rain-out Policy: If there is severe inclement weather that is threatening the safety of the game, the game will be canceled by a designated member of the Board of Directors (***VP of Baseball Operations***). In the event that this occurs, the following will happen:

- Coaches will be informed of the cancellation by the VP of Baseball Operations or an appointed representative working under the direction of the VP of Baseball Operations
- The VP of Baseball Operations or an appointed representative working under the direction of the VP of Baseball will be responsible for notifying Umpire(s) of cancellation.
- A Rain Delay / Cancellation notice will be posted on the Leagues Web Site: www.eteamz.com/merrimaclittleleague
- The Coaches will be responsible for notifying their players/parents of the postponement. If you are in the process of playing your game and inclement weather is threatening, it is at the discretion of the Coaches in Instructional, Single A, Double A, and Triple A games and the Umpire in a Majors game, to decide to continue, suspend, or conclude the game. If "Lightning" is present, the game must be stopped immediately. (See Lightning Policy Addendum)

Make-Up Policy: If the League has canceled a game the following will occur:

- All make-up games will be assigned by the VP of Baseball Operations.
- Managers will be notified of the make up date, time, and location.
- Triple A & Major League game make-ups will be scheduled immediately on the next available night. Be prepared to play within the next week from the rainout.

Note: Suspended games will resume from the point it was suspended, unless the first inning was not completed. Make-ups may result in some 3 game weeks.

Equipment

Equipment is a major cost driver for the League. Please do not abuse the equipment or use the equipment in a way that it is not intended. We rely on this equipment each season and your cooperation will help us control our costs and fees.

Each team will receive a bag of equipment that includes;

- Batting helmets with cages for Major, AAA, AA, A and Instructional T-ball
- Batting Tee (all divisions)
- Catcher's Equipment (full set for all divisions)
- Practice Balls
- 1 first aid kit
- 1 score book
- Bat(s) if available
- A Sample Pitch Count Sheet (AA, AAA, Majors only) – Appendix D

Equipment Return: Equipment must be returned immediately following your last game of the season. The Equipment and Uniform Director will notify you of the collection location.

Game Balls will be issued to the home team from the **Snack Shack**.

Uniforms

Majors will receive a shirt, a hat and a pair of pants & socks

Minors AAA will receive a shirt, a hat and a pair of pants & socks

Minors AA will receive a shirt, a hat and a pair of pants & socks

Minors A will receive a shirt, a hat and a pair of pants & socks

Instructional will receive a shirt & hat only.

All Uniforms will be kept at end of season.

INTRODUCTION TO LOCAL RULES

This document will define the local rules of play for the five divisions which make up Little League (see addendum).

Instructional Division: Traditional T-ball (with batting Tee only)

Single A Minor's Division: Coach pitch/machine pitch baseball

Double A Minor's Division: Player pitch / Coach relief

Triple A Minor's Division: Competitive baseball – modified Major League rules

Major League Division: Competitive baseball

Instructional Division: Traditional T-ball

OBJECTIVE

The Instructional Division is traditional T-Ball which is intended as an introduction of baseball to children, ages 4, 5 and/or 6. T-Ball games shall take place in a non-competitive, learning environment.

OFFICIATING/REGULATING GAMES

The four Coaches located at home, first, second, and third base will serve as umpires for their respective bases. **THE UMPIRE DECISION STANDS!** Base Coaches need to be aware of the base running rules for the division they are coaching. The Coaching staff needs to review these articles with persons helping out. Assistance can come from the defensive team, and MBI also encourages CORI'd parent assistants.

GAMES/PRACTICES

All Games/Practices will last one (1) hour and 15 minutes or a maximum of 4 innings. Coaches must monitor time. Coaches must declare last inning at the top of an inning if time is a concern. An inning constitutes each team batting through **six** batters regardless of the number of outs made each inning. With the exception of adding late arriving players, the batting order cannot change once the game begins.

FIELD OF PLAY

Bases should be 50 feet apart.

ROSTER SIZE

Set per the Merrimac Baseball, Inc. By-Laws Section: *minimum of 6.*

EQUIPMENT

- Equipment must be T-Ball or Little League approved.
- Metal cleats are not permitted.
- Players must wear long pants. Baseball pants are encouraged but not required.
- All players on a team shall wear uniforms and caps supplied by MBI.
- Uniforms should be clean and shirts are to be tucked in at all times.
- All Coaches shall wear MBI supplied caps & shirts during all League functions.
- The ball used must meet Tee-Ball specifications.
- Safety cages will be required on batting helmets.
- The bat used must meet Tee-Ball specifications. **It shall not be more than 29 inches in length**, not more than 2 1/4 inches in diameter. Colored bats are acceptable. All bats must be manufacturer's labeled Tee-Ball, T-Ball, Tee-Shot or T-Shot. An illegal bat must be removed from the game. If, in the Coaches judgment, a bat is unsafe due to wear or any similar reason, it must be removed from the game.
- The home team is responsible for the bases. Game ball to be used during play will be issued by the home team.
- In place of the base used at first, the league supplies a "safety bag". This is a double width base. The purpose is to avoid player collisions by allowing enough room for the first baseman to cover the bag, while not standing in the hitters running path. The bag is placed white side toward 2nd base with the orange side on the baseline.

BASE AND POSITIONAL COACHING

In the instructional division, Coaches should help all players on the field regardless of team affiliation.

Coaches are encouraged to engage parents in assisting with the different tasks and coaching assignments necessary on game day. In the instructional division; Only Merrimac Baseball players, CORI Certified Coaches, assistants and parents under the direction of MBI Coaches are allowed in the playing area during games and practices.

Each team's Coaching staff shall be responsible for supplying the following positional/base Coaches:

Offensive Team

Bench Coach
Third Base Coach
Home Plate Coach/Catcher (option)

Defensive Team

Second Base Coach
Pitcher Coach/ Outfield Coach (optional)
First Base Coach also to play 1st Base

- The **first and third base Coach** will assure base runners are aware of where, why and when they are to go. The first and third base Coach will Coach the positional player as to possible scenarios. Also, as a minimum, be sure the player is attentive to the batter and runners, if for no other reason, safety.
- The **first base Coach** will also play first base and stand on the safety bag, so as to stay out of the base runners path.
- The **home plate Coach** will make sure that play continues in a timely manner and is responsible for being sure the ball is returned to the Tee area, and that the Tee height is adequate for the batter. This Coach will assure that there is no equipment lying in the batting area. If necessary the home plate Coach may be required to play the position of catcher.
- The **bench Coach** will keep the offensive team alert; assuring the batting order is proceeding in a timely manner.
- The **second base Coach** will be located behind the second base bag, shallow to the outfield. This Coach will address the positional players (2nd, short stop, and nearby outfielders) as to possible scenarios. Also, at a minimum, be sure the players are attentive to the batter and runners.
- The **pitcher Coach/outfield Coach** is responsible for positioning the pitcher and explaining possible scenarios to the infielders. The outfield Coach is optional. This Coach will explain possible scenarios to the outfielders. Also assuring they are attentive to the batter and runners. This Coach will typically roam the infield or outfield.

FIELDERS

- Fielders must remain behind an imaginary arc 40 feet from home plate until the ball is hit.
- Players will be positioned at pitcher, catcher, 2nd base, 3rd base, (2) shortstops, and outfield.
- The player positioned at catcher is required to wear a protective cup, batting helmet or catcher's helmet with throat protection, a chest protector and shin guards.
- The pitcher shall keep both feet on the pitcher's plate until the ball is hit. Rule 8.01 (f)
- An MBI Coach will play the First Base position.
- There are no limits on the number of outfielders. Outfielders must be positioned at least three feet behind the infield.
- The MBI Coaches must ensure that all players on the team are positioned equally at outfield and infield positions over the course of the season. Players cannot play more than two consecutive innings in the outfield or infield each game.
- **The child positioned at the pitchers mound MUST wear a helmet during play.**

BATTING

- All batters must wear a batting helmet.
- Batters must hit off the "T".
- All batters hit. No strikeouts or walks,
- A half inning is complete once **six players** have had an at-bat.
- A ball must travel 10 feet from home plate and remain within the baselines to be considered a hit. Balls knocked into foul territory by defensive players are considered a hit. If a ball travels beyond first or third base, then goes into foul territory, it is considered a hit.
- With the exception of the batter, all players for the batting team must remain within the bench area. **On-deck batters and the handling of bats are not permitted.**
- Loose bats and other equipment must be removed from the field of play.
- Play must stop and instructions given to batters that accidentally throw a bat while batting.
- Batting order should change for each new game.

BASE RUNNING

- All Base runners must wear a helmet.
- In Tee ball, runners must stay in contact with the base until the ball is hit.
- Batters and base runners are limited to single base advancement on infield hits. Batters and base runners can take as many bases as possible on balls hit into the outfield, but cannot advance once the ball is thrown back into the infield. Base Coaches need to direct base runners. If a runner is between bases when the ball comes back into the infield, they can advance to the next base at their own peril. The play is effectively dead once the ball has returned to the infield.
- No leading or stealing.
- There is no advancement on an overthrow.
- If a base runner is thrown out, that player will return to the bench area. Again, there is NO three out per ½ inning rule, a ½ inning consists of six players having an at bat.

SCORING

Scores are not kept at this level.

Single A Minors – Coach Pitch

OBJECTIVE

The Single A Division is also known as a Coach pitch/machine pitch division. It is an instructional baseball division and is geared towards getting children ages 6 and 7 ready to move into little league. Games are played in a semi-competitive environment. Players are introduced to the strike zone and can be called out on 3 strikes, however, only a missing swing is considered a strike. There are no umpires at home plate to call the strike zone.

In the Single A Division, the batting T is used as a practice tool. It shall not be used in a situation unless the player strikes out at his/her first at bat and chooses to use the “T” at the next at bat. Under no circumstances can the “T” be used more than every other at bat, after a strike out, in a game.

OFFICIATING/REGULATING GAMES

The four Coaches located at home, first, second, and third base will serve as umpires for their respective bases. THE UMPIRE DECISION STANDS! Base Coaches need to be aware of the base running rules for the division they are coaching. Base running rules are stated so that base Coaches may **temporarily** help. The Coaching staff needs to review these articles with persons helping out. Assistance can come from the defensive team, and MBI also encourages CORI'd parent assistants.

GAMES

Regardless of the score, all games will last six innings or 1 hour and 15 minutes, whichever comes first. Coaches must monitor time and declare last inning if time is a concern (can only be done at the top of an inning). With the exception of adding late arriving players, the batting order cannot change once the game begins. When time has expired, the game is over.

FIELD OF PLAY

Bases must be 55 feet apart. The batter's box must be three feet by six feet.

ROSTER SIZE

Set per the Merrimac Baseball, Inc. By-Laws Section (minimum of 8 players / team).

EQUIPMENT

- Equipment must be Little League approved.
- Metal cleats are not permitted.
- Players are required to wear baseball pants.
- All players on a team shall wear uniforms and caps supplied by MBI.
- Uniforms should be clean and shirts are to be tucked in at all times.
- All Coaches shall wear MBI supplied caps & shirts during all League functions.
- The ball used must meet Little League specifications.
- Safety cages will be required on batting helmets.
- The bat used must meet Tee ball or Little League specifications. An illegal bat must be removed from the game. If, in the Coaches judgment, a bat is unsafe due to wear or any similar reason, it must be removed from the game.
- The home team is responsible for the bases and game balls. Game ball to be used during play will be issued from storage/snack shack.
- In place of the base used at first, the league supplies a “safety bag”. This is a double width base. The purpose is to avoid player collisions by allowing enough room for the first baseman to cover the bag, while not standing in the hitters running path. The bag is placed white side toward 2nd base with the orange side on the baseline.

BASE AND POSITIONAL COACHING

In the Single A division Coaches should help all players on the field regardless of team affiliation.

Coaches are encouraged to engage parents in assisting with the different tasks and coaching assignments necessary on game day. In the Single A division; Only Merrimac Little League players, CORI certified Coaches, assistants and parents under the direction of MBI Coaches are allowed in the playing area during games and practices.

Each team's Coaching staff shall be responsible for supplying the following positional/base Coaches:

Offensive Team

Bench Coach
First Base Coach
Third Base Coach
Pitcher Coach

Defensive Team

Coach plays 1st Base
2nd Base/Outfield Coach
Home Plate Coach

- The **first and third base Coach** will assure base runners are aware of where, why and when they are to go. The first and third base Coach will Coach the positional player as to possible scenarios. Also, as a minimum, be sure the player is attentive to the batter and runners, if for no other reason, safety.
- A **defensive team Coach will play first base** and stand on the safety bag, so as to stay out of the base runners path.
- The **home plate Coach** will make sure that play continues in a timely manner. In Single A, this Coach is responsible for being sure the ball is returned to the Pitcher area, and when necessary a Tee is available for batters. He/She shall make sure that the Tee height is adequate for the batter. This Coach will assure that there is no equipment lying in the batting area. If necessary the home plate Coach may be required to play the position of catcher.
- The **bench Coach** will keep the offensive team alert; assuring the batting order is proceeding in a timely manner.
- The **second base/outfield Coach** will be located behind the second base bag, shallow to the outfield. This Coach will address the positional players (2nd, short stop, and nearby outfielders) as to possible scenarios. Also, at a minimum, be sure the players are attentive to the batter and runners.
- The **pitcher Coach** is responsible for pitching the ball to the batter and explaining possible scenarios to the infielders.

PITCHING

- In Single A, Pitching is performed by a Coach from the Offensive team. There is an option for Coach pitch or machine pitch. This Coach is responsible for being sure the batter is attentive to the incoming pitch, and is properly prepared for the pitch.

FIELDERS

- Fielders must remain behind an imaginary arc 40 feet from home plate until the ball is hit.
- Players will be positioned at pitcher, catcher, 2nd base, 3rd base, (2) shortstops, and outfield.
- The player positioned at catcher is required to wear a protective cup, batting helmet or catcher's helmet with throat protection, a chest protector and shin guards.
- An MBI Coach will play the First Base position.
- There are no limits on the number of outfielders. Outfielders must be positioned at least three feet behind the infield.
- The MBI Coaches must ensure that all players on the team are positioned equally at outfield and infield positions over the course of the season. Players cannot play more than two consecutive innings in the outfield or infield each game.
- The child positioned at the pitchers mound **MUST** wear a helmet during play.

BATTING

- All batters must wear a batting helmet.
- Each batter is allowed three swinging strikes and then they are out. The batter must swing and clearly miss the ball for the third strike.
- Half inning is complete once six players have had an at-bat.
- The batter must remain within the batter's box when swinging at the ball. If the batter hits the ball while outside of the batter's box, it will be considered a foul.
- In a situation where the "T" is used, a ball must travel 10 feet from home plate and remain within the baselines to be considered a hit. If does not travel 10 feet when hit, it is considered a foul. Balls knocked into foul territory by defensive players are considered a hit. If a ball travels beyond first or third base, then goes into foul territory, it is considered a hit.
- With the exception of the batter, all players for the batting team must remain within the bench area.
- On-deck batters and the handling of bats are not permitted.
- Loose bats and other equipment must be removed from the field of play.
- Play must stop and instructions given to batters that accidentally throw a bat while batting.
- Batting order should change for each new game.

BASE RUNNING

- All Base runners must wear a helmet with a safety cage.
- Batters and base runners are limited to two bases on infield hits but can take as many bases as possible on balls hit into the outfield, but cannot advance once the ball is thrown back into the infield. Base Coaches need to direct base runners. If a runner is between bases when the ball comes back into the infield, they can advance to the next base at their own peril. The play is effectively dead once the ball has returned to the infield.
- No leading or stealing.
- The base runners must stay in contact with the base until the pitched ball reaches the batter.
- There is no advancement on an overthrow.
- If a runner is thrown out, that player will return to the bench area.

SCORING

- Scores are kept in the Single A Division.
- In the Single A Division, a five-run limit is to be imposed, which would complete the half inning. (Rule 2.00 – "Inning")
- The team with the most runs after six innings or 1 hour and 15 minutes wins the game. If the score is tied after six innings or 1 hour and 15 minutes, each team is awarded a tie.
- No Standings are kept in the Single A Division.

Double A Minor Division: Player Pitch / Coach Relief

OBJECTIVE

The Double A Division is also known as the player pitch / Coach relief division. It is an instructional baseball division geared toward getting 8 year olds (with the opportunity to include some 9 year olds and some 7 year olds based on age matriculation chart found on the website) ready to move into the Triple A Division. Games are played in a semi-competitive environment. Players are introduced to the strike zone and can be called out on 3 strikes. This is the first developmental division to have umpires calling the strike zone.

In the Double A Division, the batting T is used as a practice tool only. It shall not be used in a game situation.

OFFICIATING/REGULATING GAMES

Managers and Coaches will serve as umpires at all bases. Coach situated behind the pitcher is responsible for calling balls and strikes. THE UMPIRE DECISION STANDS! Base Coaches need to be aware of the base running rules for the division they are coaching. Base running rules are stated so that base Coaches may *temporarily* help. The Coaching staff needs to review these articles with persons helping out. Assistance can come from the defensive team, and MBI also encourages CORI Certified parent assistants.

GAMES

Regardless of the score, all games will last six innings or 1 hour and 30 minutes, whichever comes first. Coaches must monitor time and declare last inning if time is a concern (can only be done at the top of an inning). With the exception of adding late arriving players, the batting order cannot change once the game begins. When time has expired, the game is over.

- ½ innings are complete when 3 outs are recorded, a maximum of 10 players have come to bat or the team has batted through the line-up, whichever occurs first.
- When pitcher is in possession of the ball, the ball is considered dead. No further baseball actions can occur until the ball is pitched.

2010 Regular Season will be finalized by the VP of Operations. The total number of games will depend on the number of teams and the number of games scheduled with Amesbury Little League. A typical regular season schedule shall consist of 10 to 12 games.

Minimum Playing Time (Manager Requirement)

MBI has adopted a more strict playing time requirement than those printed under Regulation IV (i) of the Playing Rules.

A substitute may not be removed from the game prior to completion of his/her mandatory play requirements. Rule 3.03 note (1)

- a. Rosters with 13 or more players: Minimum playing time is set to 2 consecutive Innings.
- b. Rosters with 12 or less players: Defensive subs must play a minimum of 3 innings in the field, with 2 being consecutive (6 outs). If the visiting team does not play the bottom of the 6th inning, the third inning of play is waived.
- c. Defensive subs must play a minimum of 3 innings in the field, with 2 being consecutive (6 outs). If the visiting team does not play the bottom of the 6th inning, the third inning of play is waived.
- d. If a player arrives after the 2nd inning has started, minimum playing time is reduced to 2 consecutive innings.
- e. If a player that arrives after the 3rd inning has started, minimum playing time is reduced to 1 inning.
- f. If a player arrives after the 4th inning has started, the Manager will not be responsible for the minimum playing time.

- g. If a player is not given his/her minimum playing time under the situations listed above, the matter will be referred to the board for resolution, and the player will play offensively and defensively the entire next game.

FIELD OF PLAY

Bases are 60 feet apart. Pitching distance is 40 feet. The batter's box must be three feet by six feet.

ROSTER SIZE

Set per the Merrimac Baseball, Inc. By-Laws Section (suggested 9 – 12 players / team).

EQUIPMENT

- Equipment must be Little League approved.
- Metal cleats are not permitted.
- Players are required to wear baseball pants.
- All players on a team shall wear uniforms and caps supplied by MBI.
- Uniforms should be clean and shirts are to be tucked in at all times.
- All Coaches shall wear MBI supplied caps & shirts during all League functions.
- The ball used must meet Little League specifications (#10 Rif Ball is suggested).
- All batting helmets require a safety cage.
- The bat used must meet Little League specifications. An illegal bat must be removed from the game. If, in the Coaches judgment, a bat is unsafe due to wear or any similar reason, it must be removed from the game.
- The home team is responsible for the bases and game balls. Game ball to be used during play will be issued from storage/ snack shack.
- In place of the base used at first, the league supplies a "safety bag". This is a double width base. The purpose is to avoid player collisions by allowing enough room for the first baseman to cover the bag, while not standing in the hitters running path. The bag is placed white side toward 2nd base with the orange side on the baseline.

BASE AND POSITIONAL COACHING

In the Double A division Coaches should help all players on the field regardless of team affiliation.

Coaches are encouraged to engage parents in assisting with the different tasks and Coaching assignments necessary on game day. In the Double A division; only Merrimac Baseball players, CORI Certified Coaches, assistants and parents under the direction of MBI Coaches are allowed in the playing area during games and practices. Coaching staff will be limited to a maximum of three (3) at any one time on the bench and/or on the playing field.

Each team's Coaching staff shall be responsible for supplying the following positional/base Coaches:

Offensive Team

Bench Coach / Pitcher Coach
First Base Coach
Third Base Coach

Defensive Team

Infield Coaches
Outfield Coaches

- The **First and Third Base Coach** will assure base runners are aware of where, why and when they are to go. The first and third base Coach may Coach the positional player as to possible scenarios. Also, as a minimum, be sure the player is attentive to the batter and runners, if for no other reason, safety.
- **Defensive Team Coaches** will make sure that play continues in a timely manner. Coaches will be located in the infield and outfield to address all positional players as to possible scenarios. Also, at a minimum, be sure the players are attentive to the batter and runners.
- The **Bench Coach** will keep the offensive team alert; assuring the batting order is proceeding in a timely manner.
- The **Pitcher Coach** is responsible for being sure the batter is attentive to the incoming pitch, and is properly prepared for the pitch. This Coach is also responsible for **relief** pitching. He/she will pitch

the ball to the batter when the player pitcher has reached a count of four balls in any possible pitch count. The Pitcher Coach will pitch until the at-bat is complete. At that time the player pitcher will resume pitching responsibilities.

PITCHING

- In the Double A division, pitching is performed by players. Any player on the team may pitch and there is no limit to the number of Pitchers a team may use in a game. However, once a pitcher is removed from the mound, the player cannot return as a pitcher. Walks are not allowed. In this specific instance, a Coach from the Offensive team will pitch in a relief situation when the player pitcher has reached a count of four balls in any possible pitch count. The Pitcher Coach will assume the 3 ball count and pitch until the at-bat is complete. At that time the player pitcher will resume pitching responsibilities.
- In the Double A Division, Merrimac Baseball has enacted a tighter policy regarding pitch counts. The BOD has agreed to limit **any pitcher in this division** to a maximum of 50 pitches or 2 innings whichever happens first. The idea being a 9 year old who can throw 75 pitches in a game should not be considered a Double A level player and therefore moved to the AAA Division.
- If a pitcher hits 3 batters in one inning, or the maximum 2 innings allowed, that pitcher **must** be removed from pitching duties.
- 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:

League Age:

7 - 9 = 50 pitches per day

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 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.

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- A player may not pitch in more than one game in a day.
- Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

PITCH COUNTS

Pitchers league age 14 and under must adhere to the following rest requirements:

- 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 of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

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

PITCH COUNTERS

- Pitch counters will be handed out at the snack shack to both teams.
- Each team Manager is responsible for turning in the counter at the conclusion of the game.
- The count will be tracked every ½ inning and will be recorded in the scorebook, after an agreed upon count. Discrepancies in the count between two teams will be corrected as follows; a difference of one count – use the home teams count; a difference of more than one is split in half and rounded down if necessary.
- Each team must identify who will track the pitch count for that team (practice Coach) in that game. However, it is the Manager who is responsible for the accuracy of the count and it is the Manager who will announce the count to the opposing team or umpire when requested to do so.
- The official pitch count recorder should inform the **Manager** when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The **Manager** will inform the umpire or opposing Manager that the pitcher must be removed in accordance with Regulation VI (c). However, failure by the pitch count recorder to notify the **Manager**, and/or the failure of the **Manager** to notify the umpire or opposing Manager, does not relieve the **Manager** of his/her responsibility to remove a pitcher when that pitcher is no longer eligible. (BOD vote required to rewrite Regulation VI (h))

PITCHING LOGS

- Managers must turn in filled-out pitching log sheets immediately following their game, when the pitch counter is turned in.
- Pitch counts are to be immediately recorded into the Pitching Log Book and **both** Managers **must sign off** on official numbers for the game.
- Failure to comply with the completion of the logs will result in the Board taking disciplinary action against the Manager. Disciplinary action may include maximum pitch count awarded to that team's pitchers. Offending Manager's will be issued a warning for the first offense and a possible suspension for the following offenses.

FIELDERS

- Fielders must remain behind an imaginary arc 40 feet from home plate until the ball is hit.
- Players will be positioned at pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop, and Outfield (4).
- The player positioned at catcher is required to wear a protective cup, catcher's helmet with throat protection, a chest protector and shin guards.
- Outfielders must be positioned at least three feet behind the infield.

BATTING

- The Double A division will use a continuous batting order (continuous batting order is mandatory). This means that all players must bat in a continuous rotating order and that order may not be changed for that game. With the implementation of a continuous batting order, a child may enter and/or reenter defensively at any time (must meet the MBI minimum consecutive outs). A player that arrives late must be placed at the end of the batting order; the opposing team must be notified of the addition. (Rules 4.04)
- All batters must wear a batting helmet with a safety cage.
- The batter may not take first base on a third strike passed ball.
- The batter must remain within the batter's box when swinging at the ball. If the batter hits the ball while outside of the batter's box, it will be considered a foul.
- Balls knocked into foul territory by defensive players are considered a hit. If a ball travels beyond first or third base, then goes into foul territory, it is considered a hit.
- Bunting is **not allowed**.
- With the exception of the batter, all players for the batting team must remain within the bench area.
- On-deck batters and the handling of bats are not permitted.

- Loose bats and other equipment must be removed from the field of play.
- Play must stop and instructions given to batters that accidentally throw a bat while batting.
- Changing the batting order is suggested for each new game.
- Play must stop and instructions given to batters that accidentally throw a bat while batting.

Note: If a player accidentally throws a bat while swinging the following will apply:

- First offense: the player and both teams will receive a warning.
- Second offense: the same player will be called ***“Out!”***
- Third offense: the same player from that team throws a bat during that game, ***that player will be removed from the batting order***, and the team will take an out in the batting order, at his position.

BASE RUNNING

- All Base runners must wear a helmet with a safety cage.
- Batters and base runners are limited to one base on infield hits but can take as many bases as possible on balls hit into the outfield, but cannot advance once the ball is thrown back into the infield. Base Coaches need to direct base runners. If a runner is between bases when the ball comes back into the infield, they can advance to the next base at their own peril. The play is effectively dead once the ball has returned to the infield.
- No leading.
- The base runners must stay in contact with the base until the pitched ball reaches the batter.
- 2 base stealing attempts are allowed per inning provided the catcher has made a clean catch of the pitch. Double steals count as 2 attempts.
- Base runners are not allowed to steal home.
- There is no advancement on an overthrow, wild pitch or passed ball.
- If a runner is thrown out, that player will return to the bench area. That is considered an out against the offensive team.

SCORING

- In the Double A Division, Scores are to be kept.
- Double A Division, a four (4) -run limit is to be imposed, which would complete the half inning. (Rule 2.00 – “Inning”)
- The team with the most runs after six innings or 1 hour and 30 minutes wins the game. If the score is tied after six innings or 1 hour and 30 minutes, each team is awarded a tie.
- No Standings are to be kept in the Double A Division.

Triple A Minor Division

OBJECTIVE

The purpose of the Minor League program is to provide training and instruction for those candidates who by reason of age and other factors do not qualify for selection in the regular Little League.

OFFICIATING/REGULATING GAMES

Each umpire is the representative of the league and of Little League Baseball, and is authorized and required to enforce all Official Little League Rules. Each umpire has authority to order a player, Coach, Manager, or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties. Rule 9.01 (b)

GAME PRELIMINARIES

Pre-game Warm-ups (infield Practice)

- The visiting team must start their pre-game warm-ups (infield practice) 30 minutes before game time and finish no less than 15 minutes before game time. The home team will then do their pre-game fielding warm-ups during the 15 minutes prior to the game time. It is important to follow this schedule to allow both teams sufficient time for preparation and warm-up for the game. It is also important to start the game promptly at the scheduled time. For late games during the week or weekend games teams must utilize the time available wisely and expediently in an effort to start the game on time. It may be necessary to shorten the warm-up times to 10 minutes each if the previous game went exceedingly long and the completion of the second game is threatened because of curfew.
- **Note:** Teams with night games (under the lights) and Saturday/Sunday games should have their player's do their warm up throws while the previous game is still in session. When the previous teams have cleared the benches and the field, the teams should continue as above. Batting practice is allowed for both teams from 1 hour before game time to ½ hour before game time (Batting Cage). Both teams must alternate players and be allowed to practice (if they so desire)

Line-up Cards

- Prior to the start of each game, Managers must exchange their line-up cards with the opposing team and should be submit to umpire as well. The information must include batting order, defensive positions and uniform numbers.
- **Managers will supply umpire with a list (cheat sheet/Index card) of Local Ground Rules.**

GAME

Regardless of the score, all games will last six innings or 2 hours and 00 minutes, whichever comes first. Coaches must monitor time and declare last inning if time is a concern (can only be done at the top of an inning). With the exception of adding late arriving players, the batting order cannot change once the game begins. When time has expired, the game is over.

2010 Regular Season and Playoff Game schedule will be finalized by the VP of Operations. The total number of games will depend on the number of teams and the number of games scheduled with Amesbury and Haverhill Little League. A typical regular season schedule shall consist of 12 to 14 games.

Minimum Playing Time (Manager Requirement)

MBI has adopted a more strict playing time requirement than those printed under Regulation IV (i) of the Playing Rules.

A substitute may not be removed from the game prior to completion of his/her mandatory play requirements. Rule 3.03 note (1)

- h. Rosters with 13 or more players: Minimum playing time is set to 2 consecutive Innings.

- i. Rosters with 12 or less players: Defensive subs must play a minimum of 3 innings in the field, with 2 being consecutive (6 outs). If the visiting team does not play the bottom of the 6th inning, the third inning of play is waived.
- j. Defensive subs must play a minimum of 3 innings in the field, with 2 being consecutive (6 outs). If the visiting team does not play the bottom of the 6th inning, the third inning of play is waived.
- k. If a player arrives after the 2nd inning has started, minimum playing time is reduced to 2 consecutive innings.
- l. If a player that arrives after the 3rd inning has started, minimum playing time is reduced to 1 inning.
- m. If a player arrives after the 4th inning has started, the Manager will not be responsible for the minimum playing time.
- n. If a player is not given his/her minimum playing time under the situations listed above, the matter will be referred to the board for resolution, and the player will play offensively and defensively the entire next game.

FIELD OF PLAY

Bases must be 60 feet apart. Pitching distance is set at 46 feet. The batter's box must be three feet by six feet.

ROSTER SIZE

Set per the Merrimac Baseball, Inc. By-Laws Section Maximum of 12 players per team.

If a game cannot be played because of the inability of either team to place eight (*8) players, this shall be grounds for **automatic forfeiture**. At that time, the umpire shall wait the designated fifteen (15) minutes. If at the end of said fifteen (15) minutes, the team in question has a minimum of eight players, this team will play. If the number of players drops to less than eight (*8) players, the game will be played for purposes of enjoyment but a forfeit will be recorded. When playing with eight (*8) players, the 9th batting spot is an automatic out. If additional players show up they will be placed at the end of the batting line-up. **Note:** An official game may not be started with less than eight (*8) players on each team.

A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place eight (*8) players on the field, this shall be grounds for **automatic forfeiture**.

Note: An official game may not be continued with less than eight (*8) players on each team.

EQUIPMENT

- Equipment must be Little League approved.
- Metal cleats are not permitted.
- Players are required to wear baseball pants.
- All players on a team shall wear uniforms and caps supplied by MBI.
- Uniforms should be clean and shirts are to be tucked in at all times.
- All Coaches shall wear MBI supplied caps & shirts during all League functions.
- The ball used must meet Little League specifications.
- All Batting helmets will require safety cages.
- The bat used must meet Little League specifications: two and a quarter (2 ¼) inches in diameter, no more than thirty three (33) inches in length and non wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less. An illegal bat must be removed from the game. If, in the Coaches judgment, a bat is unsafe due to wear or any similar reason, it must be removed from the game.

Note: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The 2¼ inch bat ring must be used for bats in the Tee Ball, Minor League and Little League Baseball divisions.

- The traditional batting donut is not permissible. (Rule 1.10 **Note 2**)
- The home team is responsible for the bases, scoreboard numbers and game balls. Game balls to be used during play will be issued from storage/snack shack to the home team.

BASE COACHES

- Base Coaches are there to manage the base runners only. They may not question the umpire on a call. A base Coach cannot physically touch a runner as to hold him/her back from proceeding on or push a runner on. This will result in the runner being called out for interference by the base Coach. The dugout must always be manned by a Manager or Coach listed on the team roster.
- Both assistant Coaches are to be utilized as base Coaches. **In no way can an adult from the spectators be allowed onto the field as base Coach.**

PITCHING

- Managers need to be familiar with **Regulation VI of the Playing rules that defines the pitching rules** for the Triple A Division.
- In Triple A, Pitching is performed by players from the Offensive team.
- A player may not pitch in more than one game in a day.
- Balks are not called in the Triple A Division.
- Intentional walks are not allowed.
- Pitchers are not allowed to throw a breaking ball during regular season games or playoffs.

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.*

Regulation VI - 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.) Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
- (b) The age of each Pitcher must be recorded in score book and the Manager must adhere to the maximum pitches per day accordingly. (**Note:** Little League Age chart)
- (c) A pitcher once removed from the mound cannot return as a pitcher.
- (d) If a pitcher hits 3 batters in one inning or a total of 5 batters per game that pitcher **must** be removed from pitching duties.
- (e) 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:

League Age:

11-12 = 85 pitches per day

9-10 = 75 pitches per day

7 - 8 = 50 pitches per day

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 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.

PITCH COUNTS

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest 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 of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

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

PITCH COUNTERS

- Pitch counters will be handed out at the snack shack to both teams.
- Each team Manager is responsible for turning in the counter at the conclusion of the game.
- The count will be tracked every ½ inning and will be recorded in the scorebook, after an agreed upon count. Discrepancies in the count between two teams will be corrected as follows; a difference of one count – use the home teams count; a difference of more than one is split in half and rounded down if necessary.
- Each team must identify to the umpire who will track the pitch count for that team (practice Coach) in that game. However, it is the Manager who is responsible for the accuracy of the count and it is the Manager who will announce the count to the opposing team or umpire when requested to do so.
- The official pitch count recorder should inform the **Manager** when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The **Manager** will inform the **umpire in chief** that the pitcher must be removed in accordance with Regulation VI (c). However, failure by the pitch count recorder to notify the **Manager**, and/or the failure of the **Manager** to notify the **umpire in chief**, does not relieve the **Manager** of his/her responsibility to remove a pitcher when that pitcher is no longer eligible. **(BOD vote required to rewrite Regulation VI (h))**
- A player who has attained the league age twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players) **Regulation VI (j)**

PITCHING LOGS

- Managers must turn in filled-out pitching log sheets that have been confirmed by the opposing Manager immediately following their game, when the pitch counter is turned in.
- Pitch counts are to be immediately recorded into the Pitching Log Book and **both** Managers **must sign off** on official numbers for the game prior to leaving.
- Failure to comply with the completion of the logs will result in the Board taking disciplinary action against the Manager. Disciplinary action **may** include maximum pitch count awarded to that team’s pitchers. Offending Manager’s will be issued a warning for the first offense and a possible suspension for the following offenses.

BATTING

- The Triple A division will use a continuous batting order (continuous batting order is mandatory). This means that all players must bat in a continuous rotating order and that order may not be changed for that game. With the implementation of a continuous batting order, a child may enter and/or reenter defensively at any time (must meet the MLL minimum consecutive outs). A player that arrives late must be placed at the end of the batting order; the opposing team must be notified of the addition. (Rules 4.04)
- All batters must wear a batting helmet with a safety cage.
- The batter may not take first base on a third strike passed ball. Base runners may however advance at their own peril. **Exception:** base runners are only allowed 2 attempted steals of home per

inning. Any advancement from third i.e. wild pitch, passed ball or overthrow on an attempted steal will be considered as an attempted steal of home. (See MLL Base Running)

- Play must stop and instructions given to batters that accidentally throw a bat while batting.

Note: If a player accidentally throws a bat while swinging the following will apply:

- First offense: the player and both teams will receive a warning.
 - Second offense: the same player will be called **“Out!”**
 - Third offense: the same player from that team throws a bat during that game, **that player will be removed from the batting order**, and the team will take an out in the batting order, at his position.
- With the exception of the batter, all players for the batting team must remain within the bench area.
 - On-deck batters and the handling of bats are not permitted.
 - Loose bats and other equipment must be removed from the field of play.
 - Changing the batting order is suggested for each new game.

BASE RUNNING

- All Base runners must wear a helmet with a safety cage.
- A base runner is out if the runner slides head first while advancing. (Rule 7.08 a)
- The base runners must stay in contact with the base until the pitched ball reaches the batter.
- Stealing bases is permitted.
- Triple A division only, base runner is not allowed to steal on the catchers return throw to the pitcher.
- The player may start to steal once the pitch passes home plate.
- Triple A division only, A base runner cannot advance on an overthrow from an attempted steal. This would be a throw from the catcher to a position player.
- Triple A division only, 2 attempted steals of home per inning. Any advancement from third i.e. wild pitch, passed ball or overthrow on an attempted steal will be considered as an attempted steal of home.
- Triple A division only, Once 2 attempted steals of home have been exhausted, a runner may only score from third base on a (1) hit ball, (2) if forced home by the batter-runner reaching first base with the bases loaded, and/or (3) the continuation of a play until the pitcher has the ball and is on the pitching plate and the catcher is in the catcher’s box ready to receive the pitch. (Rule 7.13)
- All Players must slide at home plate, 2nd or 3rd if a play is being made at that location.
 - **Note:** If a player should have slid into home, 2ND or 3RD and did not, the umpire will warn both teams. After warning is issued to both teams, the umpire will call players out.
- “Tagging up” is allowed. (Rule 7.08 d-**note**)
- Infield Fly is in effect in the Triple A Division.
- Advancement without liability to be out: Interference, Overthrows, etc. Rule(s) 7.04, 7.05 & 7.06

SCORING

- Triple A Division, a five-run limit is to be imposed, which would complete the half inning. (Rule 2.00 – “Inning”)
- The team with the most runs after six innings or 2 hour and 00 minutes wins the game. If the score is tied after six innings or 2 hour and 00 minutes, each team is awarded a tie.
- A twelve (12) run spread at the end of an inning will automatically end regular season games once the game is official (**Rule 4.10 e - note 2**). Three and a half (3 1/2) innings if the home team is winning: four (4) innings if the home team is losing.

PLAY-OFFS

- Play-offs do not follow the twelve (12) run rule.
- Tournament style round robin is in effect for 2010 playoffs. All teams will play each other once to determine seeding for semi-final games.
- 3.Semi- Final and Final games will be single elimination format. .

- There are no rainouts on post-season play. All games will be played to their conclusion, meaning 6 (six) innings must be completed. If games are suspended for any reason they will be rescheduled as soon as possible.
- If teams end the post season round robin tournament with identical records the following tie breakers will prevail for playoffs and draft order:
 - a. Head-to-head competition between the teams.
 - b. The least amount of runs allowed for the **entire post season**.

Majors Division

OBJECTIVE

The objective of the local league shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well-adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

To achieve this objective, the local league will provide a supervised program under the Rules and Regulations of Little League Baseball, Incorporated.

OFFICIATING/REGULATING GAMES

Each umpire is the representative of the league and of Little League Baseball, and is authorized and required to enforce all Official Little League Rules. Each umpire has authority to order a player, Coach, Manager, or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties. Rule 9.01 (b)

GAME PRELIMINARIES

Pre-game Warm-ups (infield Practice)

- The visiting team must start their pre-game warm-ups (infield practice) 30 minutes before game time and finish no less than 15 minutes before game time. The home team will then do their pre-game fielding warm-ups during the 15 minutes prior to the game time. It is important to follow this schedule to allow both teams sufficient time for preparation and warm-up for the game. It is also important to start the game promptly at the scheduled time. For late games during the week or weekend games teams must utilize the time available wisely and expediently in an effort to start the game on time. It may be necessary to shorten the warm-up times to 10 minutes each if the previous game went exceedingly long and the completion of the second game is threatened because of curfew.
- **Note:** Teams with night games (under the lights) and Saturday/Sunday games should have their player's do their warm up throws while the previous game is still in session. When the previous teams have cleared the benches and the field, the teams should continue as above. Batting practice is allowed for both teams from 1 hour before game time to ½ hour before game time (Batting Cage). Both teams must alternate players and be allowed to practice (if they so desire).

Line-up Cards

- Prior to the start of each game, Managers must exchange their line-up cards with the opposing team. The information must include batting order, defensive positions and uniform numbers.
- Managers will supply umpire with a list (cheat sheet/Index card) of Local Ground Rules.

GAME

Little League (Major) Division: There shall be no time limit on games. (Exception under Regulation X (c) **Regulation VII (h)**). Regulation games consists of six innings, unless extended because of a tie score, or shorted (1) because the home team needs none of its half of the sixth inning or only a fraction of it; or (2) because the umpire calls the game. **Rule 4.10 (a)**

If the score is tied after six complete innings play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning. **Rule 4.10 (b)**

Coaches must monitor time and declare last inning if time is a concern (can only be done at the top of an inning). With the exception of adding late arriving players, the batting order cannot change once the game begins.

- 2010 Regular Season and Playoff Game schedule will be finalized by the VP of Operations. The total number of games will depend on the number of teams and the number of games scheduled with Newbury/Byfield Little League. The regular season schedule shall consist of 12 to 14 games, with 12 being the minimum.

Minimum Playing Time (Manager Requirement)

MBI has adopted a more strict playing time requirement than those printed under Regulation IV (i) of the Playing Rules.

A substitute may not be removed from the game prior to completion of his/her mandatory play requirements. Rule 3.03 note (1)

- Rosters with 13 or more players: Minimum playing time is set to 2 consecutive innings.
- Defensive subs must play a minimum of 3 innings in the field, with 2 being consecutive (6 outs). If the visiting team does not play the bottom of the 6th inning, the third inning of play is waived.
- If a player arrives after the 2nd inning has started, minimum playing time is reduced to 2 consecutive innings.
- If a player that arrives after the 3rd inning has started, minimum playing time is reduced to 1 inning.
- If a player arrives after the 4th inning has started, the Manager will not be responsible for the minimum playing time.
- If a player is not given his/her minimum playing time under the situations listed above, the matter will be referred to the board for resolution, and the player will play offensively and defensively the entire next game.

FIELD OF PLAY

Bases must be 60 feet apart. Pitching distance is set at 46 feet. The batter's box must be three feet by six feet.

ROSTER SIZE

Set per the Merrimac Baseball, Inc. By-Laws Section (**minimum of 12 players and a maximum of 14 players per team**)

If a game cannot be played because of the inability of either team to place eight (*8) players, this shall be grounds for automatic forfeiture. At that time, the umpire shall wait the designated fifteen (15) minutes. If at the end of said fifteen (15) minutes, the team in question has a minimum of eight players, this team will play. If the number of players drops to less than eight (*8) players, the game will be played for purposes of enjoyment but a forfeit will be recorded. When playing with eight (*8) players, the 9th batting spot is an automatic out. If additional players show up they will be placed at the end of the batting line-up. **Note:** An official game may not be started with less than eight (*8) players on each team.

A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place eight (*8) players on the field, this shall be grounds for **automatic forfeiture**.

Note: An official game may not be continued with less than eight (*8) players on each team.

EQUIPMENT

- Equipment must be Little League approved.
- Metal cleats are not permitted.
- Players are required to wear baseball pants.
- All players on a team shall wear uniforms and caps supplied by MBI.
- Uniforms should be clean and shirts are to be tucked in at all times.
- All Coaches shall wear MBI supplied caps & shirts during all League functions.
- The ball used must meet Little League specifications.
- All Batting helmets will require safety cages. • The bat used must meet Little League specifications: two and a quarter (2 ¼) inches in diameter, no more than thirty three (33) inches in length and non

wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less. An illegal bat must be removed from the game. If, in the Coaches judgment, a bat is unsafe due to wear or any similar reason, it must be removed from the game.

Note: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The 2¼ inch bat ring must be used for bats in the Tee Ball, Minor League and Little League Baseball divisions.

- The traditional batting donut is not permissible. (Rule 1.10 **Note 2**)
- The home team is responsible for the bases, scoreboard numbers and game balls. Game balls to be used during play will be issued from the snack shack.

BASE COACHES

- Base Coaches are there to manage the base runners only. They may not question the umpire on a call. A base Coach cannot physically touch a runner as to hold him/her back from proceeding on or push a runner on. This will result in the runner being called out for interference by the base Coach. The dugout must always be manned by a Manager or Coach listed on the team roster.
- Both assistant Coaches are to be utilized as base Coaches. **In no way can an adult from the spectators be allowed onto the field as base Coach.**

PITCHING

- Managers need to be familiar with **Regulation VI of the Playing rules that defines the pitching rules** for the Little League Major division.
- In Little League Major division, Pitching is performed by players from the Offensive team.
- A player may not pitch in more than one game in a day.
- Balks are not called in the Little League Major division.
- Intentional walks are not allowed.
- Pitchers are not allowed to throw a breaking ball during regular season games or playoffs.

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.*

Regulation VI - 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.) Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

(b) The age of each Pitcher must be recorded in score book and the Manager must adhere to the maximum pitches per day accordingly. (**Note:** Little League Age chart)

(c) A pitcher once removed from the mound cannot return as a pitcher.

(d) If a pitcher hits 3 batters in one inning or 5 batters total in a game that pitcher **must** be removed from pitching duties.

(e) 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:

League Age:

11-12 = 85 pitches per day

9-10 = 75 pitches per day

7 - 8 = 50 pitches per day

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 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.

PITCH COUNTS

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest 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 of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

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

PITCH COUNTERS

- Pitch counters will be handed out at the snack shack to both teams.
- Each team Manager is responsible for turning in the counter at the conclusion of the game.
- The count will be tracked every ½ inning and will be recorded in the scorebook, after an agreed upon count. Discrepancies in the count between two teams will be corrected as follows; a difference of one count – use the home teams count; a difference of more than one is split in half and rounded down if necessary.
- Each team must identify to the umpire who will track the pitch count for that team in that game. However, it is the Manager who is responsible for the accuracy of the count and it is the Manager who will announce the count to the opposing team or umpire when requested to do so.
- The official pitch count recorder should inform the **Manager** when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The **Manager** will inform the **umpire in chief** that the pitcher must be removed in accordance with Regulation VI (c). However, failure by the pitch count recorder to notify the **Manager**, and/or the failure of the **Manager** to notify the **umpire in chief**, does not relieve the **Manager** of his/her responsibility to remove a pitcher when that pitcher is no longer eligible. (BOD vote required to rewrite **Regulation VI (h)**)

PITCHING LOGS

- Managers must turn in fill-out pitching log sheets that have been confirmed by the opposing Manager immediately following their game, when the pitch counter is turned in.
- Pitch counts are to be immediately recorded into the Pitching Log Book and **both Managers must sign off** on official numbers for the game prior to leaving.

Failure to comply with the completion of the logs will result in the Board taking disciplinary action against the Manager. Disciplinary action may include maximum pitch count awarded to that team's pitchers. Offending Manager's will be issued a warning for the first offense and a possible suspension for the following offenses.

BATTING

- The Little League Major division will use a continuous batting order. This means that all players must bat in a continuous rotating order and that order may not be changed for that game. With the implementation of a continuous batting order, a child may enter and/or reenter defensively at any time (must meet the MLL minimum consecutive outs). A player that arrives late must be placed at the end of the batting order; the opposing team must be notified of the addition. (Rules 4.04)
- All batters must wear a batting helmet with a safety cage.
- The batter may not take first base on a third strike passed ball. Base runners may however advance at their own peril.
- Play must stop and instructions given to batters that accidentally throw a bat while batting.
Note: If a player accidentally throws a bat while swinging the following will apply:
 - First offense: the player and both teams will receive a warning.
 - Second offense: the same player will be called “**Out!**”
 - Third offense: the same player from that team throws a bat during that game, ***that player will be removed from the batting order***, and the team will take an out in the batting order, at his position.
- With the exception of the batter, all players for the batting team must remain within the bench area.
- On-deck batters and the handling of bats are not permitted.
- Loose bats and other equipment must be removed from the field of play.
- Batting order should change for each new game.

BASE RUNNING

- All Base runners must wear a helmet with a safety cage.
- A base runner is out if the runner slides head first while advancing. (Rule 7.08 a)
- The base runners must stay in contact with the base until the pitched ball reaches the batter.
- Stealing bases is permitted. The player may start to steal once the pitch passes home plate.
- Base runners are allowed to steal on the catchers return throw to the pitcher.
- A base runner can advance on an overthrow from an attempted steal. This would be a throw from the catcher to a position player.
- Scoring from third base on a passed ball or wild pitch is allowed.
- When a pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. (Rule 7.13)
- All Players must slide at home plate, 2nd or 3rd if a play is being made at that location.
Note: If a player should have slid into home, 2ND or 3RD and did not, the umpire will warn both teams. After warning is issued to both teams, the umpire will call players out.
- “Tagging up” is allowed. (Rule 7.08 d-note)
- Infield Fly is in effect in the Little League Major division.
- Advancement without liability to be out: Interference, Overthrows, etc. Rule(s) 7.04, 7.05 & 7.06

SCORING

- Little League (Major) Division: There shall be no time limit on games. (Exception under Regulation X (c)) **Regulation VII (h)**.
- A twelve (12) run spread at the end of an inning will automatically end regular season games once the game is official (**BOD vote required to lessen effect of Rule 4.10 e-note 2**). Three and a half (3 1/2) innings if the home team is winning: four (4) innings if the home team is losing constitutes an official game.
- If the score is tied after six complete innings play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning. **Rule 4.10 (b)**
- The team with the most runs wins the game.

PLAY-OFFS

- Play-offs do not follow the twelve (12) run rule.
- Tournament style round robin is in effect for 2010 playoffs. All teams will play each other once to determine seeding for semi-final games.
- Semi- Final and Final games will be single elimination format.
- There are no rainouts on post-season play. All games will be played to their conclusion, meaning 6 (six) innings must be completed. If games are suspended for any reason they will be rescheduled as soon as possible.
- If teams end the post season round robin tournament with identical records the following tie breakers will prevail for playoffs and draft order:
 - a. Head-to-head competition between the teams.
 - b. The least amount of runs allowed for the **entire post season**.

Schedules – Instructional T-Ball (Page 1 of 2)

Merrimac Little League Instructional T-Ball Division Game Schedule

*** Home Team is Listed Second

Saturday, May 1, 2010	2:00pm	Donaghue Field C	Rattler at Rockhounds
Saturday, May 1, 2010	2:00pm	Donaghue T-Ball Field	Raptors at Grasshoppers
Saturday, May 1, 2010	2:00pm	Steven's Outfield	River Bandits at T-ball Clinic Practice 1
Saturday, May 1, 2010	2:25pm	Donaghue Field C	Grasshoppers at Rattlers
Saturday, May 1, 2010	2:25pm	Donaghue T-Ball Field	River Bandits at Raptors
Saturday, May 1, 2010	2:25pm	Steven's Outfield	Rockhounds at T-ball Clinic Practice 2
Saturday, May 1, 2010	2:50pm	Donaghue Field C	Rockhounds at River Bandits
Saturday, May 1, 2010	2:50pm	Steven's Outfield	Raptors at T-ball Clinic Practice 3
Saturday, May 1, 2010	2:50pm	Steven's Outfield	Grasshoppers at T-ball Clinic Practice 4
Saturday, May 1, 2010	2:50pm	Steven's Outfield	Rattlers at T-ball Clinic Practice 5

Saturday, May 8, 2010	2:00pm	Donaghue Field C	Raptors at Rattlers
Saturday, May 8, 2010	2:00pm	Donaghue T-Ball Field	Grasshoppers at River Bandits
Saturday, May 8, 2010	2:00pm	Steven's Outfield	Rockhounds at T-ball Clinic Practice 1
Saturday, May 8, 2010	2:25pm	Donaghue Field C	Raptors at Rockhounds
Saturday, May 8, 2010	2:25pm	Donaghue T-Ball Field	Rattlers at River Bandits
Saturday, May 8, 2010	2:25pm	Steven's Outfield	Grasshoppers at T-ball Clinic Practice 2
Saturday, May 8, 2010	2:50pm	Donaghue T-Ball Field	Rockhounds at Grasshoppers
Saturday, May 8, 2010	2:50pm	Steven's Outfield	Raptors at T-ball Clinic Practice 3
Saturday, May 8, 2010	2:50pm	Steven's Outfield	Rattlers at T-ball Clinic Practice 4
Saturday, May 8, 2010	2:50pm	Steven's Outfield	River Bandits at T-ball Clinic Practice 5

Saturday, May 15, 2010	2:00pm	Donaghue Field C	River Bandits at Rockhounds
Saturday, May 15, 2010	2:00pm	Donaghue T-Ball Field	Grasshoppers at Raptors
Saturday, May 15, 2010	2:00pm	Steven's Outfield	Rattlers at T-ball Clinic Practice 1
Saturday, May 15, 2010	2:25pm	Donaghue Field C	River Bandits at Grasshoppers
Saturday, May 15, 2010	2:25pm	Donaghue T-Ball Field	Rockhounds at Rattlers
Saturday, May 15, 2010	2:25pm	Steven's Outfield	Raptors at T-ball Clinic Practice 2
Saturday, May 15, 2010	2:50pm	Donaghue T-Ball Field	Raptors at Rattlers
Saturday, May 15, 2010	2:50pm	Steven's Outfield	Grasshoppers at T-ball Clinic Practice 3
Saturday, May 15, 2010	2:50pm	Steven's Outfield	Rockhounds at T-ball Clinic Practice 4
Saturday, May 15, 2010	2:50pm	Steven's Outfield	River Bandits at T-ball Clinic Practice 5

Saturday, May 22, 2010	2:00pm	Donaghue Field C	Grasshoppers at Rockhounds
Saturday, May 22, 2010	2:00pm	Donaghue T-Ball Field	Raptors at River Bandits
Saturday, May 22, 2010	2:00pm	Steven's Outfield	Rattlers at T-ball Clinic Practice 1
Saturday, May 22, 2010	2:25pm	Donaghue Field C	Rattlers at Grasshoppers
Saturday, May 22, 2010	2:25pm	Donaghue T-Ball Field	Rockhounds at Raptors
Saturday, May 22, 2010	2:25pm	Steven's Outfield	River Bandits at T-ball Clinic Practice 2
Saturday, May 22, 2010	2:50pm	Donaghue Field C	River Bandits at Rattlers
Saturday, May 22, 2010	2:50pm	Steven's Outfield	Raptors at T-ball Clinic Practice 3
Saturday, May 22, 2010	2:50pm	Steven's Outfield	Grasshoppers at T-ball Clinic Practice 4
Saturday, May 22, 2010	2:50pm	Steven's Outfield	Rockhounds at T-ball Clinic Practice 5

NOTE: Schedules are subject to change. Always check the website at www.eteamz.com/merrimaclittleleague for the latest schedules.

Schedules – Instructional T-Ball (Page 2 of 2)

Merrimac Little League Instructional T-Ball Division Game Schedule

*** Home Team is Listed Second

Saturday, June 5, 2010	2:00pm	Donaghue Field C	River Bandits at Grasshoppers
Saturday, June 5, 2010	2:00pm	Donaghue T-Ball Field	Rockhounds at Raptors
Saturday, June 5, 2010	2:00pm	Steven's Outfield	Rattlers at T-ball Clinic Practice 1
Saturday, June 5, 2010	2:25pm	Donaghue Field C	Rattlers at Rockhounds
Saturday, June 5, 2010	2:25pm	Donaghue T-Ball Field	Raptors at River Bandits
Saturday, June 5, 2010	2:25pm	Steven's Outfield	Grasshoppers at T-ball Clinic Practice 2
Saturday, June 5, 2010	2:50pm	Donaghue T-Ball Field	Grasshoppers at Rattlers
Saturday, June 5, 2010	2:50pm	Steven's Outfield	Raptors at T-ball Clinic Practice 3
Saturday, June 5, 2010	2:50pm	Steven's Outfield	Rockhounds at T-ball Clinic Practice 4
Saturday, June 5, 2010	2:50pm	Steven's Outfield	River Bandits at T-ball Clinic Practice 5

Saturday, June 12, 2010	2:00pm	Donaghue Field C	Grasshoppers at Raptors
Saturday, June 12, 2010	2:00pm	Donaghue T-Ball Field	Rockhounds at Rattlers
Saturday, June 12, 2010	2:00pm	Steven's Outfield	River Bandits at T-ball Clinic Practice 1
Saturday, June 12, 2010	2:25pm	Donaghue Field C	Raptors at River Bandits
Saturday, June 12, 2010	2:25pm	Donaghue T-Ball Field	Rattlers at Grasshoppers
Saturday, June 12, 2010	2:25pm	Steven's Outfield	Rockhounds at T-ball Clinic Practice 2
Saturday, June 12, 2010	2:50pm	Donaghue T-Ball Field	River Bandits at Rockhounds
Saturday, June 12, 2010	2:50pm	Steven's Outfield	Raptors at T-ball Clinic Practice 3
Saturday, June 12, 2010	2:50pm	Steven's Outfield	Grasshoppers at T-ball Clinic Practice 4
Saturday, June 12, 2010	2:50pm	Steven's Outfield	Rattlers at T-ball Clinic Practice 5

Saturday, June 19, 2010	2:00pm	Donaghue Field C	Raptors at Rattlers
Saturday, June 19, 2010	2:00pm	Donaghue T-Ball Field	River Bandits at Grasshoppers
Saturday, June 19, 2010	2:00pm	Steven's Outfield	Rockhounds at T-ball Clinic Practice 1
Saturday, June 19, 2010	2:25pm	Donaghue Field C	Rockhounds at Raptors
Saturday, June 19, 2010	2:25pm	Donaghue T-Ball Field	Rattlers at River Bandits
Saturday, June 19, 2010	2:25pm	Steven's Outfield	Grasshoppers at T-ball Clinic Practice 2
Saturday, June 19, 2010	2:50pm	Donaghue T-Ball Field	Grasshoppers at Rockhounds
Saturday, June 19, 2010	2:50pm	Steven's Outfield	Raptors at T-ball Clinic Practice 3
Saturday, June 19, 2010	2:50pm	Steven's Outfield	Rattlers at T-ball Clinic Practice 4
Saturday, June 19, 2010	2:50pm	Steven's Outfield	River Bandits at T-ball Clinic Practice 5

NOTE: Schedules are subject to change. Always check the website at www.eteamz.com/merrimaclittleleague for the latest schedules.

Schedules – Single A

Merrimac Little League Single A Division Game Schedule

*** Home Team is Listed Second

Saturday, May 1, 2010	12:30pm	Donaghue T-Ball Field	Muckdogs at Hot Rods
Saturday, May 8, 2010	12:30pm	Donaghue T-Ball Field	Scrappers at Muckdogs
Saturday, May 15, 2010	12:30pm	Donaghue T-Ball Field	Hot Rods at Scrappers
Sunday, May 16, 2010	1:00pm	Donaghue T-Ball Field	Muckdogs at Hot Rods
Wednesday, May 19, 2010	5:30pm	Donaghue T-Ball Field	Scrappers at Muckdogs
Saturday, May 22, 2010	12:30pm	Donaghue T-Ball Field	Hot Rods at Scrappers
Sunday, May 23, 2010	1:00pm	Donaghue T-Ball Field	Scrappers at Muckdogs
Wednesday, May 26, 2010	5:30pm	Donaghue T-Ball Field	Muckdogs at Hot Rods
Wednesday, June 2, 2010	5:30pm	Donaghue T-Ball Field	Hot Rods at Scrappers
Saturday, June 5, 2010	12:30pm	Donaghue T-Ball Field	Scrappers at Muckdogs
Sunday, June 6, 2010	1:00pm	Donaghue T-Ball Field	Muckdogs at Hot Rods
Wednesday, June 9, 2010	5:30pm	Donaghue T-Ball Field	Hot Rods at Scrappers
Saturday, June 12, 2010	12:30pm	Donaghue T-Ball Field	Muckdogs at Hot Rods
Sunday, June 13, 2010	1:00pm	Donaghue T-Ball Field	Hot Rods at Scrappers
Wednesday, June 16, 2010	5:30pm	Donaghue T-Ball Field	Scrappers at Muckdogs

NOTE: Schedules are subject to change. Always check the website at www.eteamz.com/merrimaclittleleague for the latest schedules.

Schedules – Double A

Merrimac Little League Double A Division Game Schedule

*** Home Team is Listed Second

Sunday, April 25, 2010	2:00pm	Donaghue Field C	Owlz at Red Wings
Sunday, April 25, 2010	3:30pm	Donaghue Field C	Iron Pigs at Bats
Saturday, May 1, 2010	10:45am	Cashman Field Amesbury	Red Wings at Amesbury AA1
Saturday, May 1, 2010	11:00am	Donaghue Field C	Amesbury AA2 at Bats
Saturday, May 1, 2010	12:30pm	Donaghue Field C	Iron Pigs at Owlz
Wednesday, May 5, 2010	5:00pm	Donaghue Field A	Iron Pigs at Red Wings
Wednesday, May 5, 2010	5:30pm	Donaghue Field C	Owlz at Bats
Saturday, May 8, 2010	11:00am	Donaghue Field C	Bats at Owlz
Saturday, May 8, 2010	12:30pm	Donaghue Field C	Red Wings at Iron Pigs
Wednesday, May 12, 2010	5:00pm	Donaghue Field A	Red Wings at Owlz
Wednesday, May 12, 2010	5:30pm	Donaghue Field C	Bats at Iron Pigs
Saturday, May 15, 2010	10:45am	Cashman Field Amesbury	Bats at Amesbury AA6
Saturday, May 15, 2010	11:00am	Donaghue Field C	Amesbury AA5 at Red Wings
Saturday, May 15, 2010	12:30pm	Donaghue Field C	Owlz at Iron Pigs
Saturday, May 22, 2010	10:45am	Cashman Field Amesbury	Owlz at Amesbury AA2
Saturday, May 22, 2010	11:00am	Donaghue Field C	Amesbury AA1 at Iron Pigs
Saturday, May 22, 2010	12:30pm	Donaghue Field C	Bats at Red Wings
Wednesday, May 26, 2010	5:00pm	Donaghue Field A	Iron Pigs at Red Wings
Wednesday, May 26, 2010	5:30pm	Donaghue Field C	Bats at Owlz
Saturday, May 29, 2010	10:45am	Cashman Field Amesbury	Iron Pigs at Amesbury AA3
Saturday, May 29, 2010	11:00am	Donaghue Field C	Amesbury AA4 at Owlz
Saturday, May 29, 2010	12:30pm	Donaghue Field C	Red Wings at Bats
Saturday, June 5, 2010	11:00am	Donaghue Field C	Owlz at Red Wings
Saturday, June 5, 2010	12:30pm	Donaghue Field C	Iron Pigs at Bats
Friday, June 11, 2010	6:45pm	Donaghue Field A	Red Wings at Bats
Saturday, June 12, 2010	6:45pm	Donaghue Field A	Owlz at Iron Pigs

***Cashman Field is located in Amesbury at the Cashman Elementary School (Fields are in back of school)**

NOTE: Schedules are subject to change. Always check the website at www.eteamz.com/merrimaclittleleague for the latest schedules.

Schedules – Triple A (Page 1 of 2)

Merrimac Little League Triple A Division Game Schedule

*** Home Team is Listed Second

Saturday, April 24, 2010	4:00pm	Donaghue Field A	Cardinals at Braves
Tuesday, April 27, 2010	6:00pm	Donaghue Field A	Braves at Giants
Wednesday, April 28, 2010	5:45pm	Cashman Field Amesbury	Cardinals at Amesbury AAA 7
Thursday, April 29, 2010	6:00pm	Donaghue Field A	Amesbury AAA 1 at Giants
Thursday, April 29, 2010	6:00pm	Haverhill Riverside 2	Cardinals at Haverhill Phillies
Saturday, May 1, 2010	9:00am	Donaghue Field A	Haverhill Phillies at Cardinals
Saturday, May 1, 2010	11:00am	Donaghue Field A	Haverhill Giants at Giants
Tuesday, May 4, 2010	6:00pm	Donaghue Field A	Haverhill Spinners at Braves
Wednesday, May 5, 2010	5:45pm	Cashman Field Amesbury	Giants at Amesbury AAA 8
Thursday, May 6, 2010	6:00pm	Donaghue Field A	Amesbury AAA 2 at Braves
Thursday, May 6, 2010	6:00pm	Haverhill Riverside 2	Cardinals at Haverhill Giants
Tuesday, May 11, 2010	6:00pm	Donaghue Field A	Haverhill Spinners at Giants
Wednesday, May 12, 2010	5:45pm	Cashman Field Amesbury	Braves at Amesbury AAA 9
Thursday, May 13, 2010	6:00pm	Donaghue Field A	Amesbury AAA 3 at Cardinals
Thursday, May 13, 2010	6:00pm	Haverhill Riverside 2	Braves at Haverhill Spinners
Saturday, May 15, 2010	9:00am	Donaghue Field A	Haverhill Giants at Cardinals
Saturday, May 15, 2010	11:00am	Donaghue Field A	Haverhill Phillies at Braves
Tuesday, May 18, 2010	6:00pm	Haverhill Riverside 2	Giants at Haverhill Phillies
Wednesday, May 19, 2010	5:45pm	Cashman Field Amesbury	Cardinals at Amesbury AAA 10
Thursday, May 20, 2010	6:00pm	Donaghue Field A	Amesbury AAA 4 at Giants
Thursday, May 20, 2010	6:00pm	Haverhill Riverside 2	Braves at Haverhill Giants
Wednesday, May 26, 2010	5:45pm	Cashman Field Amesbury	Giants at Amesbury AAA 11
Thursday, May 27, 2010	6:00pm	Donaghue Field A	Amesbury AAA 5 at Braves
Thursday, May 27, 2010	6:00pm	Haverhill Riverside 2	Giants at Haverhill Spinners
Saturday, May 29, 2010	9:00am	Donaghue Field A	Haverhill Giants at Braves
Saturday, May 29, 2010	11:00am	Donaghue Field A	Haverhill Spinners at Cardinals

NOTE: Schedules are subject to change. Always check the website at www.eteamz.com/merrimaclittleleague for the latest schedules.

Schedules – Triple A (Page 2 of 2)

Merrimac Little League Triple A Division Game Schedule

*** Home Team is Listed Second

Tuesday, June 1, 2010	6:00pm	Donaghue Field A	Haverhill Phillies at Giants
Wednesday, June 2, 2010	5:45pm	Cashman Field Amesbury	Braves at Amesbury AAA 12
Thursday, June 3, 2010	6:00pm	Donaghue Field A	Amesbury AAA 6 at Cardinals
Saturday, June 5, 2010	11:00am	Donaghue Field A	Cardinals at Giants
Tuesday, June 8, 2010	6:00pm	Haverhill Riverside 2	Cardinals at Haverhill Spinners
Thursday, June 10, 2010	6:00pm	Donaghue Field A	Braves at Cardinals
Thursday, June 10, 2010	6:00pm	Haverhill Riverside 2	Giants at Haverhill Giants
Saturday, June 12, 2010	11:00am	Donaghue Field A	Giants at Braves
Tuesday, June 15, 2010	6:00pm	Donaghue Field A	Giants at Cardinals
Tuesday, June 15, 2010	6:00pm	Haverhill Riverside 2	Braves at Haverhill Phillies

**Cashman Field is located in Amesbury at the Cashman Elementary School (Fields are in back of school)*

***Haverhill Riverside 2 is located next to the Haverhill Football Stadium*

NOTE: Schedules are subject to change. Always check the website at www.eteamz.com/merrimaclittleleague for the latest schedules.

Schedules – Majors (Page 1 of 2)

Merrimac Little League Major Division Game Schedule

*** Home Team is Listed Second

Sunday, April 25, 2010	2:00pm	Donaghue Field A	Athletics at Red Sox
Sunday, April 25, 2010	3:00pm	Byfield	Byfield Angels at Byfield Cubs
Sunday, April 25, 2010	4:00pm	Donaghue Field A	Reds at Dodgers
Monday, April 26, 2010	6:00pm	Byfield	Byfield Giants at Byfield Diamondbacks
Wednesday, April 28, 2010	6:00pm	Donaghue Field A	Red Sox at Reds
Wednesday, April 28, 2010	6:00pm	Byfield	Byfield Cubs at Byfield Giants
Thursday, April 29, 2010	6:00pm	Byfield	Byfield Diamondbacks at Byfield Angels
Friday, April 30, 2010	7:00pm	Donaghue Field A	Dodgers at Athletics
Saturday, May 1, 2010	2:00pm	Donaghue Field A	Byfield Angels at Reds
Saturday, May 1, 2010	5:00pm	Byfield	Dodgers at Byfield Diamondbacks
Sunday, May 2, 2010	6:00pm	Byfield	Byfield Angels at Byfield Giants
Monday, May 3, 2010	6:00pm	Donaghue Field A	Athletics at Reds
Wednesday, May 5, 2010	6:00pm	Byfield	Dodgers at Byfield Giants
Wednesday, May 5, 2010	6:45pm	Donaghue Field A	Byfield Diamondbacks at Red Sox
Friday, May 7, 2010	6:00pm	Byfield	Reds at Byfield Cubs
Friday, May 7, 2010	7:00pm	Donaghue Field A	Byfield Diamondbacks at Athletics
Saturday, May 8, 2010	2:00pm	Donaghue Field A	Byfield Angels at Dodgers
Saturday, May 8, 2010	3:00pm	Byfield	Red Sox at Byfield Giants
Monday, May 10, 2010	6:00pm	Donaghue Field A	Byfield Cubs at Dodgers
Monday, May 10, 2010	6:00pm	Byfield	Reds at Byfield Diamondbacks
Wednesday, May 12, 2010	6:00pm	Byfield	Athletics at Byfield Giants
Wednesday, May 12, 2010	6:45pm	Donaghue Field A	Byfield Diamondbacks at Dodgers
Friday, May 14, 2010	6:00pm	Byfield	Dodgers at Byfield Angels
Friday, May 14, 2010	7:00pm	Donaghue Field A	Reds at Athletics
Saturday, May 15, 2010	4:00pm	Donaghue Field A	Byfield Cubs at Red Sox
Saturday, May 15, 2010	5:00pm	Byfield	Athletics at Byfield Angels
Monday, May 17, 2010	6:00pm	Donaghue Field A	Byfield Giants at Reds
Monday, May 17, 2010	6:00pm	Byfield	Byfield Cubs at Byfield Diamondbacks
Wednesday, May 19, 2010	6:00pm	Donaghue Field A	Dodgers at Red Sox
Wednesday, May 19, 2010	6:00pm	Byfield	Athletics at Byfield Cubs

NOTE: Schedules are subject to change. Always check the website at www.eteamz.com/merrimaclittleleague for the latest schedules.

Schedules – Majors (Page 2 of 2)

Merrimac Little League Major Division Game Schedule

*** Home Team is Listed Second

Friday, May 21, 2010	7:00pm	Donaghue Field A	Byfield Angels at Red Sox
Saturday, May 22, 2010	3:00pm	Byfield	Dodgers at Byfield Cubs
Saturday, May 22, 2010	4:00pm	Donaghue Field A	Byfield Giants at Athletics
Saturday, May 22, 2010	5:00pm	Byfield	Red Sox at Byfield Angels
Sunday, May 23, 2010	6:00pm	Donaghue Field A	Byfield Diamondbacks at Reds
Monday, May 24, 2010	6:00pm	Donaghue Field A	Byfield Giants at Red Sox
Wednesday, May 26, 2010	6:45pm	Donaghue Field A	Reds at Red Sox
Thursday, May 27, 2010	6:00pm	Byfield	Athletics at Byfield Diamondbacks
Saturday, May 29, 2010	2:00pm	Donaghue Field A	Byfield Cubs at Athletics
Saturday, May 29, 2010	3:00pm	Byfield	Byfield Angels at Byfield Diamondbacks
Saturday, May 29, 2010	5:00pm	Byfield	Reds at Byfield Giants
Monday, May 31, 2010	6:00pm	Donaghue Field A	Byfield Giants at Dodgers
Tuesday, June 1, 2010	6:00pm	Byfield	Reds at Byfield Angels
Wednesday, June 2, 2010	6:00pm	Donaghue Field A	Red Sox at Dodgers
Wednesday, June 2, 2010	6:00pm	Byfield	Byfield Cubs at Byfield Angels
Thursday, June 3, 2010	6:00pm	Byfield	Byfield Diamondbacks at Byfield Cubs
Saturday, June 5, 2010	2:00pm	Donaghue Field A	Byfield Cubs at Reds
Saturday, June 5, 2010	3:00pm	Byfield	Byfield Diamondbacks at Byfield Giants
Saturday, June 5, 2010	4:00pm	Donaghue Field A	Byfield Angels at Athletics
Sunday, June 6, 2010	6:00pm	Byfield	Byfield Giants at Byfield Angels
Monday, June 7, 2010	6:00pm	Byfield	Red Sox at Byfield Cubs
Wednesday, June 9, 2010	6:00pm	Donaghue Field A	Athletics at Dodgers
Thursday, June 10, 2010	6:00pm	Byfield	Red Sox at Byfield Diamondbacks
Saturday, June 12, 2010	2:00pm	Donaghue Field A	Red Sox at Athletics
Saturday, June 12, 2010	3:00pm	Byfield	Byfield Giants at Byfield Cubs
Saturday, June 12, 2010	4:00pm	Donaghue Field A	Dodgers at Reds

***Byfield Games are located at Pearson Field**

- Take I-95 South
- Take exit 55 for Central St. toward Byfield/Newbury
- Turn right at Central St.
- Take the 2nd Left on Lunt Street (destination on left)

NOTE: Schedules are subject to change. Always check the website at www.eteamz.com/merrimaclittleleague for the latest schedules.

Picture Day Schedule

2010 Team Picture Schedule Inside the Donaghue Elementary School

*Time	Team	Division	Game Time	Game Location
10:00	Bats	AA	10:45	@ Amesbury
10:00	Braves	AAA	11:00am	Merrimac
10:15	Red Wings	AA	11:00am	Merrimac
10:15	Reds	Major	No Game	No Game
10:30	Dodgers	Major	No Game	No Game
10:30	Red Sox	Major	4:00pm	Merrimac
10:30	Athletics	Major	5:00pm	@ Byfield
10:45	The Express	T-ball	2:00pm	Merrimac
11:00	River Bandits	T-ball	2:00pm	Merrimac
11:00	Rockhounds	T-ball	2:00pm	Merrimac
11:00	Grasshoppers	T-ball	2:00pm	Merrimac
11:15	Owlz	AA	12:30pm	Merrimac
11:15	Raptors	T-ball	2:00pm	Merrimac
11:15	Rattlers	T-ball	2:00pm	Merrimac
11:30	Cardinals	AAA	9:00am	Merrimac
11:30	Iron Pigs	AA	12:30pm	Merrimac
11:30	Giants	AAA	No Game	No Game
11:45	Hot Rods	A	12:30pm	Merrimac
11:45	Scrappers	A	12:30pm	Merrimac
12:00	Muckdogs	A	No Game	No Game

**In order to ensure that all games and travel schedules are not affected, it is required that all Players and Teams arrive 15 minutes prior to scheeduled appointment.*

Aquafina Pitch, Hit & Run Competition

Aquafina Pitch, Hit & Run provides youngsters across the country an opportunity to participate, free of charge, in an exciting baseball skills competition. The national initiative gives boys and girls, ages 7 to 14, the chance to showcase their pitching, hitting and running abilities. Age is determined as of July 17, 2010.

Competition Rules

- All participants must provide a copy of a valid birth certificate or baptismal record for age verification. Failure to provide proof of age will result in disqualification.
- All participants must have a parent and/or guardian complete a registration/waiver form prior to the start of the competition.
- Any participant who competes in more than one local competition shall be disqualified.
- No metal spikes are allowed.

The youngsters that advance to the sectional competition in each age group are:

- All-Around Champion
- Pitching Champion*
- Hitting Champion*
- Running Competition*

How to Advance

*Any competitors who tie for 1st place in the Pitching, Hitting or Running competitions at the Local level advance to the sectional competition. If a participant places 1st in more than one skill in his or her age group, including the All-Around Champion, then he or she is the only participant to advance for those skills, unless there are ties for first in the individual skills (pitching, hitting, running only).

For additional information on how to advance at the Sectional level, Team Championship and National Finals, visit www.mlb.com/phr.

Levels of Competition

Aquafina Pitch, Hit and Run is a national grassroots program that has four levels of competition - Local, Sectional, Team Championships and National Finals.

Local Level

May 2nd (rain date of May 16th) – Time TBD
Donaghue Fields

Sectional Level

Consists of the champions from the local competition. Sectional competitions will be held in May.

Team Championships

Hosted at the 30 Major League Baseball ballparks, Team Championships will be conducted throughout weekends in June.

National Finals

Finalists will compete for the National Championship during the 2010 MLB All-Star week at Angel Stadium, home of the Los Angeles Angels of Anaheim.

Tournament Information

POST SEASON TOURNAMENT TEAMS:

Merrimac Little League will enter the following list of teams into tournaments, if Coaching Staff's are available:

- 12 years old – District team
- 11 years old – District team
- 10 years old – District team (Jimmy Fund Donation)
- 09 years old – District team

Selection of Managers:

- The Player Agent will gather a list of volunteers from current league Managers and Coaches
- List is given to the board for ballot
- The Board of Directors will select the Managers
- Board votes approval of Manager

Selection of Coaches:

- Approved Manager selects team Coaches
- Board votes approval of Coaches

Selection of Players for the District teams:

- 1) Managers and Coaches of the Majors and AAA divisions make recommendations based on availability and ability.
- 2) Those recommended will be invited to join the District Teams
 - a) A maximum of 15 players will be invited to join the team.
 - b) 12 Players will be used for District Games with a rotating system of 3 for games
- 3) The tournament Manager contacts each player to get an agreement on the commitment required, and that proof of age (a municipal birth certificate; stamped) and proof of residency (3 proofs, only one can be a bill) are necessary.
- 4) The player agent/President collects the necessary paper work, fills out the affidavit and submits it to the district administrator for acceptance.

Note: If there becomes a need to change/add a Manager/Coach or player, the board votes approval of the amendment before play.
- 5) Tournament Play will be governed by the Little League Rule book.

Jimmy Fund Tournament

Merrimac Little League participated in this tournament in mid July last year and will be participating again this year. We will also be asking for donations throughout the year at the snack shack....every little bit counts!

In 2009, the support of youth ballplayers, team coaches, parents, and people like you helped raise more than \$275,000 toward research and patient care at Dana-Farber Cancer Institute. Since 1987, the hard work and winning spirit of the coaches, parents and most importantly, the players participating in the Jimmy Fund Little League Program, have raised nearly \$3 million for Dana-Farber Cancer Institute and the Jimmy Fund.

This fun, exciting program allows more than 5,000 Little League baseball and softball players from all over New England the chance to play ball after the end of their regular season by participating in a local tournament. Off the field, these young heroes take to their communities to raise vital funds for the Jimmy Fund.

Teaching children the critical importance of philanthropy and volunteerism in building a better society is a fundamental goal of the Jimmy Fund Little League Tournament. The act of giving arms a child with the knowledge that he or she can touch someone's life. By participating in this program, children will learn that they, too, can make a difference in the fight against cancer.

Important Dates

Date	Event	Location
Wednesday, April 14 th , 6-7:30p.m.	Coaches First Aid Training	Sweetsir Auditorium
Sunday, April 25 th – 12:00 line up, 12:30 parade	Opening Day	Donaghue, Softball Field
Sunday, May 2 nd Time TBD Rain Date May 16 th	Pitch, Hit & Run Competition	Donaghue
Saturday, May 15 th , 8-11a.m.	Pancake Breakfast	Donaghue Gym/Auditorium
Saturday, May 15 th , 10-12 p.m.	Picture Day	Donaghue Gym/Auditorium
Tuesday, June 29, Time TBD	End of the Season Banquet	Cedardale - Groveland

Merrimac Little League Coach Evaluation Questionnaire

Division: _____ Team: _____ Season: _____
2010

In our continuing effort to improve the quality of Merrimac Little League, we are asking that you complete this evaluation about your team experience. Your written comments are valued as a member of this league.

A Little League Coach:

- **Honors the Game** by showing respect for the rules, opponents, umpires, and teammates.
- **Honors the Players** by positive encouragement so players can play their best.
- **Honors the Team** by emphasizing effort, learning and improvement, and rebounding from mistakes rather than fearing them.

My Child's Manager's Name: _____

	Strongly Disagree					Strongly Agree
	1	2	3	4	5	6
1) Showed respect for players and opponents.	1	2	3	4	5	6
2) Showed respect for opposing Coaches, umpires, and parents	1	2	3	4	5	6
3) Understood the rules, strategies, and mechanics of the game.	1	2	3	4	5	6
4) Helped players learn and improve.	1	2	3	4	5	6
5) Rewarded effort, not just results, and encouraged players to do their best.	1	2	3	4	5	6
6) Used positive reinforcement both during success and to help players bounce back from mistakes.	1	2	3	4	5	6
7) Used appropriate verbal (and body) language on the field.	1	2	3	4	5	6
8) Was well-organized and communicated effectively to the kids and parents.	1	2	3	4	5	6
9) Made the sport fun for my child.	1	2	3	4	5	6
10) Would you like your child to have this Coach again?	Yes	No				

Additional comments: _____

Please complete this questionnaire and email to Player Agent, Walter Slevoski at wslevoski@yahoo.com or print and mail to:
 Merrimac Little League, P.O. Box 146, Merrimac, MA 01860

Merrimac Little League Player Evaluation Form

Please fill in all of the blanks.

ATTITUDE: Rate each player to all other players in your division on a 10-point scale.
(10-highest, 5-average, 1-lowest)

SKILL RATINGS: Rate each player to all other players in your division on a 10-point scale.
(10-highest, 5-average, 1-lowest) on each of the three basic skills: BATTING, FIELDING and THROWING.
(See the attached sheet on "Criteria For Evaluating Players on Basic Skills")

DIVISION _____ **TEAM NAME:** _____ **SEASON: 2010**
(A ,AA ,AAA ,MAJORS)

MANAGER NAME: _____ **COACHES:** _____

Comments: _____

PLEASE INDICATE WHETHER YOU BELIEVE EACH PLAYER IS READY FOR THE NEXT LEVEL OF PLAY

LIST PLAYERS BY RANK: 1 – Strongest through – weakest (or through number of players on the team).			SKILL RATINGS			
PLAYERS NAME AND AGE	ATTITUDE	POSITION PLAYED	BATTING	FIELDING	THROWING	NEXT LEVEL Y / N
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						
14.						
15.						

CRITERIA FOR EVALUATING PLAYERS ON BASIC SKILLS

As a way of establishing a more standardized guideline for evaluating players skills in batting, fielding and throwing, Managers should use the following criteria for assigning the ratings.

BATTING:

Highest:

- Always steps forward into the pitch with weight on toes
- Good exchange of weight from rear foot to front
- Rapid motion on hips forward in sync with swing
- Head movement minimum
- Hands extend forward and away from body
- Swing is level
- Makes good contact with ball the majority of the time

Average:

- Steps forward, but step is not always the same (sometimes forward, sometimes to the side. Also stride may vary in distance)
- Weight is not always on toes (sometimes on heels)
- Weight exchange only partial (still a lot of weight on back foot)
- Swing could be quicker and more forceful
- Hips do turn, but only partially
- Hits ball, but not hard (contact majority of the time)
- Hands not always extended at swing

Needs Improvement:

- Doesn't take a stride
- Hips flat, no turn
- Swing with hands tight to body (no extension)
- Eyes don't follow the ball
- Hands and waist locked, don't turn over
- Consistently misses ball

FIELDING:

Highest:

- Catches ball in middle of body (not off to side)
- Glove fingers up for ball above waist and down for below the waist
- Ability to apply above while moving laterally to catch ball
- Catches ground balls away from body with arms extended
- Ability to catch fly balls hit in area. Also turns on fly ball, doesn't back peddle
- Overall catches great majority of balls hit in his/her area

Average:

- Attempts to catch ball in the middle of the body and does so some of the time
- Does move towards ball, not hit at them
- Attempts to have glove fingers up on fly balls and down on grounders
- Successful in majority attempts in fielding ball (will always put glove on ball)
- Generally can judge fly balls and put glove on them

Needs Improvement:

- No movement towards the ball with body
- Consistently unable to get the glove on the ball
- Doesn't follow ball with eyes
- Doesn't have ability to catch any balls

THROWING:

Highest:

- Throws ball either directly overhead or $\frac{3}{4}$ arm
- Throws with elbow forward
- Takes step with correct foot when throwing
- Doesn't release ball until front foot set and rolls over it (throwing hand releases ball after front foot is set on ground)
- Throws in direction intended
- Has a smooth, strong throwing technique (arm extended back, then elbow forward, then follow through in conjunction with forward step)

Average:

- Doesn't always take a step when throwing
- Elbow not always forward (sometimes pushes the ball). Also may not extend arm back prior to throwing (short arms the ball).
- Not real accurate
- Not a strong or smooth throw

Needs Improvement:

- Throws consistently with elbow down and off to the side
- Never takes a step, throws with wrong foot forward
- Not much speed or distance on throws

Double Goal Coaching Seal of Commitment Letter to Parents

Merrimac Little League

Est. Spring 2009



Sean O'Neil - President
Paul Paquette - Vice President

Andy Carpenter - Treasurer
Mike Deziel - Secretary
Lisa O'Neil - Co-Secretary



April 7, 2010

Dear Parent:

Are you hoping your child will have a positive experience with baseball this year? Are you hoping your child will learn enduring life lessons from baseball? Are you hoping your child will perform as well as possible?

We at Merrimac Baseball are doing more than hoping. We have made a commitment that has earned us Positive Coaching Alliance's *Seal of Commitment* for 2010.

Positive Coaching Alliance awards this mark of distinction only to organizations whose policies demonstrate a commitment to a culture of Positive Coaching. Therefore, Merrimac Baseball recently committed our organization to require that all of our Coaches be certified as PCA Double-Goal Coaches™, who strive both to win AND to teach athletes enduring life lessons.

All of our Coaches will complete a comprehensive course in Positive Coaching principles to earn or renew their certification. This policy recognizes that certified Double-Goal Coaches are paramount to transforming the culture of youth sports and help ensure a quality experience for all youth athletes.

We are proud to have earned this important recognition of our commitment to excellence. By earning the Positive Coaching Alliance *Seal of Commitment* for 2010, we feel more confident than ever that our athletes—your children—will have a positive, fun, and rewarding experience.

Looking forward to seeing you at the competitions!

Sincerely,

Sean O'Neil
President, Merrimac Baseball

Appendix B – Sample Parent Letter

Manager's Name
Baseball Ave
Merrimac, MA 01860
(XXX) XXX-XXX
iamthecoach@mydomain.net

April 6, 2008

Dear Parents,

I am the Manager for your child's baseball team, the (Team Name). The assistant coaches are assistant 1 and assistant 2. I have attached a practice and game schedule for the 2010 season.

You may also get information on events during the season from the Merrimac Little League website which can be found at www.eteamz.com/MerrimacLittleleague.

We will rotate through all positions in the field so that all children are exposed to all positions; all positions are very important! Out team goals are to have lots of fun, be "Good Sports" at all times, be organized and passionate as a team, improve as players and coaches, be "Team Mates" on and off the field, and most emphatically; enjoy the game of Baseball!

Please work with your children at home, especially with catching and throwing a baseball, as these are the very basic skills and easy to work on together in spare time.

I would like to highlight that our Opening Day Parade is on April 25th at 12:00 at the Donaghue Elementary School. Our first game will be on (insert date, time). Team pictures will be taken on (insert date, time).

Equipment you will need to bring with you to practice and games: (please adjust as the division requires)

Please feel free to contact myself or Assit1/Assit2 if you have any further questions, our telephone numbers and emails are listed below. We are looking forward to having a fun season with the kids!

Sincerely,

Manager, Team Name

Manager
Contact phone
Email

Coach 1
Contact phone
Email

Coach2
Contact phone
Email

Appendix C – Sample Practice Plan

SAMPLE Practice Plan – one for each session

Practice Plan-HOT RODS (A or AA division)

Practice: Week 2

- Team Meeting (10 min)
 - Discuss Baseball Game Basics
 - Offense: Hit, advance to bases, score runs, **if make out** –ok
 - Defense: Field, throw runner out, keep other team from scoring runs
- Warm ups
 - Jumping Jacks, arm swings, arm stretch behind neck, arm stretch across chest, jog bases
- Batting 3 Stations
 - Behind backstop Hit off tee - work on proper mechanics
 - Hit by short toss (behind backstop)
 - Live pitching
- Team Meeting-Wrap Up (10 min)
 - Discuss of few items with parents (see notes)
 - Team talk
 - Reinforce always listen to the coaches
 - Reinforce only one bat in use at a time
 - Reinforce always keep head up and know where ball is (**Pay Attention!**)
 - Reinforce to the kids to have fun, be safe and work together as a **TEAM**

