

# Chantilly Little League



2018 Spring Season  
Managers and Coaches Meeting



# Welcome

- Thank you for volunteering your time to the boys and girls of our community.
- Hope the season is as rewarding for you as you will make it for the players.
- If you have not already done so, please submit your background check form and Little League Volunteer application.
- 2018 Spring Season – Opening Day: April 7



# 2018 Chantilly Little League

As a reminder:

- Chantilly Little League has chartered all divisions – Tee Ball, Coach Pitch, Single A, Double A, Triple A and Majors – with Little League International. We must abide by Little League rules.
- All players must reside within our chartered boundaries (Chantilly American and Chantilly National), or attend a school within our boundaries.



## Board Members

- President – Rob Fitzhugh
- Chantilly American Vice President – Frank Nava
- Chantilly National Vice President – Rick Anderson
- Player Agent – Mike Edwards
- Coach Coordinator – Charlie Zost
- Secretary & Scheduler – Tom Phillips
- Treasurer – Ed Sammler
- Safety Officer & Equipment Manager – John Lesch



## Board Members (cont.)

- Umpire in Chief – Tom DeFranco
- Director of Field Maintenance – Carmen Giannini
- Single A Coordinator – Sean Collins
- Tee Ball/Coach Pitch Coordinator – Scott Dowling
- Information Officer – Chuck Ament



# Mission Statement

Chantilly Little League is a community-based athletic organization dedicated to developing superior citizens. Chantilly Little League provides a safe, inclusive, and positive environment that focuses on developing the core values of teamwork, discipline, respect, and citizenship in all our youth athletes through the game of baseball. We strive to instill these values and engender a life-long love of the game by encouraging our players to:

- Develop and continually improve upon positive character traits, including courage, loyalty, and selflessness, which will serve them throughout their lives, not just on the field of play;
- Participate as an integral member of his or her team, believing that love of the game will be more greatly enhanced through their active involvement;
- Have fun playing and practicing, while improving their physical well-being; and
- Continue to refine and develop baseball skills and knowledge through their active participation in our baseball program.

We are committed to maintaining a positive culture in which coaches, parents, fans, umpires, and players work together to achieve our mission.



# Managing and Coaching Little League

- Thank you for volunteering to manage and coach a Chantilly Little League team.
- **You** are the face of and represent this League.
- The League is player focused, not coach or parent.
- Humility, fair treatment of players, parents, umpires, and opponents, honoring the game, and providing opportunities for every player defines a coach – a win/loss record or the number of championships does not indicate the value of a coach.
- The needs of the team/League are greater than the needs of your own.
- Managing and coaching is a privilege.
- No manager, coach, or umpire has tenure, regardless of their years of service.
  - Throughout the season feedback will be requested of parents on the conduct and performance of their player's manager and coaches. The Coaching Coordinator will collect and share the feedback to the manager or coach.
- Do not misplace your focus on winning games.



# Role of Parents and Coaches in Youth Baseball

High School to Major League Baseball managers and coaches provide insight into our role in youth baseball.

- It's not all about winning or the game itself.
- Allow kids to learn how to handle challenges, respond with determination and perseverance.
- Challenge yourself, your coaches, and your players' parents to cheer effort. Unless you can state five things that are positive for one thing that is negative, then its best to hold your tongue.
- Baseball allows kids to develop life-forming values.
- Read the Matheny Manifesto and/or buy his book The Matheny Manifesto ([www.mikematheny.com](http://www.mikematheny.com)).
- Another great read is The Parent Connection, Little League's newsletter for parents. Encourage you players' parents to sign up at <http://www.littleleague.org/parents.htm>





# Role of Parents and Coaches in Youth Baseball (cont.)

A few important items to note . . .

1. Celebrate effort and sportsmanship, above results such as winning or losing.
2. Cheer positively. ***Dugout chants and trying to rattle the other players are not welcome.***
3. Cheer for the whole team, not just your player.
4. A child's success or lack of success in sports does not indicate what kind of parent he or she may have. But having an athlete that is coachable, respectful, a great teammate, mentally tough, resilient, and tries their best IS a direct reflection of parenting.
5. No parent should coach from the stands. If a parent wants to coach, have them sign a volunteer form and get on the practice field to help.
6. Please never yell at the ump – this goes double for our youth umps.
7. Umpires are human and they will make mistakes, as will managers and coaches.
8. Never yell at the your or the opposing team's players or coaches.
9. Parents need to stay away from the dugouts during the game.
10. **HAVE FUN!**



# Role of Parents and Coaches in Youth Baseball (cont.)

A few more . . .

- Learn and teach the right way.
- Parents, particularly those who feel the need to coach from the stands, should be asked to complete a background check and volunteer application to help during practices. Otherwise, they must stop the nonsense and help with field maintenance or volunteer at the Snack Shack.
- Please help with the Snack Shack. The Snack Shack is a major part of Chantilly Park, and sales help keep League costs down, and every team has a responsibility to provide volunteers.
- Parents need to do all they can to get their player to practices and games on time.
- Parents need to notify their player's manager if their son/daughter cannot make a game, will be a late arrival, or will need to leave early.
- Communicate with your players' parents.
- It is worth repeating – HAVE FUN!
- Check out the free Positive Coaching Alliance course at <http://www.littleleague.org/pca.htm>



# Volunteer Requirements

All CYA volunteers are required to complete and submit a CYA Background Check and Little League Volunteer Application.

- Background check is online and can be found on the CYA website at <http://www.chantillyyouth.org/home/275971.html>.
- Little League Volunteer Application – 2018 is under the Documents tab on the Chantilly Little League web site [www.chantillyll.org](http://www.chantillyll.org).
- Little League “Returning” Volunteer Application – 2018 is also under the Documents tab on the Chantilly Little League web site.
- The background check and volunteer application and must be completed and submitted, along with a copy of valid government issued photo i.d., before first full practice.
- Only approved coaches (2 coaches + manager) are allowed in the dugout and on the field on game day.



# Code of Conduct

- Coach Code of Conduct
  - All Managers and Coaches are required to sign.
  - Lays out how coaches will conduct themselves; and
  - Serves as a formal process for adhering to the code of conduct.
- If you have not already submitted a signed form, please do so before leaving this evening's meeting.
- Parent Code of Conduct
- Player Code of Conduct
- These forms are on under the Documents tab on the Chantilly Little League web site [www.chantillyll.org](http://www.chantillyll.org).





# Policies, Procedures, Guidelines and Rules

## Chantilly Little League Policies, Procedures, Guidelines, and Local Rules

- Available on Chantilly Little League website, [www.chantillyll.org](http://www.chantillyll.org), under Documents.
- Defines the way we conduct our league, including use of cages on game days (as applicable), game management, pregame schedule, pitching limits, days rest by age, procedures for player injuries, complaints, etc.
- Includes code of conduct for coaches, players, and parents.
- Read the 2018 Little League rule book, but at minimum, read and understand the Policies, Procedures, Guidelines, and Local Rules.
- 2018 LL Rule Book should be *available as an eBook from Amazon and Apple app stores for 4.99.*



# Rule Highlights

During games, at least one League approved coach must remain in the dugout with the players.

All-bat continuous batting order.

The batter must keep one foot in batter's box when up to bat (unless play is being made at plate, ducking away from pitch...) – if not, the umpire may call a strike, and it could be the 3<sup>rd</sup> strike.

A player who is removed from the pitcher position during the game may not return to the pitcher position at any time during the game.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the game.

A player who plays the position of catcher for 4 or more innings in a game is not eligible to pitch the rest of that calendar day.

Infield fly rule – is in effect if umpires say so at plate conference.

When a game has been suspended because of lightning or thunder, the game shall not be resumed until at least 30 minutes have passed without more lightning strikes being sighted or thunder heard in the vicinity of the game field. (Download the free WeatherBug app – if you had the LL Weatherbug, please remove it and get the updated Weatherbug app that now includes Spark)



## Rule Highlights (cont.)

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Please understand the rules and do not make them up at the plate conference.

*There are no "gentlemen's agreements" – follow the rules!*

Both teams are responsible for pre-game and post-game field maintenance – including removing trash from dugouts, fields, and spectator areas.

Pre-game cage and field time is limited to 15 minutes per team if three games have the same start time at the complex, and 20 minutes if one or two teams have the same start time at the complex.

Carry the Pre-Game Field Schedule with you to games to help eliminate confusion (*at end of this briefing as well as on website under Documents*).

At the plate conference (5 minutes prior to start time), bring with you and offer the plate umpire a copy of your line-up, along with notes of any ineligible pitchers.

At the conclusion of the plate conference, player captain(s) from each team shall lead the teams in reciting the Little League Pledge.

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## Rule Highlights (cont.)

Scorekeepers must record at minimum game score, pitch counts by pitcher, and number of innings thrown by pitcher.

Scorekeepers for the game should make a habit to confer with each other after each half inning to ensure the accuracy of pitch counts.

At the conclusion of the game, managers must agree to the pitch counts by pitcher.

Note: If Game Changer or some other electronic record of the game is being kept, note in the scorebook or on a pitching affidavit for signature the number of pitches and innings thrown by pitcher.

Record the game results (pitch counts, innings pitched, and innings caught) on the Chantilly Little League web site [www.chantillyll.org](http://www.chantillyll.org). This should be done by the evening in which the game was played.

Failure by managers to record the game report may result in the following actions:

First offense, a formal warning is issued;

Second offense, the manager will serve a one-game suspension; and

Third offense, the manager will be suspended indefinitely.





## General AA-MAJ Game Day Schedule

- Pre Game warmups – follow the schedule
- Field prep – last 10 minutes before game start
- Teams line up on the base paths
- Plate Conference – Managers meet with the umpires
- Introduce the umpires to the spectators
- A player from each team leads the Little League pledge
- Play ball! – Teams hustle on and off the field



# Tee Ball & Coach Pitch Rule Highlights

- Tee & Coach Pitch
  - No player ever has a bat in their hand except the batter at the plate
  - No keeping score
  - Everybody bats every inning
  - No more than 60-90 minute games
  - “Outfielders” must be in the grass
- Tee Ball
  - No catcher
- Coach Pitch
  - Pitcher has a bucket of balls while a “catch” bucket sits by the backstop
  - Catcher (several feet back from batter) rolls balls behind to the bucket where a coach will put them in the bucket



# Single A / Machine Pitch Rule Highlights

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No player ever has a bat in their hand except the batter at the plate

No keeping score

5 runs or 3 outs end the inning

Do not have to run station to station, but do hold runners once outfielder has control of the ball

Using the same balls (2 doz game balls) improves consistency of pitches

No more than 90 minute games

“Outfielders” must be in the outfield grass

Player “Pitcher” must be even with the coach and a foot in the dirt

Coach Pitcher has a bucket of balls while a “catch” bucket sits by the backstop

Catcher (must wear a cup) rolls balls behind to the bucket where a coach will put them in the bucket

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# AA Rule Highlights

There will be a drop dead time of 2 hours and 10 minutes. If four innings have not been completed by this time, it is not an official game. You must keep going until four innings are complete. If the home team is ahead after the top of the fourth inning, the game is over, and it is an official game at 3.5 innings

4 run limit for innings 1-5; 6<sup>th</sup> is unlimited

No player sits out a 2<sup>nd</sup> inning before all players have sat out 1 inning

Delaying the game is not permitted

No bunting allowed

Runners may **only** attempt to advance on a steal to 2<sup>nd</sup> or 3<sup>rd</sup> base

Only one base per runner may be advanced, regardless of overthrow

Runners may **only** advance to home plate if the batter puts the ball in play, or if the batter is hit by a player-pitch with the bases loaded

Stealing is **not** allowed on catcher's return throw or overthrow back to the pitcher

All player pitch games



## AA Rule Highlights (cont'd)

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### No Walks.

- Coach comes in to pitch after 4 balls, and continues to pitch until the batter strikes out, reaches base, or is put out.
- Coach **MUST** throw from pitching rubber and **MUST** throw flat pitches – no “Gateway Arch” pitches.
- Pitcher (player) must have foot in the dirt of mound and be even with the rubber

Players may pitch no more than 2 innings per game

Catchers are limited to no more than 6 innings in one week (Sun-Sat)

Standings will not be maintained and records play no role in playoffs

No stealing signs. It may result in game ejection

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# AAA Rule Highlights

There will be a drop dead time of 2 hours and 10 minutes. If four innings have not been completed by this time, it is not an official game. You must keep going until four innings are complete. If the home team is ahead after the top of the fourth inning, the game is over, and it is an official game at 3.5 innings

5 run limit for innings 1-5; 6<sup>th</sup> is unlimited

No player sits out a 2<sup>nd</sup> inning before all players have sat out 1 inning

Delaying the game is not permitted

Bunting is permitted

Stealing of all bases is permitted

All player pitch games

Players may pitch no more than 3 innings per game

Catchers are limited to no more than 8 innings in one week (Sun-Sat)

Standings will not be maintained and records play no role in playoffs

Intentional BB allowed. Defensive manager must request and be awarded "time" and inform the umpire. The ball is declared dead, the batter advances to first, and 4 pitches are added to the pitcher's pitch count

No stealing signs. It may result in game ejection





# Majors Rule Highlights

Games have no time limit (except for double headers on a weeknight)

10-run rule is in effect

No run limits per inning

Players must play a minimum of 6 consecutive defensive outs, and 9 total for the game

Delaying the game is not permitted

Bunting is permitted

Dropped 3<sup>rd</sup> strike rule in effect

Stealing of all bases is permitted

Players are not limited to any number of innings pitched per game

Catchers are not limited to any number of innings caught per game

Standings may be maintained, but records play no role in playoffs

Intentional BB allowed. Defensive manager must request and be awarded "time" and inform the umpire. The ball is declared dead, the batter advances to first, and 4 pitches are added to the pitcher's pitch count

No stealing signs. It may result in game ejection



# Practices

- Prepare a practice plan
- Keep the players busy by establishing multiple stations
- Give plenty of time for players to work on simply throwing and catching the ball
- Dedicate time to developing pitchers and catchers
- Spend time teaching base running, not playing cat and mouse games
- Allow the players to practice sliding (head first sliding not allowed at any level of LL – except retreating back to the bag on a throw over)
- Create fun games and competition
- Pitch batting practice from a knee (or bucket) and on a line. High-arched pitches teach horrible batting habits.
- Encourage parents to help with practice (anyone who helps must complete and submit a background check and volunteer application. A vast knowledge of baseball is not necessary, just a desire to help the kids.





# Game Conduct

- **During games, pitchers should be warmed up in the bullpen**
  - Requires a player with a catcher's mask and glove (not a coach or parent – this applies to AA, AAA, and Majors)
- **All players need to remain in the dugout or in the field of play**
  - Restroom breaks require a player or parent escort
  - No food in dugouts
  - No Snack Shack visits
  - No "on-deck"
- **Include the umpires in your games**
  - Learn their names
  - Introduce umpires to spectators in stands before games
  - Have players thank and shake hands with the umpires after each game
  - When reporting the game, verify the game's umpire(s).



# Game Participation

## **Chantilly Little League is a development-based program.**

- Encourage all players to pitch and catch. No one player should be only playing 2 or 3 positions.
- Spread out infield playing time for all players.
  - Try to have everyone play at least 2 infield innings by the 5<sup>th</sup> inning.
- Spread out equal playing time for all players over the course of the season.
  - If a player does not get his minimum playing time in a game (due to time limits, lack of bottom of 6<sup>th</sup> inning, or the 10-run rule is applied), that player should start the next game.
- Mix up the batting order. The same player should not be your lead-off hitter every single game.



# Pitch Count Limits and Reporting

## Specified in our local rules document, in accordance with Little League rules

- Combined House and Travel pitch counts
- Maximum pitches limited by age
  - League age 7-8: 50 pitch limit
  - League age 9-10: 75 pitch limit
  - League age 11-12: 85 pitch limit
- Days of rest must be followed
  - 1-20 pitches = 0 calendar days rest
  - 21-35 pitches = 1 calendar day rest
  - 36-50 pitches = 2 calendar days rest
  - 51-65 pitches = 3 calendar days rest
  - 66+ pitches = 4 calendar days rest
- AA 2 inning limit, AAA 3 inning limit, Majors no inning limit
- AA, AAA, and Majors – Managers must report pitch counts after each game, no later than evening of game
- Pitcher may finish a batter if a threshold is reached, days of rest are based on that threshold, not actual pitch count

**Within the first several weeks of the season, no pitcher should be reaching League Age pitch count limits. Players should be limited to approximately 35 pitches.**



## Other Items

- No more than **three League approved coaches in the dugout**; no less than one must remain in the dugout with players.
- **Players** (with helmet on) can occupy first base and third base coaches boxes.
- There is only one minute between innings.
- Practice highlighting effort, not just results.
- Help players deal with mistakes.
- Be aware that others pay attention to how you treat your child compared to other players on your team.
- Parents will be asked during the course of the season to provide feedback on the team, i.e. the team's manager and coaches. The purpose is to identify those who are doing things that could be applied League wide, and provide assistance and/or resources to those who may need it.
- Only managers and team captains at plate conference.



## Other Items (cont.)

- One coach for each team needs to take ownership of managing the dugout – reminding players who's on deck, warming up the pitcher either on the field or in the bullpen, etc.
- Remind parents to cheer the effort. If a kid drops a fly ball, a scream of “drop it” should not be heard from parents, coaches, or players - ever.
- If parents want to coach from the stands, let them know that if it occurs, their player will be sitting next to them in the stands.
- Keep bats in the hands of players only when hitting or when lined up at the cage (bat barrel always pointed down to the ground).
- Players need to be ready to take the field, a player needs to be assigned to warm up the pitcher, and a player needs to be assigned to warm up the Left or Right fielder.
- Do not promote, but rather discourage the “cat and mouse” games on the base paths.
- Never leave a player alone after practices or games.
- Do not hesitate to ask for help.





# Coaching Resources

A variety of web-based coaching resources are available FREE to Chantilly Little League Managers and Coaches.

- Positive Coaching Alliance
- Little League Coaches Resource
- Virginia Baseball Club
- USA Baseball
- Links are on the Chantilly Little League web site.
  - *Little League University* – [www.LittleLeagueU.org](http://www.LittleLeagueU.org) – optimized for Smart Phones. Contains many drills and practice plans
  - *Little League Tee Ball Program* (mobile version) - <http://www.nxtbook.com/nxtbooks/littleleague/teeball2015/>. Practice plans and more – good for more than just tee ball - Register here for a pdf version: [http://www.littleleague.org/learn/about/divisions/TeeBallDivision/Tee\\_Ball\\_Survey.htm](http://www.littleleague.org/learn/about/divisions/TeeBallDivision/Tee_Ball_Survey.htm).



## Coaching Resources (cont.)

- **Little League Coach Pitch Program** (mobile version) - <http://www.nxtbook.com/nxtbooks/littleleague/coachpitch2015/> - A 12 week program of practice plans and more – good for more than just coach pitch - Register here for a pdf version: <http://www.littleleague.org/learn/about/divisions/coachpitch/survey.htm>
- **USA Baseball | Play Ball** (website & mobile app)  
- <http://web.usabaseball.com/playball/> - Sections for coaches, players & parents - Practice plan, drills, and more - Download the app from Apple App Store and Google Play
- **WeatherBug App** - A must have for all coaches and parents - Warns when to leave the field when lightning strikes are within range
- **Coach Baseball Right** - <https://coachbaseballright.com/>



# Manager Responsibilities

- Managers should have the following at each game and practices
  - 2018 Little League Official Rule Book (will be provided)
  - Chantilly Little League Policies, Procedures, Guidelines, and Local Rules
  - Coaches, Parents, and Players Codes of Conduct
  - Scorebook
  - 2 new League provided game baseballs if home team
  - Contact information for players' parents
- First Team Meeting
  - Conduct a parents meeting – explain what is expected from them and their player during the season, as well as what they can expect from you
  - Review the Chantilly Little League Mission Statement
  - Review the Coaches, Parents, and Players Codes of Conduct
  - Have at least one parent trained as an umpire
  - AA thru Majors – need a team Snack Shack coordinator





# 2018 Uniforms and Equipment

- Players' names are not allowed on uniform jerseys or hats.
- When distributing caps, have a marker on hand to write player's name or jersey number on inside of cap.
- Parents need to put their player's name on his/her gear.
- Beginning with the 2018 Little League season, non-wood and laminated baseball bats used in the Little League (league ages 12 and below) shall bear the USA Baseball logo signifying that the bat meets the USA Baseball Performance Standard.
- Encourage the boys to wear protective cups – catchers must wear a cup from Single A through Majors.
- No white, light, or bright color long sleeve undershirts.
- Players must tuck in their shirts and wear their hat properly.



# Upcoming Events/Calendar

- A calendar of events is on the Chantilly Little League website, and is updated frequently. Our Facebook page is also updated frequently with upcoming events and activities, so encourage your players' parents to like and follow Chantilly Baseball. You should do the same.
- Sign up for practice dates, times, and fields through the Chantilly Little League web site.
- Opening Day is Saturday, April 7. Teams will be asked to arrive by about 8:15 am, with festivities to begin promptly at 9:00am.



# Safety Brief



- What is ASAP and why is it important?
  - “A Safety Awareness Program”
  - ASAP is a grass roots program based on communication of ideas. Leagues across the country contribute their safety ideas to ASAP News. Safety officers can then find out what their peers are doing to make things “safer for the kids.”
- Where is it available?
  - ASAP Safety Plan is required to be distributed to all Volunteers. A Hard Copy will be offered. If a soft copy is preferable, it can be downloaded from the Chantilly Baseball website.
  - Hard Copies will also be kept in Snack Shack.
- All storage boxes should contain ice packs.
- Download the WeatherBug app.
- If you see lightening or hear thunder, kids need to leave the field and go to a parent’s car.
- Game will resume 30 minutes after last lightning strike.



## CP Snack Shack

- All AA, AAA, and MAJs Managers will need to identify a Team Snack Shack Coordinator (this person is a key part of the team and can save you a tremendous amount of time).
- All AA, AAA, and MAJs teams are required to provide coverage when playing at CP.
- County Food Safety Certification is not required
- Further information on Snack Shack volunteering will be forthcoming.



# Field Prep and Cleanup

- All Fields
  - Rake and drag fields properly
  - Rake bullpen
  - Leave field cleaner than when you arrived
  - Empty trash cans into dumpster (Chantilly Park)
- Lining Fields
  - ***Do it right or not at all*** (use string, outside of line even with outside edge of bag and plate)
  - Turn paint can nozzle to maximize width
  - Do not line fields mid-week-day, as it can interfere with field maintenance (do not put field chalk on the grass)
- Please put all tools (rakes and drags) back where they are kept
- *Leave the field better than how you found it*
- More on this will be discussed at Opening Day
- See [www.chantillyll.org](http://www.chantillyll.org) Documents > Fields & Maintenance for more



## AA, AAA & MAJs Fields

- Game Fields:

- Greenbriar Park 2
- Chantilly Park 1 (AA only)
- Chantilly Park 2
  - (*Preston Pierce Field*)
- Chantilly Park 3
- Sully Highlands 3 and 4
- St. Veronica (if needed)

- Practice Fields:

- Franklin Middle School  
(bring a rake or two)
- ~~– Rocky Run MS 1, 2, & 3~~  
~~— (bring a rake or two)~~
- St. Veronica
- Sully Highlands 3 and 4  
(if no game scheduled)

*Practice field scheduling will be done via the Chantilly Little League web site.*





## Goals for 2018

- ***Run through first base each and every time***
  - Do not slow down to stop at the bag
  - Run on base on balls – it's not a “walk”
- ***Hustle on and off the field***
  - Between innings
  - When you get out
- ***Charge ground balls – do not wait, attack the ball!***
- ***Catchers ready to go – or at least a player (not a coach) to warm up the pitcher***
- ***Line the field properly or not at all***



## Questions, Comments, or Concerns?

**Never underestimate the affect you have on your players and the positive difference you can make in their lives.**

**Good luck this season, and thank you for all the time and energy you will be giving the kids of our league over the next 12 or so weeks.**



### 12.3 PRE-GAME FIELD USE SCHEDULE



Please adhere to the following schedules for use of the fields, batting cages, and soft toss screens prior to games:

3 Games/2 Cages	Minutes Before Scheduled Game Start		
	60	40	20
Chantilly Park	60	40	20
CP1 Field	Visitor	Home	Field Prep
CP2 Field	Visitor	Home	Field Prep
CP3 Field	Visitor	Home	Field Prep
Cage 1 (Front)	CP2 Home	CP2 Visitor	CP1 Visitor
Cage 2 (Back)	CP3 Home	CP3 Visitor	CP1 Home

2 Games/2 Cages	Minutes Before Scheduled Game Start	
	60	30
Chantilly Park & Sully Highlands	60	30
CP2/SH3 Field	Visitor	Home
CP3/SH4 Field	Visitor	Home
Cage 1 (Front)	CP2/SH3 Home	CP2/SH3 Visitor
Cage 2 (Back)	CP3/SH4 Home	CP3/SH4 Visitor

1 Game/1 or 2 Cages	Minutes Before Scheduled Game Start	
	60	30
Chantilly Park, Sully Highlands & Greenbriar	60	30
Field	Visitor	Home
Cage	Home	Visitor

1 Game/No Cage	Minutes Before Scheduled Game Start	
	60	30
St. Veronica & Franklin Middle School	60	30
Field	Visitor	Home

- On fields without cages, teams may use their field time for on-field hitting and fielding warm-ups.
- Home and visiting teams will equally split remaining field time when a game on that field finishes after warmups are scheduled to begin.
- Cage slots include soft toss stations, if available. Only teams scheduled for cages should be in soft toss area.



**Chantilly Little League  
Coach Meeting  
Umpire Presentation**



# Introduction



- Objective: Have 2 trained umpires, one plate and one field, for each AA, AAA, and Majors game
- Reality: We do not have enough umpires to cover all games
- However, it is recommended that coaches **and** parents attend umpire training so they can fill in if an umpire isn't available
- Also allows for coaches and parents to understand the rules and the role of umpires





# Umpire Assignments



- Umpires are assigned to games by the UIC, these assignments are based on an umpire's proficiency, experience, time/travel restrictions, etc.
- AA/AAA games will be staffed by Youth Umpires
- Majors games will be staffed by Adult Umpires, if available, if not, experienced Youth Umpires will be assigned, if available
- Umpires are assigned to games by the UIC; if one field has two umpires on it and another has none, there is a reason behind this, whether it be training, divisions of play for adult umpires, etc.

***There will be games AA, AAA, and Majors that will not have umpires assigned due to availability – you will need to have a coach or parent umpire the game (one from each team – plate and field).***

***You cannot play an official game without an Umpire!***



# Umpire Clinic Overview



- “Basic Training” intended to familiarize with common situations, rules and mechanics
- Format
  - Classroom Session: Rules, tips and more
  - Field Session: Mechanics and practice
- Classroom session at Franklin Middle School on March 17<sup>th</sup> 9am-1pm (with pizza!)
- Field Session at Sully Highlands on April 8<sup>th</sup> 9am – 1230pm (rain date of April 15<sup>th</sup>)

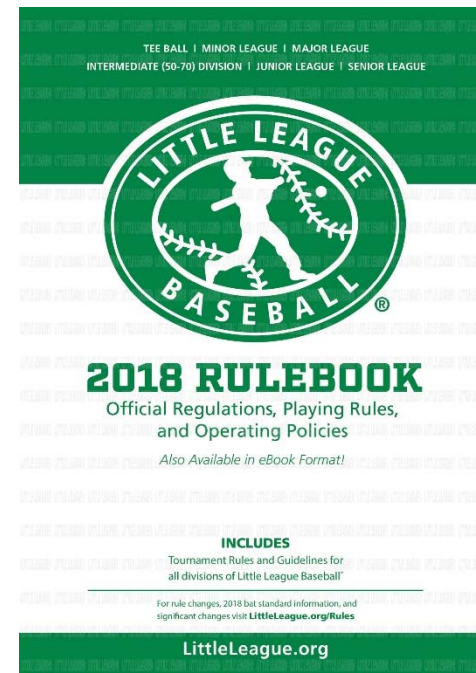




# Rules



- Umpire presentations, including rules presentations, are available on our website
- Review the Green Book and our Umpire Rules Presentation to familiarize yourselves with the rules, *including how to appeal a play*



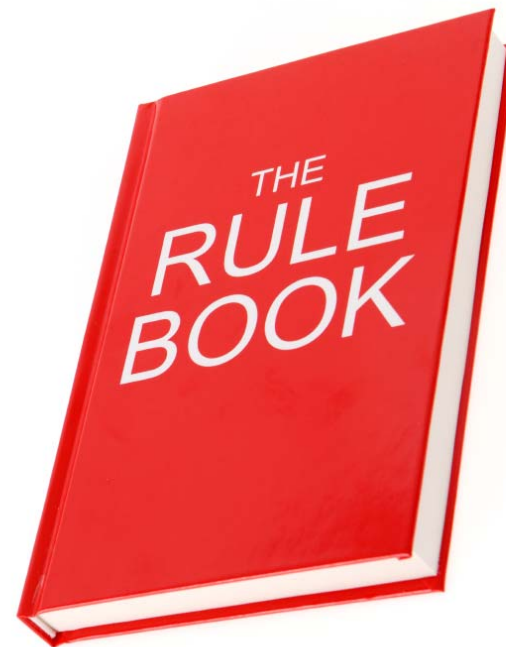




# Common Misunderstood Rules



- Fair/Foul
- Running out of the Baseline
- Overrun at First Base
- Runner's Lane Violation
- Hit by Pitch
- Illegal Pitch/Quick Pitch
- Pitching Signs
- Must Slide Rule
- Catcher's Interference
- Leaving a Base Early
- Proper Appeals

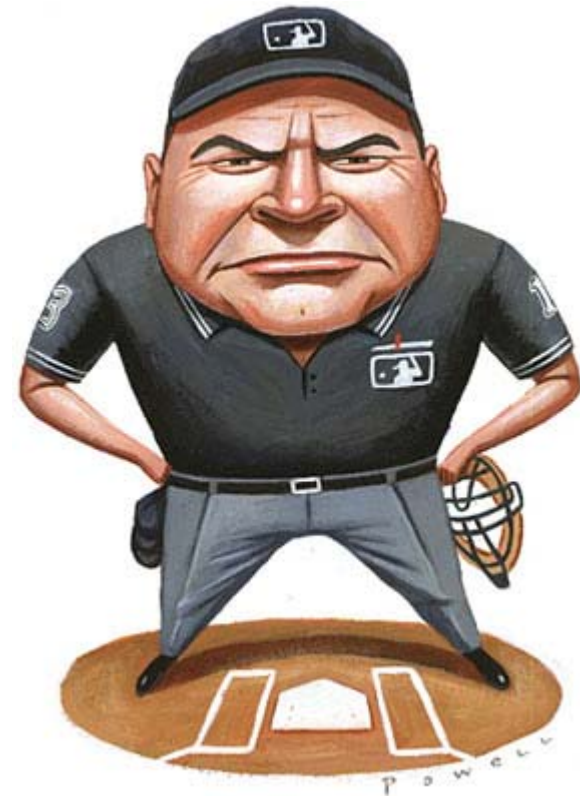




# Game Conduct



- Five minutes before the scheduled start time, managers and team captains should meet with the umpires at the Home Plate for the Plate Conference.
  - Coaches will be asked to confirm that all of their players are “legally and properly equipped” according to Little League Rules (legal bat, helmet, uniform, no jewelry, cup for male catchers, etc.)
  - Establish time limits for AA/AAA – make sure everyone agrees on the game start, no new inning, and drop dead times
- Games are to be played under Little League Rules supplemented by Chantilly House Rules (especially for AA/AAA) – made up rules or agreements between managers are not allowed; Umpires are trained to the rules
- Judgement calls are not negotiable; but you may ask whether a rule has been mis-interpreted
- Make sure you request time and that the umpire(s) grant it before coming on the field or requesting a discussion
- If there’s only one Youth Umpire working the game, the teams **MUST** supply a base umpire (or vice versa, if the youth umpire is doing the field, team must supply plate umpire)





## Other Items



- If there are any issues with an umpire, please contact the UIC or a League Official immediately after the game
  - [uic@chantillylittleleague.org](mailto:uic@chantillylittleleague.org)
  - (703) 568-5088
  - Please include your phone # in your email
- If I don't answer, leave a VM, I'll call you back shortly
- If you need a rule clarification or anything else, please feel free to contact me as well – here to help
- Will also be sending out Rules Interpretations throughout the season to help coaches understand the rules



# Questions?



© John McPherson/Distributed by Universal Uclick via CartoonStock.com  
Search ID: jmp060619  
"Whoa! Time out. The loud guy in the white shirt is right — that was a ball. My mistake. Sorry everyone. Thank you, sir."

# Common Situations & Rules





## Fair/Foul

- If the field is lined, the line is used to judge if a ball is fair or foul – it doesn't matter if the line is straight or crooked, goes around or through the base, the line is "official."
- Whether or not there is a line, the umpire decides whether a ball is fair or foul.
- The line itself is in fair territory, any part of a ball touching the line is considered fair.
- Please line the fields to aid your players and the umpires in the conduct of the game





# Running Out of the Baseline

- This is perhaps the most misunderstood rule in baseball. Simply put, a runner cannot run more than three feet away from his/her baseline to avoid being tagged unless they are avoiding interference with a fielder fielding a batted ball. If this occurs, a runner should be called out.
- *A runner's baseline is only established when a tag attempt occurs and is a straight line from the runner to the base to which he/she is attempting to reach.*
- If, in running to a base, a tag attempt is *not* made on the runner, there is no baseline established. The runner can run to the outfield fence and back if they so wish. A practical example of this is when a runner is rounding a base, they often stray more than three feet away from the line connecting the two bases.
- This rule is fully explained in Rule 7.08(a) (1) of the Little League Rules and Regulations.



# Runners Lane Violation

- The runner's lane is defined as a three foot wide lane outside of (to the right of) the first base line. The runner's lane starts half way down the first base line and extends to the back of first base. The lines marking the lane are considered part of the lane and the batter-runner is required to have both feet within the lane or on the lines marking the lane.
- If, when running the last half of the distance to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot lane, or inside (to the left of) the first base line, *and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base*, the ball is declared dead and batter is out.
- There is an exception to this rule – the batter-runner may run outside (to the right of) the three foot lane or inside (to the left of) the first base line to avoid a fielder attempting to field a batted ball. Additionally, the batter-runner is permitted to exit the three-foot lane by means of a step, stride, reach or slide in the immediate vicinity of first base for the sole purpose of touching first base.
- This rule is fully explained in Rule 6.09(j) of the Little League Rules and Regulations.



## Hit By Pitch (LL Rule 6.08(b))

- A batter that is hit by a pitch is entitled to first base. A batter can be hit by a pitch even if a ball first bounces in the dirt and then hits the batter. A pitch touching any part of the batter, including just grazing the uniform, constitutes a hit by pitch.
- There are some exceptions, however:
  - If the batter swings, it is a strike and not a Hit By Pitch;
  - The ball is in the strike zone when it touches the batter; or
  - The batter makes no attempt to avoid being touched by the ball.
- If the batter is hit on the hands and the batters hands are not in the strike zone, it is a hit by pitch. The hands are not part of the bat!



## Illegal Pitch and Quick Pitch (LL Rule 8.05)

- Per the Little League rulebook, An Illegal Pitch is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) a quick return pitch, or (3) any other act meeting the criteria established in Rule 8.05.
- An illegal pitch in Little League is similar to a balk when base leads are allowed. There are a number of situations where an illegal pitch may be called. The most common situation is when there are runner(s) on base and a pitcher starts and stops his/her pitching motion. In this situation, the umpire should call "Time" and call an Illegal Pitch – a ball is then added the count.
- Some other examples of an illegal pitch that you may come across in the course of a game when runners are on base (and a ball is added to the count) are:
  - Feinting a throw to first base from the pitchers plate (also known as the rubber) and not completing the throw;
  - While touching the pitcher's plate, failing to step directly towards a base when throwing to a base;
  - While touching the pitcher's plate, throwing or feinting a throw to an unoccupied base (except for the purpose of making a play); and
  - The pitcher, while touching the pitcher's plate, accidentally or intentionally, drops the ball.
  - With or without Runners on Base
- There are some instances where an illegal pitch results in a ball added to the count whether or not there are runners on base:
  - A quick pitch; or
  - The pitcher makes a pitching motion without his/her foot on the pitcher's plate.
- Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box.
- Rule 8.05 of the Little League Rules and Regulations explains in great detail of other examples of an illegal pitch and the resultant penalty.



# Pitching Signs

- Pitchers may disengage the pitcher's plate after taking their signs but may ***not*** step quickly onto the pitcher's plate and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the pitcher's plate, he/she must drop the hands to the sides.
- The pitcher may take signs from the manager or coach while on the pitcher's plate as long as he/she does not "unnecessarily delay" the game. This is also to prevent the pitcher from throwing a "Quick Pitch" by taking the sign while off the pitcher's plate and quickly walking through the pitching motion and it also allows any base runners to be able to pick up where the ball is located.
- Chantilly Little League has implemented a Local Rule (Rule 13.13(2)) regarding the calling of pitches by a manager or coach - ***The pitch must be called/signaled into the catcher for relaying to the pitcher.*** This allows the catcher to know what pitch is coming.



# “Must Slide” Rule (LL Rule 7.08)

- There is **no** “must slide” rule in Little League.
- This is probably the single most misunderstood and misapplied rule in Little League. There are a multitude of variations of the “must slide” myth. “The runner must always slide at home.” “The runner must slide if the defense is making a play on him.” “The runner must slide once he’s been put out during a double play attempt.”
- Rule 7.08 states “When the fielder has the ball and is waiting to make the tag, the runner has two options: 1. Slide; or 2. Attempt to get around the fielder. The runner must not deliberately or maliciously contact the fielder, but he is **NOT** required to slide.
- The runner has two options – he or she may slide, or he or she may attempt to get around the fielder. The choice is up to the runner. Second, notice that the rule says that, if the runner does not elect to slide, that he or she must attempt to get around the fielder. It does not say that the runner must not contact the fielder. Consider a common play:
- The catcher is standing just off the line as the runner approaches. The catcher fields the ball, and starts to step across the line to tag the runner. The runner swerves to his right, trying to avoid the catcher, but the catcher continues his motion toward the runner, and the two collide.
- The fact that contact occurred does not mean that the runner is automatically out. In this situation, by swerving, the runner satisfied the rule – he or she attempted to get around the fielder. Of course, if the runner goes more than three feet to either side attempting to avoid a tag, then he or she can be called out under Rule 7.08(a)(1), but that is another matter entirely.
- Finally, read the last half of the rule again. For this paragraph to even apply, the fielder must have the ball and be waiting to make the tag. Thus, for example, if the runner arrives just as the ball is hitting the catcher’s glove, this rule probably doesn’t apply either. Only once the catcher is in position to make the tag does the runner acquire the obligation to slide or attempt to avoid. In fact, if contact occurs before the fielder has the ball, then the fielder is probably guilty of obstruction.
- The first part bears emphasizing:
- There is no “must slide” rule.
- There is no “must slide” rule.
- There is no “must slide” rule.





## Catcher's Interference (LL Rule 6.08c)

- If you're behind the plate, you're bound to come across Catcher's Interference. Catcher's Interference is just what it sounds like – the catcher has interfered with the batter's ability to hit the ball.
- How do you know when to call Catcher's Interference? Make sure the batter is in the box, and if the batter swings and the bat hits the catcher's glove, then it's Catcher's Interference. This usually occurs when the catcher reaching for a pitched ball or is playing up to close to the plate. His/her glove is hit with the bat as the batter swings.
- When Catcher's Interference occurs, one of two calls can occur:
  - If the ball is not put in play, i.e. hit fair, the play becomes dead ("Time" is called), the plate umpire announces "I have catcher's interference" and the runner is awarded first base and all runners forced to advance.
  - If the ball is hit in play, there is now a "delayed dead ball", meaning that the umpire allows the play to continue until a point where no further action is possible and *then* calls "time" and enforce such penalties or awards, as required.
  - What's important in the situation described in the second bullet, above, is that if the ball is put in play following the interference:
    - If at least one runner is on base at the time of the interference, the plate umpire asks the offensive manager, after informing him/her of the interference, that they have the option to accept the play as is or the result of interference.
    - If no one on and batter achieves a base, any base, no interference is called.



# Leaving a Base Early (LL Rule 7.13)

- So when can a baserunner leave the bag? It's all in the rule: "When a pitcher is in contact with the pitcher's plate AND in possession of the ball AND the catcher is in the catcher's box READY TO RECEIVE delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has REACHED THE BATTER." Well coached baserunners know how to time their departure, do NOT nitpick this call, it must be an obvious leaving early!!
- "Ready to receive" means the catcher must have his equipment on (including his helmet) and be in the catcher's box facing the pitcher. He does NOT have to be squatting. The batter does not have to be in the batter's box. Because the batter may not be in the box, the catcher is not required to squat.
- "Reached the batter" means literally that. If the batter is standing in the front of the box the pitch reaches him at a different time than when he is standing in the back of the box. It is NOT when the pitch crosses the plate or when the catcher catches the pitched ball.
- As a field umpire, you signal the runner leaving the base early by dropping a red flag on the field. There's no need to throw it like an NFL Official, just dropping the flag signals that a runner has left early. Do not announce that a runner has left early, let the play develop.
- If the ball is not hit and put in play, look for the runner to return to the base when the pitcher takes the mound for the next pitch. If they do return, pick up the flag and put it back in your pocket. If they do not, call "TIME," loudly announce "RUNNER LEFT EARLY" and place the runner(s) back to their starting positions. **What's important is that if one runner is guilty of leaving the base early, all runners are all guilty and must return to their original bases.**
- If a runner is taking a lead before the pitcher steps back on the rubber, he/she may either 1) attempt to advance to the next base (stealing) or 2) return to the base. Once the pitcher is on the rubber, the runner cannot "dance" around off the base, the runner must advance or return to the base.
- If a batter walks and continues to run to second base while the pitcher is on the mound, as long as the batter is making one continuous movement to advance past first base, he/she is not frozen by the action of the pitcher and/or catcher. The batter/runner may continue on to second base and the pitcher has the option to make a play on the batter (throw he/she out) or disregard the advancement of the batter/runner and allow the base to be stolen.
- What if the ball was hit?
- If a runner or runners are forced to advance and have left early and the batter gets a "clean" hit, no penalty is imposed. A "clean" hit means it was a single, double or triple in the umpire's judgment. However, if the ball was hit and there was an error or an advance on the throw, the batter should be sent back to the appropriate base as a result of the error or overthrow and all runners must go back to the bases they originally held or the one nearest the batter. Any time a base becomes available after a hit, runners must be sent back.
- To try and simplify this:
  - 1. As an umpire, you move the batter-runner back to where you judge the value of the clean hit. Any advance made by him, beyond his scored hit, is nullified.
  - 2. Place all runners back on their original bases whenever possible. Put them as close as possible to the batter-runner after placing the batter-runner at the base judged to be the clean hit.
  - 3. If any bases become empty due to any runner or the batter-runner being put out, return the runners to those bases. For example, runners on first and third, runner on first leaves early, flag is thrown, batter gets to first, play stops. The runner that was on first gets second and the runner on third, even if he scored, gets returned to third, since its unoccupied.
- So in conclusion, leaving early is the field umpire's call and is enforced first by dropping the flag and then, if necessary, calling "time" and placing the runners as appropriate.

# Proper Appeals in LL





# Appeals in Little League

- An **appeal** is simply a process by which the defense may *challenge* a call on the field.
- Appeals must be made by a defensive player, NOT a coach or manager. The coach or manager can verbally tell his defense to make the appeal, but it must be executed properly by the players.
- The nature of the appeal must be unmistakable, i.e. clear to the umpire what/who is being appealed.
- Also note that once a subsequent play of any kind occurs, the defense forfeits its rights to appeal the preceding play.
- Appeals must also be made with the ball in play.
- Appeal situations are limited to check swings; leaving the bag early on a tag up after a caught fly ball and a runner not touching a base when advancing.



# Check Swing

- The most common appeal situation is the 'check' swing where the plate umpire
- judges the batter did not make an attempt to hit a ball out of the strike zone despite the bat
- moving forward, ruling a 'BALL". Appealing this call only be done when there is a base ump. The
- proper way to make the appeal is to have the catcher ask the plate ump: "did he go?". It is up
- then to the plate ump to ask for help. In some cases, the plate ump may NOT request help,
- particularly if it is felt that the attempt wasn't even close.
- **Coaches tip:** make sure you have and practice a system to alert your catchers to appeal an
- attempted



# Runner Leaving Early, Fly Ball

- Another appeal situation involves a runner tagging up on a caught fly ball.
- By rule a runner cannot advance on a caught fly ball until it touches a fielder.
- Umpires are trained to be on the lookout for this. A runner that violates the rule is in jeopardy of being called out, on appeal.
- The appeal can be made by a simple throw to the base in question by the fielders, or after the play, by making a clearly announced 'runner X left base Y early' and either tagging the runner in question with the ball or throwing the ball to a fielder to touch the base in question, but it must be announced what is being appealed.
- **Coaches tips:** practice having your players announce an appeal. "*Runner X on base Y left early*".
  - If you need to, take a defensive time out to coach them prior to making the appeal. Train your infielders and catcher to watch for the early departure as well. Note that an umpire working solo may not be able to see all runners, if more than one, at the time of the catch and is trained to focus on the lead runner. If an umpire does not see a play, they will NOT rule against the runner on appeal, just a practical matter.





## Runner Misses Base

- A runner is required to touch the bases in order both advancing and retreating, failure to do so puts the runner in jeopardy of being called out on appeal.
- To appeal a runner for missing a base, the runner or base missed must be tagged, after the intent of the appeal is announced, "*runner X missed base Y*".
- Umpires assume runners have touched the base for sake of a timing play, even at first.
- **Coaches tips:** most games involve several missed bases. Train your infielders to be on the lookout, without obstructing, or announcing it. Catchers are in good position to see a lot.
- Alerting the runners many times results in their quick fix of the problem. Practice appealing a runner for missing a base.