

# Vienna Little League

Fall Ball 2018

Preseason Managers Meeting

August 7, 2018

Vienna Community Center



# Introductions

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Welcome.

# Agenda

- Registration Snapshot
- Team Formation Approach
- Season Timeline
- Scheduling
- Fall Ball Rules
- Other Topics
  - PCA
  - Quartermaster
  - Safety
  - Questions
- Appendix
  - Detailed Rules

# Registration Snapshot

	<u>Total</u>		<u>Players</u>	<u>Slots</u>	<u>Movement</u>
<b>Requested Level - Majors</b>	<b>135</b>		135 kids	96 slots	39 move to AAA
Did Not Play Spring 2018	4			8 teams x 12	
AAA	55				
Majors	76				
<b>Requested Level - AAA</b>	<b>107</b>		146 kids	120 slots	26 kids move to AA
Did Not Play Spring 2018	7			10 teams x 12	
A	2				
AA	44				
AAA	54				
<b>Requested Level - AA</b>	<b>119</b>		145 kids	120 slots	25 kids move to A
Did Not Play Spring 2018	14			10 teams x 12	
AA	37				
A	64				
Rookie	4				
<b>Requested Level - Single A</b>	<b>116</b>		141 kids	144 slots	All accommodated
Did Not Play Spring 2018	19			14 team x 10	
AA	2			<b>Need 4 Managers</b>	
A	14				
Rookie	66				
TB	15				
<b>Requested Level - Juniors</b>	<b>125</b>		125 kids	140 slots	All accomodated
Did Not Play Spring 2018	39			14 teams x 10	
Rookie	8				
TB	78				
<b>Total</b>	<b>602</b>				

- Hello, Fall Juniors!
- Over 600 registered players – most in several years, and likely will exceed most all time w/late registrations for Juniors.
- Very limited space for players to move up from Spring to Fall, especially in Majors and 3A (e.g. only 20 of 96 slots are for non-returning Majors players). Expect very high level of play at all levels.
- Aiming for ~10 player rosters in Single A and Juniors. **Need 4 more Single a managers to do so.**

# Team Formation Approach

- A successful Fall Ball will be rooted in the transparency of our team formation approach, with an emphasis on parity and logical pairings of players, coaches, and families.
- Leagues will be formed via online “claim” system using Google Sheets.
  - Majors will be formed by pairing teams of *returning* Majors players, then placing mgr/coach/brother options, and a handful of rising 3A players. 12 player rosters, with an optional 13<sup>th</sup> player.
  - 3A and 2A will be formed via *logical* pairings of rising and existing teams. A typical team will match 6-8 players returning at level, 3-4 players rising a level, plus “free agents” placed by league directors. 12 player rosters, with an optional 13<sup>th</sup> player.
  - Single A and Juniors Teams will be formed based on parent and manager preferences, with additional players placed based on school, neighborhood, etc. Approximately 10 players per roster.

# Team Formation Approach (con't)

- Starting 8/8, teams will begin forming – Majors first, then 3A, 2A, and so on. Selection will be done via Google Sheets. Please do not share/communicate rosters until given the go ahead.
- Managers will have the opportunity to “claim” players, with parity ensured by league directors and the manager community. Speak up *constructively*.

	Tigers				Giants				
	Record ID	Last Name	First Name	Rationale	Record ID	Last Name	First Name	Rationale	Record ID
Player 1	1361231	Thomas	Tom	Returning 3A Reds	1675249	Lyles	Tom	Returning 3A Giants	1645
Player 2	1403694	Johnson	Bill	Returning 3A Reds	1961393	Jordan	Bill	Returning 3A Giants	4714
Player 3	1371346	Betts	Joe	Returning 3A Reds	1311819	Kelley	Joe	Returning 3A Giants	1365
Player 4	1290402	Ortiz	Josh	Returning 3A Reds	2543375	Shawn	Josh	Rising 2A Tomkins	1525
Player 5	1999653	Gregorious	Sam	Rising 2A Smith	1987927	Andujar	Sam	Rising 2A Tomkins	1311
Player 6	1977004	Osuna	Tim	Rising 2A Smith	2223130	James	Tim	Rising 2A Tomkins	1315
Player 7	2187434	Woods	Brad	Rising 2A Smith	4675916	Torres	Brad	Rising 2A Tomkins	1680
Player 8	2189134	Mcllroy	Steve	Rising 2A Smith	1652507	Thomas	Steve	Rising 2A Tomkins	1304
Player 9	1235364	Els	Ernie	Rising 2A Smith	1642584	Jordan	Ernie	Brother of Bill	2150
Player 10	3424345	Price	David	Neighbor	1847961	Waters	David	FFB w/Sam Adujar	2906
Player 11				Free Agent	1847961	Olson	Bobby	FFB w/Sam Adujar	1692
Player 12				Free Agent				Free Agent	Blank
Player 13 (Optional)				Free Agent	N/A				Blank

# Season Timeline

## August

- 8/8 – 8/14: Team Formation
- After 8/15: Practice slots available 1A thru Majors
- 8/25: Fall Cleanup Day
- 8/26: Optional Sunday “Meet & Greet” slots for Juniors Teams

## September

- Week of 9/3: Games begin after Labor Day. Regular season practice schedule takes effect.
- 9/5: PCA Workshop
- 9/9: First Fall Juniors Session

## October

- 10/20: Last Game for 1A
- 10/21: Last Session for Juniors
- 10/20 – 10/26: 2A thru Majors Fall Tourneys

# Scheduling

- Practice slots, including BP (for 2A thru Majors), will be pre-scheduled for the entire season. Additional practice slots will be made available for preseason.
- Managers will have opportunity to provide practice day/time preferences, within range for each division:
  - Majors - Games Mon/Tues and Wed/Thur and Practice Mon-Fri
  - 3A - Games: Tues/Wed and Sat; Practice: Mon/Thur
  - 2A - Games: Mon/Tues/Thur and Sat; Practice Wed/Fri
  - 1A - Games: Thur/Fri and Sat; Practice Mon/Tues/Wed
- Practice and Games will be loaded in VLL.org (Admin will turn off notifications).
- Games and practices are not made-up or rescheduled for any reason in Fall Ball.
- Your League Director is your point of contact for any scheduling matter (which should be none during Fall Ball).



# Fall Ball Rules

- For purposes of tonight's meeting, we will focus on what's different for Fall Ball vs Spring rules. Full local rules are included in the Appendix of this document.
  - *"Relax, it's Fall Ball."*
  - *No standings are kept at any level. A single-elimination, blind draw tournament is held at the end of the season for AA, AAA, and Majors.*
  - *2 innings max pitching, 3 inning max catching for AA, AAA, and Majors (in addition to LLI pitch count/days of rest requirements)*
  - *Retain the new Spring rule of "no new inning" at 1 hour 50 minutes, with no drop dead time.*
  - *Retain new 2A Spring rules re: batting tee after 2 walks in an inning; make a play to an appropriate base to end a play.*

# Fall Juniors Overview

- The new Fall Juniors program is primarily for veteran returning VLL players who will be League Ages 5 and 6 next Spring. The program will operate in a weekend-only format, with a 90-minute session on Sunday afternoons – consisting of a 30-minute practice, then a 60-minute game. The rules are a hybrid of traditional T-Ball and Rookie rules to best accommodate the abilities of all players.
- Players will hit from a tee to promote pace of play – after three “strikes,” the coach can assist a player to put an appropriate ball in play. Players who are “out” do not remain on the bases, though all players will bat in every inning regardless of the number of outs.
- The “Fall Juniors” program is considered a supplemental season, so it has no bearing on a player’s Spring placement. During the Spring season, all League Age 5 players will play T-Ball. League Age 6 players who have played one season of Spring T-Ball may choose to play Rookie Ball. This is an LLI requirement and there can be no exceptions.

# Positive Coaching Alliance

- VLL's Partnership with Positive Coaching Alliance is in Year 5
- **The Fall PCA Workshop is scheduled for September 5th 7-8pm (checkin at 6:30pm) at the Vienna Community Center. This is the Double Goal Coach: Coaching For Winning and Life Lessons Workshop.**
- **Required** for coaches and managers who have not yet taken Positive Coaching Alliance (PCA) Training with VLL.
- **Recommended** for coaches and managers who could use a refresher, have not yet attended the in-class workshop.
- Additional PCA information/resources located on the VLL website and [www.positivecoach.org](http://www.positivecoach.org).

# Quartermaster Topics

- Uniforms will be available in late August.
  - Juniors, Single A, and AA participate in the Washington Nationals Uniform Program. All team are the Nats, with hats/jerseys in a variety of color combinations.
  - AAA and Majors use assorted MLB team jerseys.
- Equipment will be handed out at Yeonas Park. Date and time TBD.
  - 2A, 3A, and Majors will receive practice and game baseballs and medical kit. Catcher's gear available by request.
  - Single A will receive Level 5 baseballs, catcher's gear, throw down bases, medical kit, and batting helmets upon request.
  - Juniors will receive Level 1 "Tee Balls," catcher's gear, throw down bases, medical kit, and batting helmets upon request.
- VLL Discount Day at DICK'S Sporting Goods is August 18<sup>th</sup>.

# Safety Officer Topics

- All forms are available on VLL.org, in the *Documents* section.
  - Volunteer Form
  - Medical Release Form
  - Injury Tracking Form
- Reminder about collisions and concussions

Thank you.

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# Catching Eligibility and Equipment

- Catching eligibility for all pitchers shall be governed by LLI Regulation VI (i.e., any player who has played the position of Catcher in any part of four or more innings in a game, is not eligible to pitch at all on that calendar day). This rule shall not be interpreted as allowing a player to catch in any part of less than four (4) innings, then enter the game as a pitcher, and then return to the catcher position, where it results in that player having caught in any part of four (4) innings and having pitched in the game.
- Catcher must wear proper equipment per LLI Rule 1.17. In summary, all catchers must wear chest protectors with neck collar, shin guards, catcher's helmet with NOCSAE stamp, and dangling throat guard. Boys must wear an athletic cup. Skull caps are not permitted.



# Pitching Eligibility and Pitcher Warmup

- Pitching eligibility for all pitchers shall be governed by LLI Regulation VI and is summarized below. See LLI Rule Book for exact wording.

<b>Max Pitch Limit Per Day by League Age</b>
8 Year Old - 50 pitches
9 - 10 Year Old - 75 pitches
11 Year Old - 85 pitches

- If pitcher reaches the limit while facing a batter, he/she can finish pitching to the batter.

<b>Days of Rest Rules</b>
1-20 Pitches - Can pitch the next day
21-35 Pitches - One (1) Day Rest
36-50 Pitches - Two (2) Days Rest
51-65 Pitches - Three (3) Days Rest
66 & Over Pitches - Four (4) Days Rest

- If pitcher reaches the limit while facing a batter, he/she can finish pitching to the batter and is only required to observe the calendar day(s) of rest for the threshold reached at the first pitch to that batter.

- Per LLI regulations, coaches shall not warm up pitchers. The catcher must be a rostered player and wearing proper equipment per LLI Rule 1.17.

# AAA Specific Playing Rules

- **Run Limits:** For innings one (1) through five (5), a maximum of five (5) runs per half inning is allowed. Once the fifth run scores, the half inning is over as if the third out was recorded. **EXCEPTION:** If an “over the fence” home run is hit, then all runners including the batter will be recorded, even if the five run maximum is exceeded.
- **Run Limits Continued:** In the 6th inning only, the run limit will be removed, and all runs scored before three (3) outs are recorded will be counted.
- **INFIELD FLY** is in effect in AAA. If a fair ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first or second, or first, second or third bases are occupied, before two are out. Umpire will declare “Infield Fly”. The ball is alive and runners may advance at the risk of that ball being caught, or retouch and advance after the ball is caught.

# AAA Specific Playing Rules (con't)

- STEALS are permitted at any time and permitted on passed balls.
- STEALING HOME is allowed.
- PERMITTED NUMBER OF INNINGS TO BE PITCHED IN AAA, no player shall pitch in more than four (4) innings in a single game. This is in addition to the pitch count limits as mandated by LLI Regulation VI, pitch count limitations. It should be noted that delivering one pitch in any part of an inning will count as one inning.
- Pitching Distance: The VLL pitching distance will be 46 feet for AAA.
- Batting Order is Continuous.
- Player Rotation. No player may sit two times until all players have sat once in the field. An inning is considered three consecutive outs.

# AAA Specific Playing Rules (con't)

- Infield Positions Minimum Play: A player must get one (1) inning of game play at an infield position before the conclusion of the 4th inning of each game. Infield positions are defined as 1B, 2B, 3B, SS, Pitcher and Catcher. An inning is considered three (3) consecutive outs.

# AA Specific Rules

- INFIELD FLY is not applicable in AA.
- No player shall sit out two (2) times until all players have sat out once.
- No player shall sit out two (2) consecutive innings.
- STEALING HOME is *not* allowed in AA. Stealing of 2B and 3B is allowed, provided the pitch is a) a called strike or b) a ball blocked in front the catcher and within arm's reach, as determined by the umpire. Runners may advance only one base, i.e. runners cannot advance on an overthrow. This restriction allows catchers to gain experience throwing out base runners.

# AA Specific Rules (con't)

- PERMITTED NUMBER OF INNINGS TO BE PITCHED IN AA, no player shall pitch in more than four (4) innings in a single game. This is in addition to the pitch count limits as mandated by LLI Regulation VI, pitch count limitations. It should be noted that delivering one pitch in any part of an inning will count as one inning.
- Outfielders: Four (4) outfielders are permitted for AA. The outfielders must be positioned “4 across” and no closer than 15 feet to the back edge of the infield dirt.
- Batting Order: The batting order is continuous.
- Strike Zone: The strike zone for “AA” will include top of shoulder to “bottom of the knees” with the benefit of the doubt being extended to the pitcher on all close calls, particularly those involving the inside and outside corners.

# AA Specific Rules (con't)

- **Pitching Distance:** The VLL pitching distance will be 46 feet for AA
- **Walks:** A player will be given a “base on balls” when the pitcher delivers “ball four”. After the second walk of an inning, all subsequent walks will result in a batting tee being used to attempt to put the ball in play. Specifically, the umpire will place the tee directly on home plate, with the height adjusted to the player’s belt. The result of the ball in play stands. Batters are allowed one “courtesy” strike – strike defined as a swing that misses the ball (e.g. swing and miss, or bat only hits the stem of the batting tee). On a second strike, the batter is declared OUT. Foul balls are NOT counted as strikes.

## AA Specific Rules (con't)

- Ball in Play - A play ends following a attempt on advancing runner(s), with only ONE base allowed on an *initial* overthrow or fielding error. This replaces the previous rule that the play can only end with a throw to the pitcher, to encourage the defense to throw to a *proper* base and the offense to run bases *responsibly*.



# AA Specific Rules (con't)

- Examples of the spirit of the new “Ball in Play” rules include:
  - Bases empty. Batter hits a ground ball to SS. If the SS throws the ball over the first baseman, the runner may attempt to advance to 2B but no further, even if a subsequent attempt is made on the runner attempting to advance to 2B.
  - Runner on 2B. Batter hits ground ball to the second baseman. Second baseman fields the ball and throws to first base for an OUT. The runner on 2B cannot advance past 3B.
  - Runner on 1B. Batter hits a ball to RF. The play ends if the ball is secured on a throw to 2B (to limit the hit to a single) or 3B (in an attempt on the lead runner who rounded 2B). Runners may advance one base on an initial overthrow.
  - Bases loaded. Line drive caught by the third baseman. Third baseman attempts a throw to 2B against a player who had not tagged up. In the case of an overthrow/error, the runners on all bases may advance no more than one base regardless of the number of attempts made on runners during the play.

# AA Specific Rules (con't)

- **Run Scoring Limits:** In the first four innings of play in AA there will be a maximum of four runs scored. Once the fourth run has scored the team's at bat will be over. Innings five and six, five runs are allowed.
- For every combined three (3) innings of game play in the outfield and/or on the bench, a player must get one (1) inning of game play at an infield position. Infield positions are defined as 1B, 2B, 3B, SS, Pitcher and Catcher. For example, if Player A plays the 2nd inning in RF, the 3rd inning in LF, the 4th inning on the bench, in the 5th inning this player must play one (1) inning in the infield before playing in the OF again.

# Single A Specific 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).
- **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 Specific 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 Specific 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 Specific 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 Specific 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."

# Single A Specific 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.



# Fall Juniors Specific Rules

- Each session consists of a 30-minute practice, followed by a 60-minute game.
- No scores or standings are kept.
- All players hit off a batting tee. After three strikes (e.g. bat misses ball completely), a coach can assist the player to put an “appropriate” ball in play.
- A player who is “out” returns to the dugout, though all players will bat in every inning regardless of the number of outs recorded.
- Runners may advance one base per hit. There are no extra bases on overthrows.
- Stealing is not allowed.
- The last player to hit in the inning will get to run around the bases for a home run. *The defensive team may attempt to get the batter out at first base. Thereafter, the batter and all baserunners will complete a “home run.”*
- Managers are encouraged to change the batting order each inning.
- Coaches are permitted on the field to instruct defensive players.