

Manager/Coach Meeting



SCLL Board of Directors
25 February 2024



Agenda

- Introduction
- SCLL Overview
- Parent Code of Conduct
- What to Expect
- General Information/Tips
- Sponsor Information
- Field Preparation
- Score Reporting
- Where To Get Information
- Who To Contact
- Important Dates
- Umpire In Chief Presentation
- Safety Officer Presentation
- Division Information



Spotsylvania County Little League

- Founded in November 2006 – 17TH Spring Season
- Our Mission – 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.
- League boundary includes Spotsylvania County and the City of Fredericksburg
- 100% Volunteer – No paid employees
- Our Success is because of YOU!



2024 Board of Directors

- James Manning, President
- Matt Glunt, Vice President
- Carolyn Manning Player Agent
 - Britta Jones & Rachael Merlo
Deputy Player Agents
- Krystal Love, Secretary
- Scott Neal, VP of Challenger Division
- Brian Dymon, Umpire-in-Chief
- Joe Vaccaro, Facility Coordinator
(Scheduler)
- Elizabeth Brown, Treasurer
- Mike Jones, Coaching Coordinator
- David Janney, Safety Officer
- Fred Brown, Information Officer
- Kevin McInteer, Equipment Manager
- Craig Robinson, Uniform Coordinator /
Player Development (Baseball)
- Jennifer Baggett, Sponsorship
Coordinator
- Angela Williams, Fundraising
Coordinator
- Alexis Johnson, Player Development
(Softball)



SCLL – 2023 Review

- 2023 Registration Numbers
 - Spring: 772 (up from 541)
 - Fall: 704 (up from 592)
- 2023 All Star Success
 - 8-10 Baseball (AL) – District 15 Champions
 - 9-11 Baseball (NL) – District 15 Champions
 - Little League (10-12) Baseball (AL) – District 15 Champions
- Umpire Success
 - Brian Dymon (Intermediate Baseball World Series)
 - Matt Glunt (Southeast Regional Juniors Baseball)
- Umpires Coverage
 - Spring 94% (210/223) **Highest % since 2016 (less than half the games)*
 - Fall 85.1% (166/195)



The Little League Manager

- The MANAGER is an adult appointed by the president to be **responsible for the team's actions on the field**, and to represent the team in communications with the umpire and the opposing team.
 - The manager shall always be responsible for the team's conduct, observance of the official rules, and deference to the umpires.
 - If a manager leaves the field, that manager shall designate an adult coach as a substitute, and such substitute manager shall have the duties, rights, and responsibilities of the manager. If no adult coach is available, the Umpire-in-Chief shall designate a temporary adult manager. If no adult is available, the game or team activities shall be terminated. (See Rule 4.16.)



What To Expect From Us

- **Open Communication**
 - Upcoming Events
 - Schedule Changes
 - Ideas We are Thinking About
- **Resources Available to Help Assist you in a Successful Season**
 - Practice Tips
 - Game Management Tools
 - Help in Parent Communication
- **Functional Equipment**
- **Information Passed Along in a Timely Manner**
 - We will do our best to give as much notice on upcoming events



What We Expect From You

- **A positive, safe, and fun environment**
- **Proper Conduct On The Field**
 - Watch Your Mouths
 - Show Respect For Each Other
 - No Arguing Balls or Strikes, Safe's and Outs (There is a difference in Disagreeing and Arguing)
 - **There will be NO TOLERANCE**
- **Open Communication With the League & Your Parents**
 - If there is an Issue, Address it. If you need Help, Ask!
 - TALK TO YOUR PARENTS!!!
- **A Commitment To The Kids on Your Team**
 - Don't Cut Practices Short
 - Teach the Kids to be better ball players, but also better teammates to one another
 - Make the time they are with you enjoyable, you never know, it may be the only fun they have in their lives.



General Information/Tips

- **First Things First... Have a Manager/Parent Meeting at your first practice!!!**
 - Set expectations for your parents
 - Parents can be a huge asset but surprised parents are not normally happy
 - Identify Key Volunteers
 - Find a good **Score Keeper**
 - Find a good **Team Parent**
 - Tell them that volunteers make mistakes and that's ok
 - Tell Parents how to deal with issues with the Manager or coaches. There should be some way to schedule a talk, ***don't do it after the game.*** Scheduling something in the future limits impulse and emotions.



General Information/Tips

- **Time Management is Key**

- Try having your lineup completed and ready when you get to the fields
- Have a system in place where your coaches, team mom, and others know exactly what you need to have happen at games and practices.

- ***Utilize the Line Up Cards*** and ensure to exchange with the other coach. Identify all ineligible pitchers (Kid Pitch Divisions Only)

- Be sure to ***protect*** the ***personal information*** of your parents and coaches.
- Snack schedules are optional. If you do them please check for any allergies.
- End of year party/trophies are on a team by team basis. Please consider utilizing a sponsor if you plan an event or giveaway at the end of the season.
- Picture Day for the league is: May 11th



Practices

- Show up with a plan
- Execute that plan
- Get parents involved
- Focus on simple, achievable drills that build on what has already been learned.
- Break kids into small group for drills. Instruction can be done with a whole group but most younger kids learn better in a smaller group setting.
- Don't over coach. Give kids one thing to think about and work on at a time.
- While practices should facilitate baseball, there should be ample instruction so the kids can grow.



- ***No lights*** during ***practices***
- Teams can ***request extra practices***
 - Contact Joe Vaccaro at least 96 hrs in advance.
 - Once P&R has approved the practice, the manager will need to go to Parks and Rec to pay (\$15) and get a field receipt - this needs to be submitted
- Notify Joe immediately of any overflowing trash, insect or animal issues, damage to any parks and rec property.
 - If seen anything unsafe with any of the fields notify Joe and CC David.
- **NEVER** enter any Parks and Rec or County owned buildings (outside of restrooms) for any reason without a parks and rec representative on sight
- Parking lots must be used (this is a constant problem at Freedom and Cosner park)



Education Opportunities

- Little League
 - [Little League University](#)
- USA Baseball
 - [Online Courses](#)
 - [Mobile Coaching classes/drills](#)
- Books
 - [Play Youth Baseball the Ripken Way](#)
 - [Coaching Youth Baseball the Ripken Way](#)
 - [The Baseball Coaching Bible](#)



Education Opportunities

- Books (a bit more advanced but enjoyable)
 - The Mental Game of Baseball: A Guide to Peak Performance
 - Coaching the Mental Game: Leadership Philosophies and Strategies for Peak Performance in Sports--and Everyday Life
 - Ninety Percent Mental: An All-Star Player Turned Mental Skills Coach Reveals the Hidden Game of Baseball
- Social Media
 - Baseball Doctor (FB, Instagram, YouTube)
 - YouGoProBaseball (FB, Instagram, YouTube)



Field Preparation

- **Home team has the ultimate responsibility to prepare the field**
 - Both teams should work together to get it done faster/easier
 - Diagram in the Rule Book
 - Utilize the Batter's Box piping
- **Suggest to bring a Rake to the fields with you**
- **Clean Up After Yourself**
- **Blue boxes (Code 8385)**
 - Lime/Chalk Liners
 - Light keys
 - Extra ice packs
 - Batters box template
 - Hammers, String, Pitching Plate (SB), Chain (SB)



Reporting Game Scores

- Home Team is responsible for reporting game status within 48 hours after a game
- Ensure Pitch Count is given for each pitcher (Home and Away)
- If the game was cancelled by the league, you do NOT have to log game status
- If game was cancelled/suspended by the coaches at the field, you must report the status in order for the game to be rescheduled
 - The sooner you report the status to Joe Vaccaro, the quicker the game can get rescheduled
- T-Ball & CP/MP Scores should be entered as a 0-0 tie.



Reporting Game Scores

- To input your score, navigate to your team page and click the Calendar tab. On the calendar page, click on Results.
- Team Personnel will have access to input the final score for only their home games. They can input player points for both home and away games after the final score has been posted.

[HOME](#) [ROSTER](#) **[CALENDAR](#)** [NEWS](#) [GALLERY](#) [DISCUSSIONS](#)

[Agenda](#) [Week](#) [Month](#) [Task Sign Up](#) **[Results](#)** [Create Event](#) [Export this Calendar Feed](#)

Team Results

08-07-2016 Green **5** - **7** Black [Edit Scores](#) [View Event](#)

Home Team Player Stats

First Name	Last Name	RBIs	PitchCount	Notes
Kate	Mckenna	<input type="text" value="0"/>	<input type="text"/>	Notes
Zac	Efron	<input type="text" value="0"/>	<input type="text"/>	Notes
Clark	Grant	<input type="text" value="0"/>	<input type="text"/>	Notes
Richard	Elliott	<input type="text" value="0"/>	<input type="text"/>	Notes
Josh	Bridgers	<input type="text" value="0"/>	<input type="text"/>	Notes

Away Team Player Stats

First Name	Last Name	RBIs	PitchCount	Notes
Tracey	Hulett	<input type="text" value="0"/>	<input type="text"/>	Notes
Chris	Thompson	<input type="text" value="0"/>	<input type="text"/>	Notes

[Cancel](#) [Save & Post](#)



Sponsor Information

- Sponsorships are ESSENTIAL to the success of the league
 - They supplement costs to help us keep our registration fees low and ensure participation rates remain high
- If you receive a sponsor banner, you are responsible for displaying the banner at ALL of your games (can be displayed on the outside of your dugout)
 - You will receive your banner at opening night; some sponsors like to attend games to support the teams, please have the banner that they paid extra money for displayed
- Sponsor Engagement
 - Sponsorships range from large corporate entities to small local businesses - some are more engaged than others
 - Sponsors may contact you to coordinate events with the team before or after games - please do your best to work with them

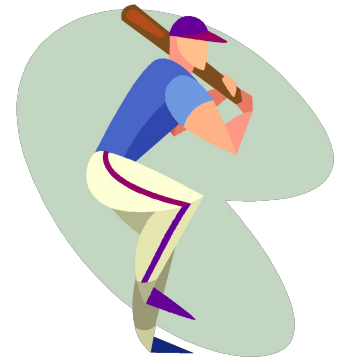
Questions/Concerns

Sponsorship Coordinator - Jennifer Baggett / Contact: sponsor.spotsyll@gmail.com



SCLL – Parent Code of Conduct

- SCLL wants to ensure our children have a safe and fun environment in which to play.
- SCLL will be aggressive when it comes to parent conduct at our game sites.
- Poor behavior interferes with our ability to accomplish our goals.
- Managers and Coaches set the tone.
- Our players must learn respect and accountability, spectators also.





SCLL – Parent Code of Conduct

- Anyone in attendance at a practice, game or league event is bound.
- Improper conduct including but not limited to the Little League Parent Code of Conduct
- Spectator will be asked to leave the event site, including the parking area, by a league official.
- Will automatically be suspended from next league event.
- Refusal to comply with a league official's request to leave the event site, egregious conduct or repeat violations of this policy may result in multiple game suspensions, season forfeiture or a lifetime ban of the privilege of attending practices, games and/or league events or entering upon any property in which SCLL is in possession of, inclusive of the parking area.



SCLL – Parent Code of Conduct

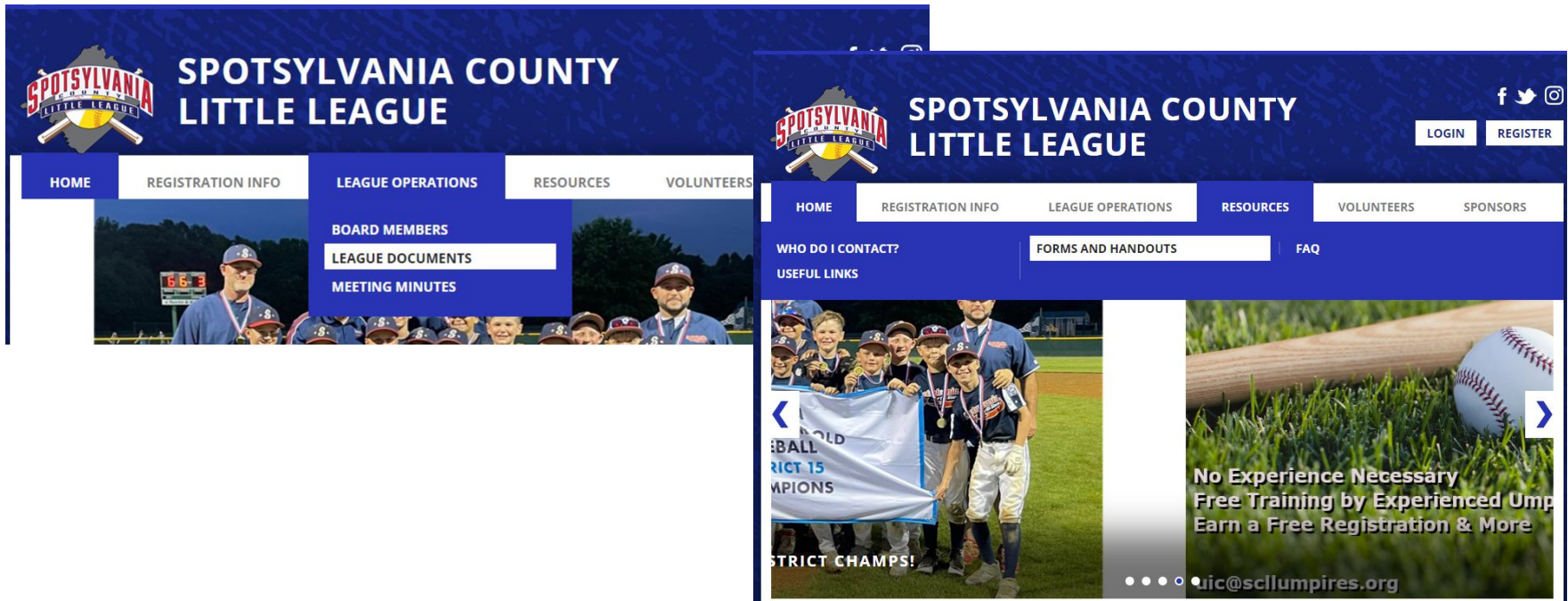
■ The Policy

- SCLL Umpires may invoke Rule 9.01
 - *Umpires may order both teams into their dugouts and suspend play until such time as league officials deal with unruly spectators. Failure of league officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date.*
- SCLL has the right to issue No Trespass Orders while in possession of county property.
- Policy transfer to guests of parents/guardians.



Sources of Information

- League Website - <http://www.spotsyll.org>



- Facebook – www.facebook.com/vascll



Who do I Contact?

- Player Issues – Carolyn Manning
- Volunteer to Umpire – Brian Dymon
- Lime is low in the Blue Box – Kevin McInteer
- Need a replacement catchers mask – Kevin McInteer
- Player was hurt in practice/game – David Janney
- Need game balls – Kevin McInteer
- Need a pool player – Carolyn Manning, Britta Jones, Rachel Merlo
- All Star Process – Carolyn Manning and Matt Glunt
- Game is cancelled on site due to unplayable conditions – Joe Vaccaro
- Volunteer to serve on board or another capacity – James Manning



Important Dates

- 2 March: Small field practices Begin
- 7 Apr: Umpire Mechanics Training (2-4pm at Loriella park)
- TBD: Scorekeeper Training
- 8 - 11 April: Games Begin
- 12 April: Opening Night at VCU/FredNats Stadium
- 13 April: Opening Day at Patriot Park
- 11 May: Picture day & All Star voting
- 23 May: Games End (possibility of makeup games after Memorial Day weekend)
- 28-31 May: All Star Selection Meetings (All Kid Pitch Managers)

All Stars



Manager/Coach Selection

Athletes Selection

Voting Process

Roster Formation



Manager Selection

- Anyone who wishes to be considered as an all-star manager must submit their name, in writing (email is acceptable), to the President and respective Vice-President by **9:00 p.m., May 1, 2024.**
- All candidates for all-star manager must ensure they are available for all practices and tournaments starting on or about June 1st and potentially running through August if their respective team advances. The tournaments may require travel outside of the area and game play during the day and on weekdays at the various levels.
- The SCLL Board of Directors will consider only those who are approved (assigned in the system, have completed training and background check) volunteers, who have no written disciplinary actions, and who are in good standing with the league. Managers must fall into the following categories. Candidates from levels C to D will be considered only if there are no eligible candidates in the prior levels.
 - A) Current Year Regular Season Managers from the specific division/sub-division
 - B) Current Year Regular Season Assistant Coaches from the specific division/sub-division
 - C) Current Year Regular Season Managers from within the league, as a whole, who do not have a child on a competing all-star team
 - D) Current Year Regular Season Assistant Coaches from within the league, as a whole, who do not have a child on a competing all-star team



Manager Selection

- The all-star managers for the various teams will be chosen by a majority vote of the Board of Directors. This vote will take place on or around **Sunday, May 15, 2024**.
- All Star coaches will be selected by the Manager and approved by the Board of Directors. They will first draw from the approved volunteers within the All-Star team. If the positions cannot be filled from within the team, the Manager may propose candidates using 3.a through 3.d above.



Athlete Selection

- All-Star teams will have a roster of no less than 12 players.
 - In rare cases, where not enough eligible or available players are available, the SCLL Board of Directors may approve fielding an all-star team with 11 players pending approval from District 15.
 - In cases where injuries cause a team to drop below the minimum 12 players, players can only be replaced with the approval of the District 15 Administrator after tournament play has started.



Athlete Selection

- Players who played during the 2024 Spring Regular Season are eligible to be selected to the age appropriate all-star team if they:
 - Meet the Player Eligibility requirements documented in the Little League Tournament Rules and Guidelines.
 - Submit the SCLL Tournament Commitment Letter and disclose any conflicts they may have that would prohibit their full participation.
 - Players must have played in a minimum of 8 (games) and the team must have played in a minimum of 12 (games). *Player pool participation does not count towards this total.*
 - * Managers must submit their scorebooks to verify player/team eligibility



Athlete Selection

- Eligible players are nominated by their respective teammates according to the following method:
 - On Voting Day, teams will be allowed to cast their votes for teammates that they would like to nominate for All-Star team selection.
 - Athletes will be categorized by their League Age on the ballot. Up to five (5) athletes can be nominated per League Age Group on each team.
 - The manager, 1st and 2nd assistant coaches of record (approved/assigned volunteers), and all players shall cast a ballot choosing a maximum of five (5) players per league age. The Manager's vote shall break any tie votes.
 - This vote must take place between May 5th and May 14th, 2024. Voting shall take place during the Picture/Voting Day on Saturday, May 11th.



Athlete Selection

- After all teams have voted, the ballots will be tallied and all nominations will be listed on a final ballot specific to the division (Softball, American Baseball or National Baseball). This ballot will be presented to the Board of Directors. The Board of Directors will verify eligibility of all players listed on the ballot and approve the ballot.
- The week of May 28th-31st, the Managers for each division will meet with the All Star Committee to vote to fill the prime 9 slots for the rosters of the All-Star teams.
- After the vote is completed, the All-Star manager will select the remaining players to fill out the roster. These players may be selected from all eligible players within the same sub-division (Softball, American Baseball, or National Baseball) including those not nominated.

Safety Plan



SCLL Safety Officer David Janney



Safety Plan



[LittleLeague.org](#) | [Official Forms](#) | [LLU](#) | [LLWS](#) | [Videos](#) | [Official Store](#)



SPOTSYLVANIA COUNTY LITTLE LEAGUE

[LOGIN](#)[REGISTER](#)[HOME](#)[REGISTRATION INFO](#)[LEAGUE OPERATIONS](#)[RESOURCES](#)[VOLUNTEERS](#)[SPONSORS](#)

LEAGUE OPERATIONS DOCUMENTS

DOCUMENT	DATE	DESCRIPTION
League Constitution	1/10/2019	This document details the operation of SCLL and the roles of its Board of Directors.
SCLL COVID-19 Policy	5/28/2021	This document outlines the SCLL COVID-19 mitigation policies and procedures. This document is subject to change as local, state, and federal mandates change.
SCLL Safety Plan	2021	This document details how SCLL handles safety within our league. It is written to be in compliance with the Little League A Safety Awareness Program (ASAP) requirements.
Local Rules and Bylaws	2/17/2021	This document covers all the approved optional rules and division specific information. It also include All-Star procedures, inclement weather guidelines, and other league policies.
Little League Sport Parent Code of Conduct	3/26/2017	This is the official Little League Sport Parent Code of Conduct referred to in our league's Code of Conduct.
SCLL Spectator Code of Conduct	3/26/2017	This is the SCLL Code of Conduct that ALL parents agree to when registering their child to play in our league. This code of conduct applies to league parents and their visitors.



Background Checks

- Every individual who volunteers in any capacity with Spotsylvania County Little League must fill out a Volunteer Application.
- Managers at every level must provide a listing of the volunteers from their team to their respective Division VP and the SCLL President **prior to March 10, 2024** and throughout the season as required. This will ensure the team is in compliance with the applicable rules regarding background checks for volunteers.
- The purpose of conducting background checks is, first and foremost, to protect children. Secondly, they let potential offenders know that SCLL is an aware, hostile environment for anyone who would seek to harm a child. Lastly, background checks protect individuals and leagues from possible loss of personal or league assets because of litigation.



Fundamental Basics of First Aid

- Bleeding - Control or stop external bleeding, apply direct pressure dressings on site and elevate. Apply additional dressings if needed. Do not remove original dressings, just add more if needed.
 - *Always wear rubber gloves when dealing with blood on any person.*
- Nose Bleeds - Pinch both nostrils together, leaning forward in a tripod position for 5 minutes. Place ice at the bridge of the nose.
- Stings and/or insect bites - Clean the area with mild antiseptic and apply ice with wrap. If it is a bee sting with the stinger still in skin, scrape the area with the edge of a still object like a credit card to remove the stinger. If there is a large swelling, a behavior changes or loss of consciousness, Dial 911 immediately.
- Dislocated/Jammed fingers - Ice the joint loosely to prevent further injury. Elevate the injured area above the heart. Important - Dislocations should be corrected in a **hospital setting only**, never at the field.



Fundamental Basics of First Aid

- Sprains – Determine the point tenderness and swelling. Wrap ice above and below injury site and elevate above the heart. Continue with ice for next 24 hours. An easy way to remember how to treat sprains and strains is with the acronym PRICES.
 - P - Protection – Protect the injured area
 - R - Rest – Ensure the injured person is resting as comfortably as possible
 - I - Ice - Wrap ice above and below the injured site
 - C - Compression – Provide compression at the injured site
 - E - Elevation – Elevate above the heart
 - S - Support – Support the area to prevent further injury



Fundamental Basics of First Aid

- Fractures: Visible and suspected -- Any suspected fracture (swelling, high level of pain, deformity and false motion) or visible fracture needs to be transported in a timely manner to an emergency medical center. In children under the age of 16, growth plate fractures are most common, and these injuries are especially common around the wrist, elbow, knee and ankle, which require the prompt attention of an orthopedic physician.
- Seizures, Diabetics, and EPI pens - Know your players physical medical conditions, allergies and any medications. If there is even a question, contact their parent or listed physician if their parent is not present.



Fundamental Basics of First Aid

■ Heat Illness

- Heat Cramps are the first stage of Heat Illness and occurs most often in the legs and stomach after exertion in high temperatures. The cramps can be very painful and may make the player feel sick and not know why their muscles are hurting.
- Heat Exhaustion is the second stage of Heat Illness. This is more serious than heat cramps and prompt medical attention is recommended. Symptoms include cool, moist, clammy skin with dizziness and headaches. Lie the player down in a cool, shaded place. Give small amounts of water every 30 minutes. Loosen/remove tight clothing and apply cool packs (ice packs wrapped in cloth) under arms and wrists. If player vomits, refuses water or loses consciousness, call 911.
- Heat Stroke is the third stage of Heat Illness and the most serious. It is life-threatening and always requires immediate emergency medical attention. Typical symptoms are high body temperature/skin very hot, vomiting, weak pulse, and shallow breathing.



Concussion

- SCLL strives to maintain a concussion protocol that is neither overly restrictive nor jeopardizes the health and safety of its players. SCLL managers, coaches, umpires, parents and players are to err on the side of caution, and if there is any symptom or sign of a concussion, the athlete must be removed from play. “When in doubt, sit them out.”
- If it is suspected that a person suffered a concussion the first action to be taken is to remove the player from play. This type of injury is very serious, as a concussion is an injury to the brain.



Concussion

- If the player reports the following symptoms, they are to not return to play until cleared by a medical professional:
 - Headache
 - Nausea
 - Balance problems or dizziness
 - Double or fuzzy vision
 - Light or noise sensitivity
 - Sluggishness
 - Feeling foggy or groggy
 - Concentration or memory problems
 - Confusion



Concussion

- Other signs to look for while observing the impacted player:
 - Appears dazed or stunned or is confused about assignment
 - Forgets plays, is unsure of game, score, or opponent
 - Moves clumsily and/or answers questions slowly
 - Shows behavior or personality changes
 - Can't recall events prior to or after the injury
 - Loss of consciousness at any time for any length
 - Look for physical evidence of a hit or blow to the head. Monitor any physical wound.
- **Call 911 immediately** if person suffers from any of these symptoms:
 - Persistent Vomiting
 - Inability to be awakened or unusual drowsiness
 - Seizure
 - Breathing irregularity
 - Severe or worsening headache
 - Difficulty getting attention



Concussion

- If an athlete can be released to parents or guardian with less severe symptoms.
- A person who has no symptoms associated with a concussion is free to return to play, provided that they have not sustained another type of injury that precludes them from doing so. However, a coach or parent that can monitor person without distraction should continue observation of person for signs and symptoms.
- If a person is removed from play for suspected or confirmed concussion, person may not return to play (this includes both games and practices) until evaluated by an appropriate licensed health care provider trained in the evaluation and management of concussions and head injuries and produces a receipt of written clearance to return to play from such licensed health care provider.
- **ALL** collisions or impact resulting in contact to the head of a player by either the ground, a bat, a ball, or any part of another player's body, time is to be called immediately upon completion of play, and impacted player or players are to be given an **immediate and complete** concussion assessment, following the guidelines and protocol stated above.



Important Do's and Don'ts

- Do...
 - Reassure and aid children who are injured, frightened, or lost
 - Provide, or assist in obtaining, medical attention for those who require it
 - Know your limitations
 - Carry your first-aid kit to all games and practices
 - Assist those who require medical attention - and when administering aid, remember to
 - LOOK for signs of injury (*Blood, Black-and-blue deformity of joint etc.*)
 - LISTEN to the injured describe what happened and what hurts if conscious. Before questioning, you may have to calm and soothe an excited child.
 - FEEL gently and carefully the injured area for signs of swelling or grating of broken bone.
 - Have your players' Medical Clearance Forms with you at all games and practices



Important Do's and Don'ts

- Don't...
 - Administer any medications
 - Provide any food or beverages (other than water)
 - Hesitate in giving aid when needed
 - Be afraid to ask for help if you're not sure of the proper procedures (i.e., CPR, etc.)
 - Transport injured individuals except in extreme emergencies
 - Leave an unattended child at a practice or game
 - Hesitate to report any present or potential safety hazard to the SCLL President or SCLL Safety Officer immediately



Fields & Grounds

- All managers, coaches, and umpires are required to walk the entire field to identify any safety hazards and ensure that the field is safe prior to use for games or practices. Any hazards should be eliminated prior to start of play and reported to the safety officer within 24 hours. To ensure this review takes place managers, coaches, and umpires must:
 - After each game the managers will make sure that all waste is removed from the field and dugouts.
 - Managers and coaches should report unsafe conditions or areas that are a concern to the Safety Officer as soon as possible so that SCLL can check out the area and ensure corrective action is taken as soon as practical.



Dugout Safety

- All players should be reminded about the risks surrounding the game and encouraged to think about safety first. Only players, managers, coaches, and umpires are permitted in the dugout during games. The manager is responsible for the conduct of his/her dugout and is thus responsible for keeping bats and loose equipment off the field of play.
 - At least one approved adult volunteer must remain on the bench at all times
 - During practices and games, all players should be alert and aware of all on-going activities while in the dugout. This includes watching the batter on each pitch and most importantly keeping their eyes on the ball.
 - At no time should “horse play” be permitted in the dugout
 - Players should not handle a bat while in the dugout until it is his/her turn at bat.
- Players must not be allowed to stand in a dugout opening that is in a direct line to the batter. Players must always have a fence between them and the batter. If the dugout does not have a roof attached to it then players must be alert to line drives and fly balls that may enter the dugout from above.



Accident/Injury Reporting

■ Accidents Do Happen

- In spite of the best precautions, accidents do happen. In SCLL, both adult and player injuries must be reported within 24 hours of the incident to the Safety Officer.

■ Accident Reporting Procedures

- *What to report?* - An incident that causes any player, manager, coach, umpire, or volunteer to receive medical treatment and/or first aid must be reported to the Safety Officer. This includes even passive treatments such as the evaluation and diagnosis of the extent of the injury or periods of rest.
- *When to report?* - All such incidents described above must be reported to the Safety Officer within 24 hours of the incident.

Weather Policy





Weather Policy

- When lightning is seen or thunder is heard all game or practice participants to include players, managers, coaches, and umpires must clear the field and seek shelter in cars or a substantial building for a minimum of 30 minutes.
- Under no circumstances should a team be permitted to take the field before the minimum 30 minute delay is completed.



Weather Policy

- The following scenarios determine postponement or resumption of league games:
 - Games that begin before 5:30 pm must adhere to a minimum 30 minute delay after the last bolt of lightning is seen or the last roll of thunder is heard. If the delay will continue due to continued lightning or thunder for at least 1 hour, the game will be postponed.
 - Games that begin after 5:30 pm and scheduled on a field with no lights will be postponed at the first sign of thunder or lightning
 - Games that begin after 5:30 pm and scheduled on a field with lights must adhere to a minimum 30 minute delay after the last bolt of lightning is seen or roll of thunder is heard. If the delay will continue due to continued lighting or thunder for at least 1 hour, the game will be postponed.



Weather Policy

- The use of weather apps are encouraged to track storms in the area, but do not replace or supersede adverse conditions seen or heard at a field. During a delay, Umpires (when present) and managers can use these apps to determine the likelihood of being able to resume or complete the game.
- If during a delay, it becomes apparent that field or weather conditions will not allow the start or continuation of play, the practice or game should be postponed.
- In accordance with Rule 3.10(b) and 4.01(d), once the home team's lineup card has been handed to the umpire at the plate conference, he or she shall be the sole judge as to whether or when play shall be suspended or if a game can be resumed.



Weather Policy

- Depending on resource availability and season game requirements, SCLL will attempt to reschedule postponed games or games which were suspended prior to becoming a regulation game.
- In the absence of a league decision, the determination to play will be a game time decision made at the field. This decision will be made by either the managers or the umpire, if present, in accordance with Rule 3.10 and 4.01(d). SCLL will attempt to make a determination prior to 4 pm on weeknights and as soon as feasible on weekends.



Weather Policy

- Unless otherwise announced by the league, managers have the responsibility to determine if their practice will be cancelled or delayed/resumed as long as the 30 minute minimum delay is adhered to.

Break out sessions



Kid Pitch Baseball & Softball





Balancing Expectations

■ Technical Stage (Minor League, Major League)

- In the technical stage, generally Little League ages 8 to 10, you should see much the same as in the romantic stage, but after age 8, skill sets are more differentiated across players in a given division. In fact, the reason the romantic stage is so important is that continued fun, love of the game, and great relationships with teammates and coaches can keep lesser-skilled players involved.
- That way, youth can continue to benefit from the healthy lifestyle, life lessons, and other socialization aspects of Little League and still have the chance to improve performance as they get more technical coaching and physically grow into their bodies. From age 8 onward, it is usually clear who the more talented players are, which can discourage the less talented unless they receive ample support, encouragement and attention from coaches who can help them improve skills and gain confidence.
- Children will inevitably struggle with skills and may perceive themselves as “lesser” or “behind” the others, it is critical that parents help their children process these experiences. Parents and coaches can teach kids that in baseball/softball as in life, it is best to compare themselves to their best-possible selves in terms of effort, learning, and commitment...values that will serve them well in life far beyond the diamond.



Balancing Expectations

- **Mature Stage (Majors, Intermediate Division, Junior League, Senior League)**
 - The mature stage, from a Little League perspective, can arrive any time around age 10 or after. Here the player ideally is self-motivated to improve and refine skills. Competitive juices flow more freely, which coaches and parents may encourage and direct toward a sense of Honoring the Game and applying competitive drive beyond the field into school and other endeavors.
 - Fun and unconditional love from parents still matter, maybe even more given the pressures that mature-stage athletes put upon themselves to perform. The good news is that youth who reach the mature stage, most often do so because of all the fun, love, and support they have experienced from their coaches and parents in earlier years.



Score and pitch count

- Each team must appoint a scorekeeper and a pitch counter that are approved volunteers of SCLL and have passed the required background check. The official scorekeeper cannot be a manager or coach of the team or be in the dugout during the game except during inclement weather.
- The scorekeepers and pitch counters for both teams must confer with each other after every half-inning to ensure both scorebooks are consistent.
- Discrepancies must be resolved before leaving the field. Once the visiting manager and official scorekeeper have signed the official scorebook, that scorebook is the official record of the game and must be turned into SCLL.
- ****In baseball, pitch counters must use the official SCLL Pitch Count Log
- Please make yourself knowledgeable with pitch counts and days rest!



Player Pool

- A Player Pool may be utilized in Kid Pitch divisions. A manager who believes his/her team will not be able to field enough players to play a game may request additional players from the player pool through the Player Agent.
 - Assistant Coaches (unless they are acting manager for that game), team parents, scorekeepers, etc. cannot request a pool player.
 - Requests must be made 48 hrs in advance to have a reasonable expectation to be filled. Requests must be submitted to Playeragent@spotsyll.org. Requests needed in less than 48 hours should be texted to (757) 470-2559.
 - Managers may not secure their own pool players or request certain players (by name or ability)
 - Player Pool players must start the game, play 9 consecutive defensive outs, receive a minimum of 1 at-bat, and may not pitch or catch during the game (*Exception: pool players may catch if they do not have a scheduled practice or game that same day*)



Other Important Rules

- No manager, coach, umpire, or parent may make any agreement that overrules any Little League Regulation or Rule or the league by-laws.
- SCLL has adopted optional Rule 6.02(c) requiring batters to keep one foot in the batter's box during their at-bat.
- SCLL has adopted Rule 4.10(e) in its entirety to include a new 15-run after three (3) innings

Pitch Counts





Pitch Counts

- A player who has played the position of catcher in 4 or more innings is not eligible to pitch that calendar day
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
- If a pitcher reaches a day(s) of rest threshold or daily pitch limit while facing a batter, he/she may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold reached during that at bat.

Maximum Pitches:

League Age	Pitches
7-8	50
9-10	75
11-12	85
13-16	95

League age 14 and under:

Pitches	Days of Rest
66+	4
51-65	3
36-50	2
21-35	1
1-20	0

Minors Baseball & Softball





Local Rules

- Minor Division games shall be six (6) innings in length. No new inning shall begin after the official game clock reaches 2 hours. Note: In accordance with changes to Regulation X (c), time shortened games are considered official regardless of number of innings played.
- If time has expired during the top of an inning with the home team leading, the bottom of the inning shall not be played.
- An inning ends with 3 outs or when 5 runs are scored, whichever comes first. The bottom of the final inning shall be completed when the home team is behind by more than 5 runs and the time limit has not been reached.



Local Rules

- In accordance with Rule 4.05, players may be a base coach, provided they are eligible players in the uniform of their team and they wear a batting helmet. Persons wearing casts must remain in the dugout and may not be on the field in any capacity during the game per Rule 1.11(k).
- Stealing any base, to include home, is allowed at the sole discretion of the offensive team with liability to be put out. The offensive team must still comply with Rule 7.13 regarding leaving base before the ball has reached the batter.

Majors Baseball & Softball





Local Rules

- Major Division games shall be six (6) innings in length. No new inning shall begin after the official game clock reaches 2 hours. Note: In accordance with changes to Regulation X (c), time shortened games are considered official regardless of number of innings played.
- If a time limit is in effect, and time has expired during the top of an inning with the home team leading, the bottom of the inning shall not be played.

Developmental Minors





Balancing Expectations

■ Romantic Stage (Tee Ball, Coach Pitch, Machine Pitch)

- This is the beginning, for many Little Leaguers®, ages 5 to 8. The goal and expectation should be for children to fall in love with baseball or softball, where they can't wait to get to the diamond for practices and games. To make that happen, the experience must be fun.
- There should be **no pressure to perform** and every opportunity to **learn, grow, socialize** with teammates, and acquire basic understanding of the game, and its rules and techniques. Coaches and parents should exercise extreme patience with all skill levels. Parents should be primarily concerned with their children learning life lessons, such as the values of **determination, persistence, staying open to learning, and managing emotions** around any frustration your children may feel around their skill sets.
- In the early years of an athletes baseball or softball experience, it is more important to have coach who makes the sport fun and gives lots of encouragement, rather than possessing a high degree of technical expertise.



MP/CP Rules Overview

- Games shall be 6 innings in length. However, no inning shall begin after the official game clock reaches 2 hours. The game is complete after 6 innings or after 2 hours, whichever comes first.
- An inning ends with 3 outs or when 5 runs are scored, whichever comes first.
- Mercy Rule: Team is up 15 after 3 innings, 10 after 4 innings, or 8 after 5 innings.
- Coaches are allowed on the field to verbally assist
- At least 1 coach (or approved adult volunteer) in the dugout when kids are in the dugout
- No On-Deck Batters
- No stealing or bunting



MP/CP Rules Overview

- 10 players on the field during defensive side of inning
- Continuous batting order
- Advance what the batter earns – Do not push running or scoring
- No player sits for more than 1 straight inning nor more than 3 during a game
- When using a machine it will be placed 40 feet from the back of home plate to the leading edge of the pitching machine. The pitch speed shall be set at 38 mph according to the chart supplied with the machine.



MP/CP Rules Overview

- When not using the machine, the pitcher must be within 15 feet from the pitcher's plate. For SB, the pitcher must be within 10 feet from the 35 foot pitcher's plate.
- Pitchers must pitch while using a full arm motion.
- Balls will not be counted. Fouls and swing and misses will count as strikes. Once a player reaches 3 strikes or 6 total pitches he/she will be called out.
 - If the sixth pitch is a foul ball, the batter will continue until the batter reaches base on a hit or swings and misses the ball, or watches a pitch.
 - *If the sixth pitch, while using the pitching machine, hits the ground before crossing the plate or is delivered above the chin of the batter and was not swung at, the batter will receive another pitch.*



Suggestions

This Division is still all about development of players.

- Learning the basic rules - force outs; tagging up; baserunning (when you don't have to run; not running into or past teammates on the base paths); balls and strikes.
- Throwing mechanics – introduce the four seam grip; point the front shoulder, step and throw; introduce the concept of generating momentum toward the target and following the throw.
- Catching and fielding- thrown and hit balls; fingers up versus fingers down; see the glove and the ball; use two hands; forehands and backhands; introduce the underhand flip; first-base fundamentals; crossover and drop steps.
- Hitting – choosing the right bat; proper grip; hitting pitched balls; introduce drill work (tee, soft toss, short toss); focus on timing while hitting, proper batting stance.
- Learning positional play- learn the positions and the areas each player should cover; cover the nearest base when the ball is not hit to you; basics of cutoffs and relays.

Set up a lineup card for you to use during games

Determine your method of pitch delivery (coach pitch or machine pitch) and incorporate that into your practices as soon as possible to familiarize players

If possible, started allowing the team to play defense on their own



Little League Practice Plan



COACH PITCH

12 WEEK PROGRAM



<https://www.littleleague.org/downloads/coach-pitch-12-week-program/>



Teeball Rules Overview

- Defensive team will take the proper positions in the infield, with an extra player positioned directly behind second base. The remaining players shall be placed in the outfield in the grass. There are no catchers in the T-Ball division.
- Batter/runners may advance only to the base that is earned by the hit. There is no running on overthrown balls.
- At least 1 coach (or approved adult volunteer) in the dugout when kids are in the dugout
- No On-Deck Batters



Teeball Rules Overview

- The defensive team will take the proper positions in the infield, with an extra player positioned directly behind second base. The remaining players shall be placed in the outfield in the grass. There are no catchers in the T-Ball division.
- Batter/runners may advance only to the base that is earned by the hit. There is no running on overthrown balls.



Suggestions

Focus on Teaching Basic Fundamentals and skills

- Learning the basic rules - the right direction to run when the ball is hit; runners must touch the bases; how to record outs (catch the ball in the air, throw to first, or tag the runners); running past first base; scoring a run; three out constitute an inning
- Throwing mechanics - turn the body so that the front shoulder points toward the target; keep the elbow above the shoulder; step toward the target with the non-throwing foot and release the ball.



Suggestions

Focus on Teaching Basic Fundamentals and skills(cont.)

- Tracking - follow the ball with the eyes into the glove, whether on the ground or in the air (use softer balls); use two hands to catch and field; try to catch the ball out in front of the body.
- Hitting – how to hold and swing the bat; batting safety (when not to swing bats, wearing batting helmets); hitting off a tee; hitting softly tossed pitches
- Learning positional play - if the ball is hit to your buddy, let him or her field it



Suggestions

Keep Practices Moving

- Split the kids into small groups
- Gauge How Long You Spend teaching something by the kid's interest. Be Flexible.
- 10 minutes is about the longest you should spend in one station
- Recap every station/skill group with a game

Communicate, Communicate, Communicate

- T-Ball Parents want to know what is going on and we need them to get involved. They are the future of our league.



LITTLE LEAGUE®

Tee Ball

PROGRAM

**YOUR GUIDE TO FUN, FITNESS,
AND FUNDAMENTALS!**

<https://www.littleleague.org/downloads/tee-ball-program/>



Final Questions?/Contact Information

Carolyn Manning, Player Agent

cmanningscl@gmail.com