

FAIRPORT LITTLE LEAGUE INC.



Baseball 10 and Under

Cardinal League

Manager / Coaches Packet 2022 Season

- New Rules (pg 2)
- House Rules (pg 3)
- Good to Know, Recommendations, Equipment (pg 4)
- Pre-game/Post-game (pg. 5)
- Cardinal League local rules; includes new rule (pgs. 6 – 10)

Sent separately or on web site:

- Pitcher Eligibility Forms (Mustang, Cardinal, International)
- List of League Managers and Coaches
- Umpire Vouchers (Cardinal, International)
- Accident Notification Forms
- Insurance Information
- Preseason Practice Schedule
- Game Schedules
- Practice Field Maps
- Game Lineup Worksheet
- Volunteer Form for Managers and Coaches
- Code of Conduct Form
- Team Rosters / Registration / Medical Release Forms for all Players
- Fairport Little League Information Packet
- Gamechanger App. iPhone/Android that allows for free scorekeeping and stats for baseball. Coaches load their roster and schedule online, and they can "keep the book" right from their mobile device during the game. The online system automatically outputs a box score, loads of stats, spray charts for hitting, etc. (<http://www.gamechanger.io/home>).

**NEW RULE CHANGES FROM THE WILLIAMSPORT LITTLE
LEAGUE OFFICE**

Keep One Foot In Batter's Box

Starting in 2017, local leagues will have the option to mandate batters keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the rule book, during regular season games. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. During tournament play, the rule is no longer an option and all batters will be mandated to keep one foot in the batter's box throughout their at-bat, barring the eight exceptions provided in the rule book.

Intentional Walk

For Minor and Major Divisions of Baseball, defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.

House Rules

- All night games this season will start at 6:15PM
- Home teams must reschedule their games within one week after a game is postponed. The goal is to have every team play 14 regular season games. There may be times when you must schedule a double-header on a Saturday or Sunday. If that does happen, make sure kids are not over booked with Grit game(s).
- The following formula is used to figure out the how each team is seeded in the upcoming playoffs: two points for each win and one point for each tie. The winning percentage is not used to determine the seeding for each team. If teams have the same number of points, then I will compare head to head games and if they have split, then it comes down to which team has given up the fewest runs in those two games.
- If a manager, coach, or pitcher wants the pitcher to wear a helmet as extra protection in getting blindsided by a throw from 3B to 1B during warm-ups they should be able to do so. This is no longer a requirement.
- All Cardinal managers have ownership of the field before game time - Before every game, they need to make sure the mound, batters' boxes and infield are in good condition. Take good care of the mound the entire game. Get a shovel and rake from the shed before you start the work. Use the hose located in the dugouts to water the field where required
- Work very hard to coordinate pitch counts and proper rest across Grit and Cardinal leagues. **Be sure to follow the pitch count process (see page 9).** Try to get one person to coordinate pitch count on a weekly basis.
- It is OK if a coach stays out on the mound while his pitcher warms up, gives a few pointers; makes minor repair to the mound) and goes back to the dugout when his pitcher is ready. Let's try our best to speed up the game.
- **SAFETY:** Coaches must teach **safe** throwing (make eye contact first), swinging of bat (where, when, how), and use of equipment (catcher's gear, etc.) Cups are required for catchers and recommended for all infielders. **Accident reports – fill out and give to Director (mail slot)**

Commented [SW(1): If we play 12 regular season games; we will play each other three times.

Good to Know

- Field Status and Rainout Hotline – **234-3570**
- Concession Stand: Each team works the concession stand once during the year. This provides needed revenue to the program. All teams must participate. Failure to staff the stand when the team is scheduled means a forfeit of that day's game.
- Memorial Day Parade: All teams are asked to march. This is a courtesy to our sponsors. Uniforms should be worn with comfortable sneakers. Meeting place is on Whitney Road at the east end of the Baptist Home. The parade ends at Potter Place Park.

Commented [SW(2)]: Is this still required?

Recommendations

- Using a team parent for tokens (concession stand), pictures, fund raising, concession stand duty will help coaches focus on baseball.
- Set up a mass text or email to communicate last minute changes – rainouts, schedule changes. Make sure parents know the hot line number.
- Over communicate game and practice schedules. Try to keep practice schedules consistent week to week when possible.
- Always have your registration list with you; which includes player medical information.

Equipment

- First Aid kits – keep stocked, always have at games and practices
- Equipment bag has practice balls in it. Game balls are handed out with uniforms. Make sure you always have two game balls for each game
- **Do not** give out balls supplied by the League as “player of the game” balls. Balls used during games become your supply of practice balls.
- Check equipment condition. Call the Director if you need replacements.
- End of year – We will arrange an equipment drop-off. **DO NOT** leave your bag in the concession stand or shed after the last game.
- Set up a routine to make sure you always have two game balls for each game.
- Encourage players to bring water bottles to games and practices

Pre Game / Post Game Checklist

At the field before the game:

- Both teams are responsible for field preparation. Rake the field as needed, add dirt. Get bases if needed, make sure they set in completely. Check mound condition, repair as needed.
- Have kids warm up. Visiting team should do infield practice, then the home team – leave the players on the field and start the game. NOTE: If you do batting practice before a game, it must end at least 30 minutes prior to the scheduled start of the game
- Go over key rules with umps and coaches (plate ump covers home and 3rd, field ump 1st and 2nd; infield fly; overthrows; collisions; strike zone, groundrules, etc.).
- Give game balls (2) to umpire.

After the game:

- Get the game ball back, make sure you have all your helmets, equipment
- Remove all trash from the dugout, rake dirt areas and repair dug holes at the plate and mound.
- Winning team manager submits pitcher eligibility form with game results
- Complete umpire voucher (suggest doing in 4th or 5th inning)

Commented [SW(3)]: Do the umpires provide the voucher? I assume its for their payment

CARDINAL LEAGUE RULES

Fairport LL closely follows the Little League Rules of Baseball issued by the organization in Williamsport, PA. We are allowed to alter some rules to best fit the objectives of our league and town.

Review the rule book. All rules apply except as noted below.

GAME LOGISTICS:

Ten defensive players unless one team only can field nine players at which time both teams will field only nine players. A game can begin with 8 players. There is no automatic out. If players show up late, add them to the bottom of the order. If a team has less than 8 players at the start time, it is a forfeit. Suggest having a scrimmage, so the kids can play.

Commented [SW(4): Do we want to do 10? If the opposing team only has 9 players, play 9...

The first team listed on the schedule is the home team and occupies the first base dugout. Home team responsible for the two game baseballs.

Each player must play at least 4 innings in the field. Visiting team should meet as much of this requirement as they can by the end of the 5th inning (at least 9 of 11 players on team).

This is a competitive league and kids should be placed where their skill sets best help the team. The kids begin to learn that everyone plays a part in the success/failure of the team. Also, kids are displaying their skills to be selected for tournament teams and training for perhaps the modified and high school baseball teams.

Commented [SW(5): I believe this needs to be removed

Rotate the kids so that everyone sits out one inning. Most play more. At this age, they are settling into a few certain positions, and as coaches you should be placing them where they have the best chance to succeed and grow. Coaches who know what they are doing understand this and should be helping kids develop at certain positions. This is not Mustang or Cricket, it is Cardinal.

A few other pointers on dropped 3rd strike:

1. Bases loaded; two outs; dropped third strike. The catcher can step on home or throw to any of the three bases for the force out to end the inning.
2. A dropped 3rd strike is a LIVE ball (regardless whether the batter is automatically out or not). Any runner can advance at their own risk; however in the case where a batter is automatically out (1B occupied with less than 2 outs), runners must be tagged in order to be put out (no longer a force):

Situation 1: 1B & 2B occupied, 1 out. Catcher drops 3rd strike, umpire calls "Strike 3, batter is out", but batter takes off towards 1B. Both runners on 1B and 2B see batter running towards 1B and take off towards next base, catcher throws ball to 2B, second baseman tags runner before reaching 2B, runner is OUT at 2B. Note, both the batter and the runner going to 2B are out in this situation.

Commented [SW(6): Conflict – Catcher... National Little League rules says play 3rd strike rule. This will be difficult to Coach

Situation 2: 1B & 2B occupied, 2 outs. Catcher drops 3rd strike, umpire calls “Strike 3”, batter takes off towards 1B. Catcher picks up ball and overthrows first baseman, right fielder backing up first baseman picks up the overthrown ball and throws towards home plate to pick off the runner coming home from 2B, catcher gets ball and tags runner before reaching home plate, runner is OUT.

Situation 3: 2B & 3B occupied, regardless of how many outs there are, a dropped 3rd strike is NOT a force play in this situation except for the batter/runner. In order for any other runner to be put out on this play a tag must be made on the runner.

Remember, the ball is LIVE until play is over and time is called.

3. With bases loaded, 2 outs, a dropped 3rd strike is a force play at any base (all a catcher needs to do to record an OUT is pick up the ball and touch home plate before the runner does).
4. A strike that lands in the dirt (or bounces in the dirt) before the catcher cleanly catches it is a dropped 3rd strike.
5. A strike that bounces off the catcher/catcher gear before being caught in the mitt is a dropped 3rd strike.

Batting is continuous – all players bat in continuous order, whether in the field or not.

Managers exchange batting orders (rosters) and pitcher eligibility forms before the game. No changes can be made to the batting order during the game except for injuries. Notify the opposing manager of late arrivals, kids leaving early.

Keep statistics – outs, runs, pitch count. Check pitch counts for both sides after each inning. (Gamechanger App – gc.com)

GAME RULES:

Bat diameter cannot exceed it shall not be more than 33" in length; nor more than 2 and 1/4" in diameter; non- wood bats shall be printed with a BPF (Bat Performance Factor) of 1.15 or less. Batting donuts are not allowed.

Pitchers can not wear sweat bands. Rule on glove color - see 1.15 in rule book. Pitchers can not go to the mouth while on the mound.

Coaches must be in the dugout when not coaching bases. Limit 4 adults in dugout.

“Time” – only umpires grant time. Players and managers may request time. Coaches are not allowed on the field during the game unless a player is injured, or permission is granted by the umpire.

Managers conferring with pitcher or defense – a manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. A visit by any coach to a defensive player will count as a visit to the pitcher.

Commented [SW(7): This is the Williamsport Little League Rule... Rule 8.06(a)
[https://www.littleleague.org/university/articles/hey-blue-two-trips-and-youre-out/#:~:text=According%20to%20Rule%208.06%20\(a,be%20removed%20as%20a%20pitcher.](https://www.littleleague.org/university/articles/hey-blue-two-trips-and-youre-out/#:~:text=According%20to%20Rule%208.06%20(a,be%20removed%20as%20a%20pitcher.)

No leading. Runners can advance when ball crosses plate. See rule book for rules on players who leave the base early. No balks. Illegal pitches (quick pitch, foot not on rubber, etc.) are ruled a ball.

A batter is not allowed to square around to bunt and then swing at the pitch. It is an immediate dead ball and it is ruled a strike.

Infield fly rule is in effect. It is a reconstructable play, so meet and discuss the play after it is over if needed.

Overthrows:

- When the ball is overthrown at 1st or 3rd, and the fence stops the ball, the ball is in play and runners may advance at their own risk
- If the ball goes over or under a fence, or gets stuck in it, the ball is dead and runners advance to the base they are going to plus one base.

Coaching bases – if players are helping, they must wear helmets.

Appeals – permissible in Cardinal. Umpires may also make calls without an appeal.

Maximum of 6 runs per inning, except 6th inning or later. If a team is behind by 15 runs at the end of the 4th inning, the losing manager has the right to call the game, but every player must have batted at least once. Suggest doing a scrimmage at that point so the kids can play baseball.

SCHEDULES:

2 hour time limit if another game follows (weekends). Weekday games must start at 6:15 pm. Do not start an inning after 8:30 pm. Games can end in ties due to darkness or the 2 hour limit. All other games should be finished. If it gets dark during an inning and conditions are unsafe, stop the game, and the results revert back to the last completed inning.

If darkness or rain causes a game to be halted, it is considered a complete game if four or more innings have been completed. If a game is called earlier, it shall be resumed exactly where it left off. All records, including pitching, shall be counted.

Games that need to be rescheduled will be rescheduled by the Director. School and church functions are the only reasons for rescheduling games. No team will play 3 consecutive days. No doubleheaders.

No playing teams from other towns, unless part of the official schedule per Fairport Little League (e.g. International does this).

KEEPING the GAME MOVING:

On weekends during back to back games, limit warmup times to 10 minutes per team. Visiting team should take infield first.

Limit warmup pitches between innings to 8 (per rule book). Keep the game moving. If catcher isn't ready, have pitcher play catch with 3rd baseman.

If the catcher for the next inning is on base with 2 outs, a substitute runner should be used. The runner must be the last batted out. This is the only situation where a pinch runner is permitted.

Limit of one offensive time out per inning (5.10d)

Commented [SW(8)]: This is a conflict with the rule above.

CATCHING

Catchers (male) must wear a protective cup made of metal, plastic or fiber. Catcher must also wear a catcher's helmet with the mask and throat guard, a chest protector with crotch cover, shin guards and use a catcher's glove.

Catcher does not have to catch the third strike, the batter is out.

Commented [SW(9)]: See conflict note above

PITCHING (section VI in rule book)

Maximum pitches per day	75 for 9-10 year old
Pitch 66 + pitches	4 days rest
Pitch 51 to 65 pitches	3 days rest
Pitch 36 to 50 pitches	2 days rest
Pitch 21 to 35 pitches	1 days rest
Pitch 1 to 20 pitches	0 days rest

Commented [SW(10)]: Max 75 pitches per day ages 9-10; the rest of the chart is correct <https://www.littleleague.org/playing-rules/pitch-count/>

If the maximum daily count is reached while pitching to a batter, the pitcher may continue to pitch until any once of the following conditions occurs: 1) that batter reaches base; or 2) that batter is put out.

Batting team keeps pitch count of opposing pitcher. Check in after each inning.

Once a player has thrown **41 or more pitches** in a game, he cannot play the catcher position the rest of that day.

Once a player is removed as a pitcher, he can not pitch again in the same game.

If a pitcher hits 3 batters in an inning, or 4 in a game, he **MUST** be removed.

A pitcher can not pitch in 2 games on the same day, even if one of the games is the continuation of a previously interrupted game (section VI k)

Cardinal has a local rule **limiting the number innings to 12 per week**. To calculate this, use fractions of innings. The pitching week is Monday through Sunday. This is why ages need to be recorded on the pitcher eligibility form. This rule does NOT apply during playoffs.

Rules regarding pitching violations can be found on page 38 of the 2015 Little League Rule Book. Regulation VI, Section (h). Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

Commented [SW(11)]: I can't find this?

The pitch count system is the same as last year. Managers can enter Pitch Counts along with whatever other Hitting, Fielding and Pitching stats they want to enter for a given game. Only the Managers can see the stats for their team, but the Pitch Count Report is available to all the Managers for each team.

Directions to enter or edit each player's stats:

Edit Player's Statistics:

This feature will allow you to enter or edit player's statistics for a particular game. This will let you track players performance and progress throughout the season.

1. First make sure you are signed in as manager/admin.
2. Select "Team Pages" from the menu tabs from the at the top of the page (you may have to select season, league and team at the top of the page)
3. Select results from the menu pages at the left
4. On the team results page, find the game you wish to edit and click on the "Edit Game Statistics" icon Σ to the right of the game (the icon will be green Σ if stats have already been entered and black if no stats have been entered thus far)
5. After clicking the icon, you will be presented with a spreadsheet with all players and input fields for all statistical categories across the page. At the top of the page will be tabs for different positions (goalies, players, etc.)
6. Enter any statistical data for each player as appropriate and be sure to check the "ATN" box for all players who attended the game, regardless of whether they had any data reported.
7. Click "Submit" to confirm changes

If a weekly result is required by Williamsport, that's what it will show, be it calendar week or rolling week. I believe the report shows who is available to throw how many pitches on any given night. Once managers start entering pitch counts, any manager can go to the Pitchers Report tab for any team and see the Report.

Playoff pitching - in the transition from the regular season to playoffs, the "skip a game" rule does NOT apply. However, the other rest rules still do apply.

No curveballs, sliders, cut fastballs are allowed - balls that curve will be judged as illegal. First occurrence is a warning, following occurrences the pitches are called balls.

Pitcher Eligibility Forms

These forms are important to record game results and to track compliance with the rest rules to make sure no one gets hurt. For the win to count, the manager of the winning team must turn in (hard copy or email) a complete form - top and bottom portions filled in for both teams.

To use the form:

1. **Before** the game, when you are doing your lineup, complete the **top** portion of the form. This should include all games that affect eligibility for this next game.
2. At the **start** of the game, the 2 teams exchange forms.
3. **After** the game, game results and pitchers used in *today's* game should be recorded on the **bottom** of the form, **not** the top. The information about both team's pitchers should be **combined onto one form**. Also record winning and losing teams and the score. Then the manager of the winning team turns in the form, completed with information from both teams, into the Cardinal Director's mail slot at the concession stand (or sends email with info from top and bottom of form). The only way wins are recorded for a team is via this form.

Again, the **top** is for pitchers used in the *previous* game or games (this shows who is eligible to pitch how many innings in today's game). So fill out the **top** of the form **before** the game showing who pitched in your last game. This should be filled out regardless of when your last game played was. Then fill out the **bottom** of the form **after** the game showing the pitchers who pitched in today's game for both teams

<https://www.littleleague.org/downloads/pitching-eligibility-tracking-form/>