



May 11, 2022

Dear Coaches,

You will find enclosed the following information relating to All Star selections:

1. All Star Player Nominees Ballot (Refer to LRD Athletic Programs Handbook, Rule 39, pages 17-19 to review the recommended All Star Selection process).
2. You should attend at your scheduled time. We will start promptly at each scheduled time.

**Baseball All-Star Selection Dates:
Wednesday, June 1st
at the New Hope Community Center**

AGE GROUP	**Number of All-Star Teams You May Have	Time Selection Starts
7-8 Yr Old Coach-Pitch Baseball	1	6:00pm
9-10 Yr Old Baseball	1	7:00pm
11-12 Yr Old Baseball	1	8:00pm

*The number of All Star Teams a league may have is based on Dizzy Dean Baseball Rule 11:00 ALL-STAR TOURNAMENT TEAMS.

**Softball All-Star Selection Dates:
Wednesday, June 1st
at the New Hope Community Center**

AGE GROUP	**Number of All-Star Teams You May Have	Time Selection Starts
7-8 Yr Old Coach-Pitch Softball	1	8:30pm
9-10 Yr Old Fast-Pitch Softball	1	8:30pm
11-12 Yr Old Fast-Pitch Softball	1	8:30pm

**The number of All Star Teams a league may have is based on LRD Athletic Handbook Rule 39.II. Page 18 ALL-STAR PLAYER SELECTION.

I would suggest that you do not inform your players of your team All Star nominees. So many times when a child knows of their nomination and they are not chosen as an All Star Player- then the child's feelings are hurt. You may feel the need to inform the child's parents that their child may be nominated- just in case they may have plans during the All Star tournaments or they may not want their child nominated for some other reason. If you do choose to tell the parents, I would ask the parents not to disclose the nomination to their child or to anyone else. Again, this is just a suggestion that might prevent some problems.

Thanks for your hard work and dedication this season- without you this program could not exist. If you have any questions please feel free to call me. I look forward to seeing you on **All Star Selection Night, Wednesday, June 1st**.

Roger Shortt