

Vienna Little League

Preseason Managers Meeting
T-Ball, Rookie, and Single A

February 24, 2019

Vienna Community Center



Introductions

Agenda

- Logistics

- Season Timeline
- Team Formation
- Practices and Games
- Uniforms
- Coaches' References

- Rules Overview

- T-Ball
- Rookie
- Single A

- Other Topics

- Positive Coaching Alliance
- Safety
- Quartermaster
- Scheduling
- Fundraising

Season Timeline

March

- 3/1: Registration Ends

Team Formation Targets:

- 3/8: Single A
- 3/15: Rookie
- 3/15: T-Ball

New Member Check-Ins:

- March 6, 13, 20 (Yeonas)

- 3/21: PCA Workshop
(Community Center)

April

- 4/6: Opening Day
- 4/7: Picture Day #1
- 4/13-21: FCPS Spring Break
- 4/28: Picture Day #2

May

- No Games: Memorial Day Weekend

June

- 6/8: Single A Field Day
- 6/9: Rookie & T-Ball Day @ Yeonas Park

Team Formation

- Teams are formed with manager input to allow reasonable groups of friends, neighbors, and classmates to play together.
- Please encourage parents to note manager/teammate requests on their registration. Registrations can be updated online at VLL.org.
- In mid March, Managers will provide input to the League Directors to support the roster formation process.
- As always, 7 year olds will be limited in Single A. Managers can expect up to three 7 year olds per Single A team.
- Best attempts are made to grant requests, but based on volunteers, logistics, and the # of players/teams, some requests may not be honored.
- Any late registrants will be used to balance team rosters.

Practice and Game Logistics

- Rookie and T-Ball is typically a two day a week activity - a game on Saturday (60-75 minutes, between 9am and 5pm), then a practice during the week (1 hr, most between 5pm-7pm).
- Single A will have a game during the week and a game on Saturday, plus one practice per week.
- Practice slots will be assigned for all levels – e.g. set field, day, and time each week.

Uniforms

- VLL has extended its arrangement with the Washington Nationals to provide all of the uniforms for AA and below.
- The Nationals provide a variety of color combinations (some conventional, some less so), and we will be more prominently featuring our sponsor names when referencing our teams - e.g. The Vienna Inn Nationals.
- Uniforms will be distributed by the Quartermaster.

Coaches' References

- Little League International's "T-Ball Curriculum" is available for download online.
- Little League International's "12 Week Coach Pitch Program" – great for both Rookie and Single A – is also available on littleleague.org.
- Roster templates will be distributed to assist managers with lineup formation – these include formulas to help with equitable playing time, mixing up batting order, etc.

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Local Rules

- Final and complete Operations Guide for Vienna Little League will be posted on the league website prior to the season.
- For purposes of today's meeting, we have included key topics to give a solid foundation in the rules and expectations for the T-Ball, Rookie, and Single A levels.

T-Ball Rules

- **Summary:** T-Ball is considered instructional. No scores or standings are kept. No coach pitch is allowed during games. The players hit off a tee. Players bat through the batting order once each inning. Game length is not determined by innings but rather a one hour time limit. Guidelines are provided to managers to ensure equitable playing time for all players.
- **Players:** Tee Ball is for players League Ages 4-6. By Little League International rule, all 4-5 year olds must play Tee Ball. A 6-year old may skip Tee Ball and go directly to the Rookie League if the player is currently in the 1st grade, and if the player's parents request it.

T-Ball Rules (con't)

- Each game lasts one hour, with no set number of innings. Please be courteous and vacate the field at the end of the hour for waiting teams.
- Every player bats each inning. You are encouraged to change the batting order each inning, so a different player gets to hit last each inning. If you do not change the line up from inning to inning, change it from game to game.
- Players ruled out on the bases will remain at that base to continue as a base runner.
- All hits are a “single” until the last batter...
- Last batter will be announced by the manager prior to the at-bat of each half inning, "LAST BATTER." A play can be made on the batter or baserunner(s). When the play is ruled over, "RUN THE BASES!" will be declared by the manager of the team at-bat and all base runners will run around the bases to home plate. No further defensive plays should be made on the base runners and the fielders should leave the base paths to avoid contact.

T-Ball Rules (con't)

- No batter may have a bat in hand unless at home plate under coach supervision.
- Every player is in a fielding position for each defensive inning.
- In a three inning game, for example, each player should generally play 2 innings in the infield and 1 inning in the outfield. Infield positions are defined as 1B, 2B, 3B, SS, Pitcher & Catcher.
- No more than 6 infielders in the normal infield positions, outfielders must be positioned no closer than five feet into the outfield grass.
- Please supervise post-game player handshakes to promote good sportsmanship.

Rookie Level Rules

- **Summary:** Rookie league is considered instructional. No scores or standings are kept. Every player bats every inning. Rookie League is primarily coach pitch, from about 8-10' inside the pitcher's mound. After 5 strikes, a player may hit off the tee. When a player is OUT, he/she returns to the dugout. Still the team will bat thru the full order each half inning. Games are of one hour and fifteen minute duration.
- **Players:** Rookie League is primarily for League Age 7's with some 6 year olds (depending on the experience level of the player), plus a few novice 8 year olds. No 5-year old may play in Rookie League.

Rookie Level Rules (con't)

- Each game is 1 hour and 15 minutes, with no set number of innings.
- The league is hybrid coach pitch/batting tee level.
- The adult pitcher is to pitch from the front edge of the pitching circle on the dirt. Coaches can pitch standing or from one knee.
- It is recommended that the adult pitcher keep a bucket of balls at the mound. Catcher should roll any caught balls to the backstop behind him rather than returning the ball to the pitcher. This keeps the pace of the game going, which is one of our top priorities.
- Each team will supply a coach behind the catcher to retrieve the baseballs.
- If the coach or the bucket of balls is hit by the batter, the play is dead and the batter is credited with a single.
- Each team when batting will have a 1st & 3rd base coach. A coach may not touch runners during a live game. Base coaches also serve as umpires.

Rookie Level Rules (con't)

- The rule is five swinging strikes and then have the player hit off the tee – discuss with other manager before game to confirm approach.
- Use a continuous batting order. All players will bat once each inning.
- The last player to hit in the inning will attempt to run around the bases for a home run. If the batter safely reaches first base, the defensive team will concede a “home run” aka *The defensive team will not attempt to get the batter out after he rounds first base.*
- You are encouraged to change the batting order each inning, so a different player gets to hit last.
- There are no walks, hit by pitch, bunting, or stealing.
- Teams may field up to 10 defensive players of which no more than six (6) may be infielders (counting the youth pitcher-player and catcher as infielders). A fourth outfielder may be used.

Rookie Level Rules (con't)

- Outfielders must be on the grass of the outfield, not in the infield.
- If a player sits out or plays the outfield, the player must play the next inning in the infield.
- No player may play the outfield and/or sit out for two consecutive innings.
- Each player must play either pitcher or 1st base before another player can do so a second time.
- Stealing or bunting is not allowed.

Single A Rules

- **Summary:** Single A is “coach-pitch.” At this level, the players do not pitch the ball to the batter; the coach or manager does this (from a standing or kneeling position and from within a few feet of the pitching rubber). Scores and standings are not kept, as Single A is still considered developmental. Teams change each half inning after three outs (no more batting through the entire order as in Rookie League).
- **Players:** This level is primarily for 8 year olds, although a 9 year old may play if their parents request it, and each team may include a limited number of 7-year olds. No 6-year old may play Single A.
- **Adult Pitcher:** The games shall be played in accordance with the official Minor League Rules of Little League Baseball except an adult shall deliver the ball *overhand* from the mound to the batter. The Adult Pitcher shall *not* coach the base runner(s) and/or the batter. This includes the batter-runner after a fair ball is hit. However, the Adult Pitcher may, from the pitcher’s mound, position the batter in the batter’s box. No defensive coaches are allowed in the outfield at the Single A level.

Single A Rules (con't)

- **Base Coaches:** A coach may not touch (i.e., push, pull, stop, etc.) or otherwise assist runners during live play. The adult base coaches may also serve as umpires for foul/fair calls and plays at their bases (discuss this before the game with each manager).
- **Adult Behind Catcher:** To help keep the game moving, position an adult (“Catcher Assist”) behind the catcher, standing near the backstop to retrieve pitches which are missed by the catcher. This person should not take a position immediately behind the catcher. This adult should not coach the players during a live ball and should not interfere with a live ball situation.
- **Youth Pitcher-Player:** The defensive team shall station a player (pitcher) in a safe position to either side, or to the rear, of the adult pitcher and within five (5) feet from the front of the pitching rubber on the pitching mound. The pitcher-player may not be in front of the rubber. This player will make all defensive plays ordinarily made by the (adult) pitcher. The pitcher-player cannot leave this area until the ball reaches the batter. It is encouraged that the player pitcher be rotated each inning.

Single A Rules (con't)

- **Defensive players:** Teams may field up to 10 defensive players of which no more than six (6) may be infielders (counting the youth pitcher-player and catcher as infielders). The fourth outfielder may be positioned anywhere 10 feet on the outfield side of an imaginary line between 1st & 2nd and 2nd & 3rd. This player may cover second base and make plays there.
- **Adult Pitcher in the way:** If a batted ball hits the adult pitcher, it shall be a dead ball. The batter shall be credited with a single and shall proceed to 1st base without ability to be put out. All base runners shall advance one (1) base without liability to be put out. The adult pitcher will make every effort to avoid being hit by the batted ball.
- **Returning Ball:** After each pitch, the catcher shall return the ball directly to the adult pitcher or the defensive player (youth pitcher-player), who shall hand the ball to the adult pitcher. If this practice becomes too time consuming, it is highly encouraged that catchers place the balls in a bucket behind the catcher.

Single A Rules (con't)

- **Batter Hit by Pitch:** Due to the use of an adult pitcher, no batter will be awarded 1st base because he was hit by a pitched ball.
- **Base On Balls:** An intentional walk is not permitted. No batter will be awarded a base-on-balls.
- **Striking Out:** When the batter has taken five (5) swings at a pitched ball and the last swing is not a foul ball, the batter will be declared out. When the batter makes no attempt to swing at a strike after three (3) called strikes, the batter will be given a “warning.” After two (2) additional called strikes, the batter will be called out on strikes.
- No **bunting** or **stealing** is allowed.
- **Advancement:** Most base hits will be singles, though a runner may attempt a double if the ball is clearly hit to the outfield. There will be no advancing on an overthrown ball.

Single A Rules (con't)

- **Game Stats:**

- A maximum of four (4) runs per half inning is allowed in innings 1 – 4, 5 runs per inning in innings 5 and 6 only. Once the maximum run limit is scored, the half inning is over and the game will proceed as if the third out was accomplished.
- Runs for each inning will be tallied as to conform to the max runs per inning rule but no standings will be published for Single “A.”
- Instead of a Town Tournament at the Single A level a competitive skills “field day” will be scheduled including all Single “A” teams and players. The league will provide recognition awards for all participants.

Single A Rules (con't)

- **Playing Time Equity** - As a general rule, managers should ensure players have an equal opportunity to play different positions. For example:
 - No player shall sit out two (2) times until all players have sat out once.
 - No player shall sit out two (2) consecutive innings.
 - All players must play at least half the innings of each game in the infield.
 - A player may play only one (1) inning at either Pitcher or First Base (not both) until all players have played one (1) inning at either the position of Pitcher or First Base.

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 - Fundraising

Positive Coaching Alliance

- VLL's Partnership with Positive Coaching Alliance Enters Year 6
- Purpose of PCA and Endorsements
- Coach Certification Program Workshop (March 21th 7:00pm @ Vienna Community Center)
- Additional PCA information/resources located on the VLL website and www.positivecoach.org

Safety Officer Topics

- Forms
 - Volunteer Form
 - Medical Release Form
 - Injury Tracking Form
- Collisions and Concussions
- Satellite Field Maintenance

Safety Officer Topics (con't)

- The Little League Volunteer Forms were provided in advance of the meeting. It is required of ALL volunteers, including managers, coaches, and team parents.
- All forms are available on VLL.org, in the *Documents* section.

Little League® “Returning” Volunteer Application - 2018
 Do not use forms from past years. Use extra paper to complete if additional space is required.


If you filled out a volunteer application last year and your league uses the background check tools provided by Little League International, please fill out the returning volunteer application. Otherwise, please use the standard volunteer application.

1. Have you ever been convicted of or plead no contest or guilty to any crime against a minor? If yes, describe each in full: _____


2. Have you ever been convicted of or plead no contest or guilty to any crime? If yes, describe each in full: _____
(Answering yes to question 2, does not automatically disqualify you as a volunteer)

3. Do you have any criminal charges pending against you regarding any crime(s)? If yes, describe each in full: _____
(Answering yes to question 3, does not automatically disqualify you as a volunteer)

4. Have you ever been refused participation in any other youth program? If yes, explain: _____



Little League Baseball and Softball
MEDICAL RELEASE



NOTE: To be carried by any Regular Season Team Manager together with team roster or list.

Player: _____ Date of Birth: _____

Parent (s)/Guardian Name: _____

Parent (s)/Guardian Name: _____

Player's Address: _____ City: _____

Home Phone: _____ Work Phone: _____

PARENT OR LEGAL GUARDIAN AUTHORIZATION:

For Local League Use Only

Activities/Reporting

A Safety Awareness Program's Incident/Injury Tracking Report

League Name: _____ League ID: ____ - ____ - ____ Incident Date: _____

Field Name/Location: _____ Incident Time: _____

Injured Person's Name: _____ Date of Birth: _____

Address: _____ Age: _____ Sex: Male Female

City: _____ State _____ ZIP: _____ Home Phone: () _____

Parent's Name (If Player): _____ Work Phone: () _____

Parents' Address (If Different): _____ City _____

Incident occurred while participating in:

A.) Baseball Softball Challenger TAD

Safety Officer Topics (con't)

Collisions

Collisions result in more injuries than is the case with most other types of accidents. They are usually caused by errors of judgment or lack of teamwork between fielders. It is important to establish zones of defense to avoid collisions between players. It is particularly important when players are chasing high fly balls. Once the zones are established, play situation drills should be held until these zones and patterns become familiar to the players. The responsible player should call out the intentions in a loud voice to warn others away. Here are some general rules to follow:

1. The fielder at third base should catch all balls which are reachable and are hit between third and the catcher.
2. The fielder at first base should catch all balls reachable which are hit between second and the catcher.
3. The shortstop should call all balls reachable which are hit behind third base.
4. The fielder at second base should catch all balls reachable which are hit behind first base.
5. The shortstop has the responsibility for fly balls hit in the center of the diamond and in the area of second base. Since the glove is on the left hand it is easier for the shortstop than the fielder at second to catch fly balls over second base.
6. The centerfielder has the right of way in the outfield and should catch all balls which are reachable. Another player should take the ball if it is seen that it is not reachable by the centerfielder.
7. Outfielders should have priority over infielders for fly balls hit between them.
8. Priorities are not so easy to establish on ground balls

Handout Provided:



Safety Officer Topics (con't)

- This Spring, we will look to leverage a network of volunteers to assist with basic upkeep of our “satellite fields” – e.g. Flint Hill, Cedar Lane. More to follow.



Quartermaster Topics

- Anticipate QM hours for equipment distribution in March at Yeonas Park.
- The league typically provides baseballs, catcher's gear, throw-down bases, and a medical kit. Helmets may be available on request.
- All bats must meet the new USA Baseball Standard.

Scheduling

- Game Schedules and Make-Up Procedures
- Practice Scheduling Approach
- SI Play Mobile App

Fundraising

Thank You.