

# FAIRPORT LITTLE LEAGUE INC.



## Baseball 12 and Under

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# Mustang League

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## Manager / Coaches Packet 2022 Season

- Coaching Principles / Focus
- Miscellaneous rules and reminders
- Team Organization; Pregame / post game checklist
- Mustang League local rules

### ***Found on the Fairport Little League web site:***

- Pitcher Eligibility Forms (Mustang, Cardinal, Bronco, International)
- List of League Managers and Coaches
- Umpire Vouchers (Bronco, 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

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## **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.*

## **COACHING PRINCIPLES / FOCUS**

The key, from a coaching perspective, is to build relationships with the kids and parents from the very beginning. If you communicate your philosophy and expectations on day one, and continue to reinforce them with regular communication, you head off many potential problems before they even occur.

### **Key principles to follow:**

1. Foster strong character
2. Teach kids values such as teamwork and sportsmanship that will resonate long after their playing days are done
3. Show respect toward the volunteer umpires and the rules of the game
4. Enable the kids to learn the basic skills of the game
5. Give every kid a chance; rotate players; try not to put kids at certain positions on the field where they can't be successful, or it is unsafe
6. Use lots of positive reinforcement
7. DO NOT criticize any of the kids, the umpires, or parents, if there is an issue, please take them aside and have a level-headed private conversation

Managers and Coaches must be role models on and off the field.

Cal Ripken's suggestion – "Give game feedback the day after the game, not when the player is upset if he/she just played poorly."

If you have a problem at a game, find a Director on Duty.

Coaches are responsible for the conduct of their fans at games.

- All night games this season will start at 6:00 PM no later than 6:15PM if the team is waiting for players
- Home teams must reschedule their games within one week after a game is postponed. The goal is to have every team play 12 regular season games. There may be times when you have to schedule a double-header on a Saturday or Sunday. If that does happen, please make sure kids are not over booked with any other league they may be playing in.
- 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 head-to-head games will be compared 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.

There is an online website and mobile app for iPhone/Android that allows for free scorekeeping and stats for baseball and softball. 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. All of that is free for coaches and scorekeepers of a team (<http://www.gamechanger.io/home>). Furthermore, parents/fans/grandparents can pay \$10 for the season to get live game tracking on their phone, play-by-play updates, gamebreaker notifications, and text message updates when their kid is up to bat.

**Please keep in mind:** Scoring is a subjective task by scorekeepers. There are people who inflate stats and some scorekeepers who do not know how to keep accurate stats. There is enough pressure on kids today without parents, grandparents, managers, etc. keeping stats and having live updates on phones.

- All Mustang 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. 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.
- Take good care of the mound the entire game.
- Work very hard to coordinate pitch counts and proper rest across Mustang and any other leagues the players may be participating in. **Be sure to follow the pitch count process.**

- 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.

**Please conduct at least one practice per week** – it is where the kids learn the skills. I realize a good number of kids play in the Mustang as well as GRIT or Red Rage leagues at the same time, but practices make a big difference. Plan them in advance. Use lots of different drills. Repetition is the key element to follow but keep the drills fresh. Running one drill for 30 minutes is too long. Keep all the kids involved (use all the coaches and parents too). Try using a “3 team scrimmage” to supplement batting practice. Try new drills. Never go past 2 hours; 1 ½ hours is recommended.

### **“3 Team Scrimmage”**

This drill/game will focus on the coach pitching to the players. Each player will approach their at-bat as if it is in a game and make sure they have proper coverage of the plate. There will be three groups of four. Group One will be batting; Group Two will be infielders and Group Three will start in the outfield. Each team will get an inning to hit (three outs) and will play the game as if it is a live game. The fielders will try and get each hitter out. Once Group One has three outs or five runs the inning will end and Group Two will come in to hit and Group Three will play the infield. Group One will play the outfield. This rotation will continue until the drill is over. Have each team hit two to three times.

The number of days of activity - practices plus games - should be limited to 5 days per week - pre-season, during the season, and tournament play.

Preseason practices are scheduled. During that time, virtually all fields are in use. After opening day, practice fields are not scheduled; it is first come, first served.

Practice is the key to success.

## **MISCELLANEOUS RULES and OTHER REMINDERS**

### **SAFETY**

Coaches must teach **safe** throwing (make eye contact first), swinging of bat (where, when, how), and use of equipment (catcher's gear, etc.)

Accident reports – fill out and give to Director

Cups are required for catchers. Cups are recommended for all male players. Infielders not wearing cups are taking a huge risk.

### **OTHER**

## **Inclement Weather - Call The Hotline – 585-234-3570**

Team Picture Day (date, time to be announced) - All players should be there for the team picture in full uniform, even if you do not intend on purchasing a picture. This is part of our thanking our sponsors.

### **TEAM ORGANIZATION**

Have a team meeting at the beginning of the season, including the parents.

Get a team parent who would be responsible for tokens, pictures, fund raising. They should also contact the head of the Booster Club.

Mustang uses teenage umpires. See Good Sportsmanship Policy for guidelines on appropriate and inappropriate interactions – when and how to provide feedback, etc.

Communicate game and practice schedules.

Have your registration list which includes medical information with you at all times.

### **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.

Check equipment condition. Call the Director if you need replacements. Monitor certain items such as throat guards.

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**

#### **Before the Game**

1. Do your lineup – batting order and fielding positions. Put the batting order in your scorebook and on the tear off card you'll hand the other manager.
2. Bring at least two game balls (in case of ball over fence).
3. 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.
4. Have kids warm up. Visiting team should do infield practice, then the home team – leave the players on the field and start the game
5. Go over key rules with umps and coaches (plate ump covers home and 3<sup>rd</sup>, field ump 1<sup>st</sup> and 2<sup>nd</sup>; infield fly; overthrows; collisions; strike zone, groundrules, etc.)
6. Give game balls to umpire or pitcher
7. Team parent should get tokens (if team has decided to do tokens)

### **After the Game**

1. Teams shake hands after game.
2. Have the kids pick up trash in the dugout, then give them their tokens (if you are handing them out).
3. Make sure you have all your helmets and equipment.
4. Say some positive things about the game.
5. Winning team manager submits pitcher eligibility form with game results.

### **MUSTANG LEAGUE RULES**

Fairport Little League 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**

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.

**This is a competitive league and kids should be placed where their skill sets best help the team.** That said, please try to rotate players to give them a chance to try new positions. Also, SAFETY first, do not play a player at first if they can't catch a ball thrown to them, for example. The kids begin to learn that everyone plays a part in the success/failure of the team.

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

Managers exchange batting orders (rosters) 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.

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.

Keep statistics – outs, runs, pitch count. Check pitch counts for both sides after each inning.

## **GAME RULES**

### **1. General Rules**

- 1.1. There shall be no Batting Practice (Batters taking pitches from a player, coach, or machine) or “Soft Toss” anywhere on the field with less than 30 minutes prior to the scheduled start time of any games. Batting practice is not allowed on weekends when there are games scheduled (this includes early Saturday mornings when Sandlot and Instructional leagues play). Hitting sticks and whiffle balls are permitted during the No-BP period; the player must wear a helmet.
- 1.2. No batting practice allowed on any adjacent field where games are being played.
- 1.3. Players cannot play catch outside of the dugout or warm pitchers up outside of the dugout. This is for the safety of all in attendance.
- 1.4. 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.
- 1.5. Players may not wear shorts for games, no exceptions.
- 1.6. Metal cleats are not allowed on the fields.
- 1.7. Players may not wear jewelry during games (see Official LLI rule 1.11(j)). This rule applies regardless of the composition of such jewelry and includes titanium sports necklaces. Exception is given only for jewelry that alerts medical personnel to a specific medical condition.
- 1.8. Batting team keeps pitch count of opposing pitcher. Check in after each inning.

### **2. Managers & Coaches**

- 2.1. Managers & Coaches cannot warm pitchers up.

- 2.2. Coaches must be in the dugout when not coaching bases. Limit 4 adults in dugout.
- 2.3. "Time" – only umpires grant time. Players and managers may request time.
- 2.4. Managers conferring with pitcher or defense – see Rule 8.06
- 2.5. Coaches are not allowed on the field during the game unless a player is injured, or permission is granted by the umpire.
- 2.6. Coaching bases – if players are helping, they must wear helmets.
- 2.7. Appeals are permissible, umpires may also make calls without an appeal and has the final say in all appeals.

### 3. Length and Pace of Play

- 3.1. There is a 2-hour time limit for games when another game follows (applies to weekends); an inning cannot start after the 2-hour limit.
- 3.2. Weeknight games start at 6:00PM sharp; a 15-minute grace period will be allowed only if a team does not have enough players to start.
- 3.3. In the event of darkness, umpires will stop play and call the game in consultation with the Director on Duty (DoD). The decision of the DoD to stop play due to darkness is a complex wide decision, all games must stop at the complex at that time.
- 3.4. The time allowed between innings to get on the field & warm up shall be limited to 2 minutes. Umpires will enforce this limit to speed up the game by allowing 3-4 pitches for returning pitchers and 6-8 pitches for new pitchers on the mound.

### 4. Batting Order

- 4.1. Batting is continuous – all players on the roster who are present for the game will bat in continuous order, whether in the field or not.
- 4.2. Managers will exchange batting orders (rosters) before the game.
- 4.3. In the event of injury or leaving early, that batter's position in order is skipped, no out will be recorded for the skipped at bat. Injured players returning to the lineup simply return to their original place in the order.
- 4.4. In the event of a late arrival, that batter can hit in their pre-game batting order provided their spot has not already passed in the order; otherwise, they get added to the bottom of the order.
- 4.5. Managers must notify the opposing manager of injuries, late arrivals, or kids leaving early.

### 5. Player Positions & Player Rotation

- 5.1. Ten (10) defensive players (4 outfielders: LF, LC, RC, RF).
- 5.2. An outfielder cannot make a traditional infield play (cover a bag on a force or steal) or catch a fly ball on the infield dirt. They can throw to a bag where a true infielder is covering for a force or tag out.



- 5.3. 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 5<sup>th</sup> inning (at least 9 of 11 players on team).
  - 5.4. Each player must play at least 2 complete innings in the infield (P, C, 1B, 2B, 3B, SS)
  - 5.5. A player can play the same position with no limit of innings, except for pitcher or catcher and while not over-riding rules c and h. Regarding pitcher, see pitch count limit herein 12U Baseball - League Specific Local Rules 1.0. A catcher who catches four innings, cannot pitch (remember, 1 pitch = 1 inning).
  - 5.6. Players cannot change positions within the same inning other than to replace the pitcher or an injured player; multiple substitutions can be made when a pitcher or injured player is being replaced. Example: you can't just switch Johnny from SS to 3B to potentially cover a steal at 3B.
  - 5.7. No more than 7 pitchers can be used in one game.
  - 5.8. No player will sit two innings until all players have sat 1 inning
6. Run Limits
    - 6.1. Maximum of 5 runs per inning, except in the 6th inning or later (unlimited). If a team is behind by 10 runs at the end of the 4<sup>th</sup> inning, the manager of the team with the least runs shall concede the victory to the opponent, the game is over, see Official Rule 4.10 (e).
7. Fielding & Overthrows
    - 7.1. Infield fly rule is in effect. It is a reviewable play, so meet and discuss the play after it is over if needed.
    - 7.2. Overthrows
      - 7.2.1. When the ball is overthrown at 1<sup>st</sup> or 3<sup>rd</sup>, and the fence stops the ball, the ball is in play and runners may advance at their own risk.
      - 7.2.2. If the ball goes over, under, or gets stuck in a fence, or goes into the dugout or stands, the ball is dead, and the dead rule applies (see rule LLI 7.05 (g) and (h))
8. Base Running & Stealing Bases
    - 8.1. The runner has a right to the base/plate and baseline if the defensive player (fielder) is not in possession of the ball, or not in the act of fielding a batted ball. The defensive player (fielder) CANNOT IMPEDE THE PROGRESS OF A RUNNER. If obstruction occurs, the umpire can award the runner the next base or bases that the umpire judges the runner could have made without the obstruction (see rule 7.06 and 2.0 obstruction in Official LLI Rule book).
    - 8.2. There will be no stealing allowed until the last 3 games of the regular season.
    - 8.3. Once stealing is allowed, the following is in effect:
      - 8.3.1. Players can steal any 1 base but home. There will be no base advancement after the initial stolen base on thrown balls that get by the fielder.
      - 8.3.2. A team ahead by 5 or more runs cannot steal.

8.3.3. No leading. Runners can advance when ball crosses plate. See rule book for rules on players who leave the base early

## 9. Bunting & Sliding

9.1. No bunting allowed.

9.2. No headfirst slides are allowed, except when diving back to a base. The runner is “out” if a headfirst slide is used illegally.

9.3. There is no “MUST SLIDE” rule in Little League; however, rule 7.08a in the Official LLI Rule Book states: “A runner is out when: (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.” This is important! The intent of this rule is to protect both the fielder and runner from serious injury due to physical collisions.

## 10. Catching

10.1. 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.

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

## 11. Pitching

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

11.2. Pitchers cannot wear sweat bands or sunglasses. Rule on glove color - see 1.15 in rule book.

11.3. Pitchers cannot go to the mouth while on the mound.

11.4. No balks. Illegal pitches (quick pitch, foot not on rubber, etc.) are ruled a ball.

11.5. First third of the season will begin with “Coach-assisted” pitching. When a player throws four balls, a designated coach from the offensive team will finish the at-bat.

11.5.1. The number of strikes on the batter will carry over to portion of the at-bat in which the coach pitches

11.5.2. Players may not collect a base on balls but can still strike out whether swinging or player takes third strike.

11.5.3. Pitcher needs to keep 1 foot on the dirt when coach-assist is being performed.

11.6. Coach-assisted pitching will continue for the first third of the regular season (specific date to be communicated by league director, this will be reviewed to determine if we need to keep coach-assist in place to maintain good pace of play and player success).

11.7. When coach-assisted pitching is suspended, rules 11.3 no longer apply and batter can walk and strikeout.

11.8. Any pitcher once removed from the mound cannot return as a pitcher; see Regulation VI (b) in Official LLI Rule Book.

11.9. Maximum pitch count (by age group); see Regulation VI (c) in Official LLI Rule Book:

Age 11-12	85 pitches per day
Age 9-10	75 pitches per day
Age 7-8	50 pitches per day

Exception: If a pitcher reaches a day(s) of rest threshold 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 retired; or
- (3) 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 he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

11.10. Rest periods for pitchers (pitch count/day); see Regulation VI (c) in Official LLI Rule Book:

66 or more four (4) calendar days of rest

51-65 three (3) calendar days of rest

36-50 two (2) calendar days of rest

21-35 one (1) calendar days of rest

20 or less zero (0) calendar days of rest

11.11. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day; see Regulation VI (c) in Official LLI Rule Book.

11.12. 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.

11.13. A pitcher cannot 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)

**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.**

## PITCH COUNT SYSTEM

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  $\Sigma$  to the right of the game (the icon will be green  $\Sigma$  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