



***2018***  
***Major League***  
***Coaches Manual***

**"PUT ME IN COACH, I'M READY TO PLAY TODAY"**  
**JOHN FOGARTY, "CENTERFIELD"**

# *Major League Manual*

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## SECTION 1

### INTRODUCTION

Dear Manager,

Welcome to Glastonbury Little League Baseball and thanks for committing the time you will be spending working this season with the youngsters on your team. As a coach, you are the heart and soul of our program. With you lies the responsibility for its success.

It is the program's objective to teach baseball and sportsmanship, build self-esteem in each player, to have fun, and to create in each player the desire to be the very best he or she can be. A positive attitude on your part, bearing in mind at all times that every action should be based on what is best for the youngsters, will take us 95% of the way to these goals.

Glastonbury Little League has maintained a tradition of sportsmanship throughout its history. Coaches must regard each other as teammates on the field of play, working towards the common goal of success for every player. ***Success is not measured by wins and losses but by the positive learning experiences you give to your players. A lost ballgame should never be regarded as a failure.***

Your commitment and your sacrifice of personal time are both recognized and deeply appreciated.

*Enjoy your kids, have fun, and good luck!!!*

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**Visit our web site at <http://www.glastonburylittleleague.org>**

The manual pages, which follow, provide guidelines and rules for the conduct of the MAJOR LEAGUE DIVISION. These pages are not meant to be all-inclusive; rather they are intended to be ready reference for information needed during the course of the season. They should be carefully read and understood to avoid doubts on the field of play. Please be sure that any coaches or assistants you have helping you read and abide by this manual as well. In the event of a conflict between this manual and other documents, the provisions, which follow, shall govern.

## SECTION 1

### **A Good Coach Should.....**

1. Reflect an understanding of the age group they supervise. Bear in mind that you are working with 10, 11 and 12 year old youngsters.
2. Be aware that they are an example to the players.
3. Demonstrate they have an appreciation of the philosophy of Glastonbury Little League and cooperate with others in making the program benefit all the players.
4. Show by example that they respect the judgment and the position of the authority of the umpire. If a difficult situation arises, work with the umpire and your fellow manager to resolve it.
5. Exercise their leadership role adequately but leave the game in the hands of the players.
6. Encourage their players at every opportunity. Do not use negative comments and/or fear.
7. Instill in each player self-confidence, a desire to improve and to impart as much baseball knowledge as possible.
8. Encourage good health habits, care of uniforms and equipment. Do not allow vulgar language on the bench or field.
9. Be instrumental in shaping acceptable behavior whether the team wins or loses.
10. Know and play by the rules of Glastonbury Little League. Instill in the players a respect for the rules of the game.
11. Be calm, cautious, and use sound judgment during an on field discussion, basing all actions on which is in the best interest of all youngsters involved. These discussions should be low key.
12. Help maintain control of spectator behavior. Lead by example.
13. Teach players to respect the playing fields and keeping the dugouts clean after every game.
- 14. Provide the opportunity for players to play the positions they desire. Develop your players, each player should play an infield position twice in each game. Limiting pitching and catching opportunities to two or three players thru the season is not in keeping with Little League Baseball. A good manager spreads these positions around. Strive to develop 5-6 or more pitchers and 3 or more catchers.***

NOTE: The above and everything, which follows in this manual, must be communicated to coaches and/or assistants by the Manager.

## SECTION 1

### *Sportsmanship and Character*

*Glastonbury Little League strives to have **Sportsmanship** be the hallmark of its program. Little League has three traits noted in its emblem. They are Courage, Loyalty and **Character**. While a Little League coach is not expected to take on a parent role for all of his/her players, he/she is in a unique position to serve as a positive role model. With the belief that Character is closely linked to good Sportsmanship behavior, the following suggestions for fostering player character are listed.*

- 1. Be vigilant about preventing and stopping scapegoating of one player by other players*
- 2. Recognize the achievements of your players other than baseball such as academic, artistic, etc.*
- 3. Create a positive code of behavior for your team*
- 4. Promote players supporting their teammates. Have a "Sportsmanship of the Game" prize*
- 5. Teach respect for the condition of the facilities and cleanliness of the dugout. Have players clean up the dugout area after all games and practices.*
- 6. Do not accept swearing, vulgar or obscene language on your team*
- 7. Strive to be consistent with all players; avoid allowing personal feelings to interfere with fairness*
- 8. Teach your players respect and courtesy towards their teammates, umpires and opponents*
- 9. Emphasize at the first practice the importance of working hard and striving for personal and team goals.*
- 10. Use constructive criticism, tempered by compassion. Help players do the same with each other.*
- 11. Lead by example, respect the rules of baseball, local rules and umpires' judgments*
- 12. Provide structure to your team, assure that the League dress code is observed with the players wearing the supplied uniforms properly and shirts are tucked in*
- 13. Promote academics, ask the players how they are doing in school, what is their favorite subject, etc.*
- 14. Create clear team expectations. Recognize the fact when players meet or exceed them.*
- 15. Encourage players to volunteer for extra duties such as carrying equipment to your car or the equipment box, participating in fund-raisers, calling teammates, keeping dugouts orderly.*

## SECTION 2 SAFETY

The GLL Safety Officer is Don Longtin 860-643-9165. The following safety rules apply in all games AND practices

1. During practices, players should be spaced so that no one is endangered by wild throws, missed catches, or batted balls.
2. Batters, base runners and base coaches must wear batting helmets during games, practices and when in the batting cages at Robb's Farm and Butler Field.
3. Collisions between players should be avoided by teaching the players to call for the ball.
4. Players must not wear watches, rings, or other jewelry, or items that could cause injury while playing ball.
5. Catchers must wear full protective gear (masks with dangling throat guard, shin guards, chest protectors and cups) when catching or warming up pitchers. It is recommended that all male players wear cups.
6. Commensurate with our liability insurance requirements and background checks procedures, only league players, managers, and coaches are allowed on the field during practice sessions and games. Managers and coaches must have completed the Volunteer Application Form and local form for GLL processing of the NSOPR and local police background checks.
7. Bats, helmets, and other equipment should be kept well removed from the playing field.
8. Players should be kept on the team bench when not playing. **NO SPECTATORS WILL BE ALLOWED BETWEEN THE TEAM BENCH AND THE PLAYING FIELD OR AT THE TEAM BENCH.**
9. At no time should horseplay be permitted on the playing field or on the bench.
10. Curve balls can cause damage to young pitching arms; thus they must **NOT** be used in this League. Coaches should stress location and change of speed
11. The on deck position and the use of donuts and/or bat weights is not allowed. Managers are responsible for implementing this rule. Umpires are instructed to enforce this rule
12. Do not play when lightning or the threat of lightning is present. ***The umpire will decide when to call games for lightning and darkness. Managers are not to attempt to influence these calls.***
13. ***Non collision rule:*** Base runners must avoid collisions with a fielding player when the fielding player is attempting to field a thrown or batted ball or make a tag by either sliding into home plate or bases or by using other means. ***This is not a must slide rule but rather it is a non-collision rule.*** Players running into a fielder attempting a tag put out shall be declared out for interference. Runners who avoid a fielder standing in the base path not making a play shall be safe by virtue of fielder interference. The umpire's judgment shall prevail. ***In all cases, the runner is out when there is a collision.***
14. The Manager or Coach is responsible for having the League supplied first aid kit at every practice and game. Call the Equipment Director, DJ Greco, at 860-306-4079 or the League President 643-9165 to replenish this kit.
15. Use the supplied surgical gloves in the first aid kit whenever dealing with an open cut.
16. ***Be mindful of the pitch count and batter. A Major Leaguer should never exceed 72 pitches in a game. GLL uses batter counts. For a Minor Leaguer, The maximum number of pitches is 50. See Section 8 for pitching rules.***
17. **ACCIDENTS:** Managers should use the first aid kit for minor accidents. In the event of a major accident, the manager should immediately call the police and ambulance service at 911 and assure a physician attends to the player. If the parents are not at the field, the manager should notify the parents as soon as possible. He must then promptly report the accident within 24 hours to the Safety Officers noted above as well as the League president, at 860-643-9165

18. Promptly report any safety problem and potential safety problem to the Safety Officers noted above. Managers and coaches are to inspect the playing equipment before any game and report missing and/or damaged equipment to the League Equipment Director, DJ Greco, at 860-306-4079.
19. Managers are to be aware of special medical needs, if any, of all their players, e.g. allergies, diabetic, bee stings, etc.
19. Bring the player' phone list at every game and practice in case of emergency.
20. Never leave a young player unattended after a game or practice. If you drive her/him home after the game or practice, assure that the player enters the home and someone is there before you leave.
21. Assure team players are wearing seat belts if you are providing them transportation
22. Coaches should make sure a cell phone is available at every practice and game
23. The safety coach or team manager is to survey the field prior to that start of any game or practice for safety hazards.
24. Smoking and alcoholic beverages are not allowed at any of our ball fields
25. Managers and coaches will undergo basic First Aid kit administration training offered by the TOWN Nurse at the annual Coaches Meetings in mid-March.
26. Team meetings should be limited during a game. During games they are to be held in the safety of the dugout and not on the field
27. The field equipment boxes are to be carefully opened and closed. Pay particular attention when closing boxes that no one is around or near the box. Boxes are never to be left in an open position or upright position and are to be closed and locked after use

### **-LIGHTNING FACTS AND SAFETY TIPS**

- 1) To determine how far away a lightning strike is, count the number of seconds between the flash and when you hear the rumble of thunder. Divide this number by 5 to get the distance (in miles) lightning is away from you. (i.e. count to 5 and storm is ONE (1) MILE AWAY!!
- 2) Once the lightning is 6 miles away (30 seconds between lightning flash and thunder), take shelter!
- 3) Outside activities should not be resumed until 30 minutes after the last audible thunder as lightning can strike up to 20 miles from the storm cell.
- 4) Take shelter in a safe building like a large enclosed structure or an automobile. Do **NOT** take shelter in a baseball dugout, picnic shelter or under a tree.
- 5) Know the forecast. If the forecast calls for thunderstorms, be on the lookout for threatening skies and be prepared to take shelter if dangerous weather approaches. Bring a transistor radio...listed to AM band for static or get live-local weather updates every 10 minutes from WTIC NEWS-TALK 1080.
- 6) Even though the thunderstorm may be as far away as 20 miles, a "bolt from the blue" can happen. If hair on people's head or body "stands up", even if it's sunny where you are, lightning is about to strike...take shelter.
- 7) If someone is struck by lightning, call 911 immediately. If the victim has no pulse for 20-30 seconds, start CPR. But make sure the safety of others is not jeopardized. It is unsafe to be outside if a thunderstorm is near or in progress (lightning **can** strike in the same place twice).

*Lightning kills more people each year (80-100) than tornadoes and hurricanes combined*

## **SECTION 2 SAFETY**

### **Safety Coach Guidelines**

**Safety Coach:** One coach shall be designated the Team Safety Coach.

**Why a safety coach:** GLL has an excellent record regarding player injuries, however there have been incidents that could have been avoided by more visible and preventive actions. Therefore, GLL is adopting a policy to elevate the importance of safety by assigning a Safety Coach to each of its teams in every division of play.

**Responsibility:** Implementing Glastonbury Little League Safety Policy. Highlights are listed below – see Section 2 of the GLL Coaches Manual for additional description.

#### **Accidents**

Evaluate the extent of the injury. Excessive bleeding/suspected bone injury or other major injury, call 911. Direct all other players away. Stay with injured player until help arrives and direct the responding officer to the player. Notify parents. Maintain an account of the incident and report to League President and Board Safety Officer as soon as practical. Treat minor injuries (cuts, abrasions, etc with first aid kit)

#### **Preventive Action**

- Bring the player's phone contact list to every game and practice along with cell phone.
- Become aware of players special medical needs (i.e. allergies, bee stings, etc)
- Never leave a player unattended after game or practice (thru Junior League).
- Dugout Discipline – Assure all coaches remain IN the dugout during game situations, entry shall be unobstructed, bats in bat racks, and equipment bags hung or stored under benches.
- Assure no On-Deck Batters, no person shall handle a bat during the game unless they are at the plate or approaching the batter's box.
- Assure base runners and base coaches are wearing league-approved helmets. Bats shall be clear of the playing area. Catchers must wear full protective gear (masks with throat guard, shin guards, chest protectors and cups) when catching or warming up pitchers.
- Assure players are not wearing watches, rings, or jewelry during the game.
- Reinforce the umpire's decision to call games for lightning and darkness
- Evaluate playability of the field and condition of the equipment prior to games. Report unsafe field and equipment conditions to Safety Officer and/or League President
- Ensure a replenished first aid kit is available for minor accidents
- Assure field equipment box is closed and latched during games
- Assure that only League approved individuals are acting as coaches during games and practices

#### **Education**

- Prohibit head first slides
- Monitor batter count for maximum number of batters faced by one pitcher
- Collision avoidance – call for the ball when fielding; proper slides in base running situations.
- Proper release of bat after a hit (no thrown bat)
- Don't turn your back on the baseball!
- Proper catcher position: equipment forward, fist behind gloved hand or shin guard.
- Stress location and change of speed for pitchers – curve balls must not be used in this league.

## **Food and Drinks (Nutrition)**

### **Provided by the Glastonbury Health Department**

1. Encourage that each player has a water bottle with water (not juice, sports drinks\*, or soda) available at each practice or game. This water bottle should be labeled with their name. Discourage the use of large water coolers or the sharing of water bottles.

*\*Sports drinks should be encouraged over water if the weather is warm or the players are going to be doing strenuous physical activity for more than 30 minutes.*

2. If snacks are part of an event encourage the players to avoid items high in sugar, salt, and/or fat. Encourage healthy snacks.

3. Do not use food as a reward or punishment during a practice or a game.

4. Concession Stands, Celebrations, and Fund Raisers

A. Give customers/players an opportunity to choose foods with high nutrition value at all team functions when food is served and at concession stands.

- Always have water as a drink option and discourage soda, sports drinks, vitamin drinks, flavored water with artificial or natural sweetener
- Encourage the consumption of appropriate serving sizes
- Encourage healthy snacks and meals such as trail mix, nuts, low-fat cheese, low fat crackers, baked (not fried) chips and pretzels, low sugar cereal, graham crackers, fresh fruit, sorbet, bagels, whole wheat buns and bagels, low fat condiments, salads, consider vegetarian options
- 

B. Discourage fund raisers that require the sale of low nutritional value foods such as candy, consider non-food options.

C. Celebrations do not have to include food. If food is served consider some of the healthy options listed above.

D. Parents: Make parents/guardians aware of policy so they can further reinforce healthy options. Encourage parents to comply with league recommendations when providing food for a league event.

E. Parents that are ill should not staff the Ross Field Concession Stand or serve snacks or food to the players.

## SECTION 3 FIELD DECORUM

The actions and statements of managers, coaches, and umpires must be above reproach. Managers are responsible for the actions of their players. Positive cheering for one's team is encouraged. Negative cheering the opposing team is prohibited. **Uniformed players and umpires only are permitted within the confines of the playing field during play.** Players shall be on the bench when their team is at bat and when they are coaching, batting or running. When the team is on defense the reserve players shall be on the bench. Managers and coaches will not leave the bench area except to confer with a player or umpire.

### PROTESTING GAMES

Every precaution should be taken to avoid situations that warrant the protesting of a game. Protesting a game must be a last resort. When a protest situation is imminent and recognized the umpire must be notified immediately in a civil manner, rather than waiting until the infraction has occurred. Major league managers are to direct their protest in writing to the League Commissioner Brian Suriner at brianandbeth@cox.net within 24 hours after the affected game. Only an infraction of the rules can be grounds for a protest. Judgment calls by an umpire cannot be protested.

### PLAYER DISCIPLINE

Suspension of a player is an extreme action and is allowed only with prior approval of the League President. Missing of previous practices or games shall not be reason for loss of playing time. Disciplinary action should be discussed with League Commissioner.

### Expediting Games

Managers and coaches have a responsibility to their players, their families and to the next game teams to expedite the playing of their games. The following are measures that expedite games and must be adhered to.

1. Have the batting lineup and defensive line up ready and posted for all to see prior to the game. Do not assign defensive positions on an inning-to-inning basis. Assure all players are prepared to go on the field immediately at the start of the defensive half inning.
2. Do not hold half inning team meetings or cheers on the field; if necessary, hold them in the protection of the dugout. The former is also an unsafe practice.
3. IT IS MANDATORY the next defensive half inning catcher must be in the dugout with the catching gear donned after one out on his/her team.
4. Games must be started at the stated scheduled times unless delayed by a previous game. On field pre-game warm-ups are not allowed if they delay the starting of the game on time.
5. The next batter is to be wearing her/his helmet and know where his/her bat is, but not in hand
6. Place the field equipment in an orderly fashion in the dugout .so as players can easily locate it. Place the equipment in the dugout bag after the game and return same to the box.
7. Do not use an excessive amount nor lengthy timeouts for individual player training.
8. Limit the amount of warmup pitches to 6 between innings.
9. Coaches are not to warm up pitchers if any players that are out that defensive inning are available.

## SECTION 4

### TEAM EQUIPMENT/UNIFORMS

#### EQUIPMENT

Equipment for play will be maintained at each field in locked boxes located near the playing field. The equipment will consist of two sets of catcher's protective gear, two catcher's mitts, two sets of batting helmets, several bats, bases, umpire's protective gear, First Aid Kit and ice packs. There is a bag of team equipment for each dugout. Each manager will receive an equipment box key, a scorebook, several practice balls, and sufficient new baseballs for the season from the League Commissioner. The home team manager will supply two new baseballs for each league game. **One coach from each team will be assigned as *equipment manager*. The equipment manager is responsible for making sure the equipment is re-bagged and returned to the field equipment box.**

The home team manager is responsible to set out the field equipment for games – bases & umpires' gear. ***The home team Manager is responsible to lock the equipment box during the course of the game and assure the box is closed and locked after the game.*** The manager should notify the League Commissioner if equipment replacements are required at any field during the season. ***The provided equipment box key must be returned to the League with equipment return.***

#### UNIFORMS

The League will supply uniform shirts, socks, and hats for each team. The league has pants for any player who needs them. Shirts, hats and socks are to be kept by players. Coaches are to return balls, key, first aid kit; **Scorebooks must be filled out for each game and returned at the end of the season.** New and used balls are League property and are not to be kept or given to players at the end of the season.

#### Soft Toss Practice

***Coaches are advised to use whiffle balls only when conducting soft toss practice against field fencing. They are additionally directed to stand on non-grassy areas to do so. These techniques minimize wear and tear of the fields and fencing and prolong the life of the facilities we use.***

## **SECTION 5 GAME POSTPONEMENTS AND CANCELLATIONS**

When the weather and/or field conditions are questionable, check the Glastonbury Little League web site at [www.glastonburylittleleague.org](http://www.glastonburylittleleague.org) for cancellations.

*Games are not to be delayed or postponed due to key players or coaches not being available. If the League approved manager or Coach is not available for a game, the manager is to notify the League Commissioners or the League President who will supply a substitute Manager. Little League rules and insurance prohibits the use of non-approved/noninsured personnel coaching teams. The only viable reason for game postponements is inclement weather or poor field conditions. Lack of adequate number of players will result in forfeiture. The league provides minor call ups to teams who cannot field at least 8 players.*

### **MAJOR LEAGUE RAIN MAKE UPS**

As shown on the schedule, a practice and practice game schedule precedes the regular season schedule. Rained-out practice games will not be made up. Managers are urged to take full advantage of the scheduled practices to become acquainted with their team.

We can all be sure that some, hopefully not many, of our games will be rained out during the course of the season. For that purpose, rain make-up dates are available. To minimize team standings confusion and tightly packed make-up games in late season, make up games will be scheduled as early as possible. **ALL RAINED OUT GAMES WILL BE MADE UP** in order to have every team play a full schedule. All make up games will be scheduled by the league commissioners and distributed via the automated web site email to all managers, players and umpires. Please notify the league commissioners of any game postponements at [brianandbeth@cox.net](mailto:brianandbeth@cox.net).

Rain make-up games will pre-empt pre-scheduled practices. Fields for additional team practices during the course of the regular season can be reserved by emailing the league commissioner [tmunsie@gmail.com](mailto:tmunsie@gmail.com). Make-up games will have priority, but managers are encouraged to make use of the fields for practice and to give the players maximum baseball time. More baseball is learned in practices than in game situations.

### **SCOREKEEPING**

The manager of each team is responsible for maintaining the score for each game in which his team participates and to track the batting order rotation. It is suggested that coaches start teaching players how to keep score at the majors level. **A non-League approved person keeping score in the team dugout is prohibited.** Before game time, each manager must make available to the other manager his batting lineup. Managers should confirm the score after each half inning. Each manager must make available to the opposing manager any scorecards of previous games that he desires to see for the purpose of verifying compliance with pitching and batting order rules. A League Commissioner will resolve any scoring dispute.

In order to help Managers and Coaches comply with playing rules, GLL issues each team a customized GLL scorebook. Upon receipt, managers are to write their team name on the cover. Scoring is to be done as outlined in the scoring instructional page. The number of times a player is in the infield or outfield, defensive innings played (no player shall ever sit out for consecutive innings) and pitchers' batter count and innings pitched, must be recorded. After each game, Managers must sign off in each other's scoring book for that game in the area provided to confirm accuracy and rule compliance.

**Scores should be reported to Juan Ruiz at [veve@prodigy.net](mailto:veve@prodigy.net)**

## SECTION 6

### MAJOR LEAGUE PLAYER SELECTION SYSTEM

Major League players will be selected from a common town wide pool in a draft following appropriate tryouts. Team rosters will be chosen by the team manager at the draft. Selection will be made based upon the playing ability displayed by the candidates at the tryouts and upon any information that may be provided by the League about players trying out such as Minor or Major All Star status, last season's coaches ratings and round selection if available. All returning Major League players must be selected. No ten-year-old player may be selected beyond a round determined by the League. This determination is based on the number of players trying out and the number of positions available. The League strives to minimize the number of players returning to the Minors, approximately 1%. This policy assures that 11 and 12 year olds drafted in the Majors is maximized and only ten year olds are returned to Minors. Thus, all 11 and 12 year olds will be drafted for the Majors.

No team shall have in excess of (8) 12-year-old players. Coaches are urged to maintain awareness of players who play concurrent sports.

Managers' sons and daughters will be placed on their teams. The draft round in which these siblings are placed will be determined by a consensus of all Major League managers, with final placement approval from the League. This will be facilitated by the League Commissioner who will average the managers' nominated rounds with the high and low rounds eliminated and an independent player ratings by League appointed raters. **GLL reserves the right to structure coach pairings and player draft rounds such that one team does not gain a disproportionate amount of strong players as a result of coach assignments.**

The managers will notify the players of their team assignments immediately after the draft. **The managers will be notified of the elementary school districts in which their players reside. This will be important information for the formation of the post-season tournament teams. For post season All Star team play, players from the Hopewell, Eastbury and Nayaug school districts are assigned to the American League and players from Hebron, Naubuc and Buttonball districts are in the National.**

#### ***DRAFT INFORMATION***

***Managers and Coaches are not to divulge information on the draft position status to any one e.g., what round a player was selected. There will be no draft sheet supplied to the Managers. Any other similar records for the purpose of monitoring this activity must not be kept during the draft. The League has experienced much difficulty with this information made available to players who have times made insensitive remarks to players selected in later rounds. ALL DRAFT INFORMATION IS TO REMAIN ABSOLUTELY CONFIDENTIAL. A separate print out of a team roster will be made available upon request from the team manager.***

## ***SECTION 6***

### **TEMPORARY PLAYERS**

Games are to be played with a minimum of 8 players. If less than 8 players are previously known to be not attending a particular game, the affected Majors manager may submit a request to the League Commissioners or the League President for a one game call up of a 10 year old Minor Leaguer. Major's managers and coaches are not to call up players on their own. Doing so results in forfeiture. GLL will provide temporary players on a best effort basis. Failure to do so does not justify Majors teams recruiting Minor Leaguers. Minor league players cannot pitch in a Majors game.

GLL instituted this procedure several seasons ago as a result of some majors teams having 11 players at the outset. Although we have had season starting rosters of 12 players for the past seasons, we have continued this practice in an effort to minimize forfeitures. There are valid reasons why the process is centralized. GLL strives to distribute these opportunities to as many 10 year olds as possible, especially to those who were not selected in the draft, if any. We also want to assure that players under 10 are not inadvertently called up. Also, excessive use of call-ups might be a signal that a team has a problem. Why not pitch a Minor player? That player may well have just pitched or may be subsequently be pitching for his Minors team which has his priority. Most importantly, it would send a negative message to a Majors player on the affected team who may well want to pitch, is not and sees a new kid not on the team, pitching. There have been and will continue to be instances where GLL cannot provide a temporary player, especially when short notice is given. In those cases, the affected team has to accept a forfeit but as the manual suggests, players from both teams should split up and baseball should be played. It is important to note that while GLL will strive to provide temps, the ultimate responsibility for fielding a team lays upon the rostered players, their parents and the coaches.

## ***SECTION 7***

### **RECORDING OF SCORES**

The manager of each team is responsible for maintaining a scorebook for each game the team participates in. He/she should score both his and the opposing team's line-up.

After the completion of the game, all managers are to report their game scores to the Juan Ruiz at [veve@prodigy.net](mailto:veve@prodigy.net). Scores should be reported the evening of the game played so the league may maintain updated standings on a weekly basis. League standings will be updated on the Glastonbury Little League website.

It is suggested that managers check the game score with each other after each inning of a ball game. In the event of a scoring dispute in which the two teams cannot agree on the winner of the game, the two managers will submit the scorebook to the League Commissioner. The Commissioner will take such action, as he deems appropriate to resolve the issue.

Games that run the full official game length and are tied shall be continued into extra innings and only called for darkness or weather. Games called before they reach official game length (4 innings or 3and1/2, if the home team is ahead shall be replayed later in their entirety, all pitching rules apply on a game day basis. **Games that end in a Tie will be counted in the league standings as a tie.**

#### ***Citizen Game Highlights***

The winning team is to email game highlights to Juan Ruiz at [veve@prodigy.net](mailto:veve@prodigy.net) as soon as possible after the completion of the game. You should be prepared to report the score and a few brief highlights from both winning and losing teams. During the course of the season, get every player's name in the highlights at least once. Use email to submit your report. League will provide an outline of how to write a Citizen Game Highlight.

Do not go directly to the Citizen. They will only publish one submittal from the League. The reports are to be submitted no later than 6:00pm on Sunday night for publication in the following Thursday edition of the Citizen. Managers are urged to submit their reports as quickly as possible and not wait until Sunday night.

#### ***Playoffs and Presidents Cup Tournament***

For 2017 Season we are planning on 16 teams. The top 8 teams will qualify for the playoffs. The next 8 teams will participate in The Presidents Cup Tournament. Winning percentage determines seeds. In the event of a winning percentage tie, head to head will determine tie breaker. In the event there is still a tie, record versus common opponent will break tie. I the event there is still a tie a coin flip will break the tie.

## ***SECTION 8***

### **RULES APPLICABLE TO MAJOR LEAGUE PLAY**

Managers and Coaches must know and abide by the following rules. Failure to abide by the pitching rules will cause forfeiture of a team's win.

1. Games will be 6 innings long. Four innings must be played to constitute an official game except that 3-1/2 innings shall be an official game if the home team is leading and the game is shortened by rain, darkness, etc. Games tied after 6 innings shall continue until called for darkness or weather.
2. There shall be base stealing. The base runner shall not leave the base until the ball crosses the plate.
3. The home team shall occupy the dugout along first base side of the playing field.
4. Bunting is allowed.
5. Pitching rules for any one player are as follows:
  - A. A pitcher cannot pitch on consecutive days.
  - B. A maximum of 6 innings pitched per week is allowed for 11-12 year old player *and 4 innings for a 10 year old player. A week is from Monday through Sunday.*
  - C. A pitcher removed from the mound may not return to the mound even though he/she may remain in the game at another position.
  - D. A delivery of a single pitch in an inning constitutes an inning pitched.
  - E. A player may not pitch in consecutive games, EXCEPTION – A player may pitch in consecutive games if 12 or less batters are faced in the previous game.
  - F. A pitcher who pitches to more than 10 batters in a game, may not play the position of catcher for the remainder of that day.**
  - G. Required days of rest are as follows:

<b>Age 11-12 Batter Count</b>	<b>Age 10 Batter Count</b>	<b>Calendar Days of Rest</b>	
16-18 Max		4	and <b>ONE GAME REST</b>
13-15	7-10 Max	3	and <b>ONE GAME REST</b>
9-12	5-6	2	
1-8	1-4	1	

- 6 *An 11-12 year old pitcher is limited to 18 batters in any one game and a 10 yo to 10 batters*
7. *All players on the team are to be inserted in the batting order. That order is to be maintained for the duration of the season and rotated one player every game. Specifically, the first batter in the first league game will bat last in the next game and all batters move up one position. This rotation will be implemented regardless of a player's attendance in any one game. The rotation will not change for post-season play. Failure to comply will result in coaches suspension, progressing to dismissal for repeated non-compliance.*
8. Base runners may advance on wild pitches and passed balls.
9. *No player shall play one inning more than any other player on his/her team. No player shall sit out of the game for consecutive innings. Every player must play a minimum of two full innings in the infield, which includes the catcher and pitcher positions*
10. The infield fly rule will apply.

## ***SECTION 8***

### **RULES APPLICABLE TO MAJOR LEAGUE PLAY**

11. The number of visits a manager or coach may make to any one pitcher is limited as follows:
    - A third trip to the same pitcher in the same inning will cause the pitcher's automatic removal.
    - A manager or coach is prohibited from making a third visit while the same batter is at bat.
  12. Pinch runners are to be used only in case of an injury to the original runner. Player who was the last batted out shall be the runner
  13. Adults including managers may not coach in either first or third base coaching boxes. Coaches and managers are not to be on the playing field during the game but must be behind the bench fence.
  14. A runner shall be awarded one base beyond the base he is advancing towards, in the umpire's judgment, on a ball thrown out of bounds. That runner must be in motion towards the base however. Out of bounds lines, normally an extension of the backstop, shall be agreed upon by the umpires and managers before the game.
  15. ***Profanity by Coaches and players is forbidden. Violation will result in immediate ejection from the game and the ballpark. The umpire's judgment on profanity is final. Coaches are to assure that players are aware of this rule at the beginning of the season.***
  16. ***No player shall sit on the bench for any consecutive defensive inning***
  17. ***Non collision rule:*** Base runners must avoid collisions with a fielding player when the fielding player is attempting to field a thrown or batted ball or make a tag by either sliding into home plate or bases or by using other means. Players running into a fielder attempting a tag put out shall be declared out for interference. Runners who avoid a fielder standing in the base path not making a play shall be safe by virtue of fielder interference. The umpire's judgment shall prevail. ***In all cases, the runner is out when there is a collision.***
  18. Eight or more players shall constitute a legal number of players to play a game.
  19. ***On Deck Batters are not permitted. The next hitter in the lineup shall proceed from the team bench, go to the bat rack and go directly to the batters box. Players are not permitted to have bats in hand while in the dugout. Managers are responsible for implementing this safety rule.***
  20. ***Head first sliding is not permitted while advancing to the next base. A player doing so will be declared out. Diving back into the occupied base is allowed.***
  21. ***Players must be wearing the League supplied team uniforms and hats in order to participate in a game. Failure to do so will be cause for ejection. Additionally, team shirts must be tucked in.***
  22. Except where they conflict with the above rules, all official Little League rules for Major League Baseball shall be observed.
  23. If a team has a 15 run or greater lead after 4 innings or 3&1/2 innings in the case of a home team leading, a mercy rule is in effect and the game shall be called complete
- No metal spikes are allowed
- Games are to start promptly at the scheduled time. After a 15-minute grace period from the scheduled start time, a team with less than 8 players shall forfeit the game. In such a case, teams are encouraged to play baseball by equally dividing the players in attendance.

## ***SECTION 9***

### **Coach/Sgt Steven DeLuzio Memorial Wooden Bat Game**

One member from each team shall be selected to play in the Coach/Sgt Steven DeLuzio Memorial Wooden Bat Game. This game will be played at Ross field following the Memorial Day Parade. This game is in honor of GLL majors Coach Sgt Steven DeLuzio. The player selected must be 12 years old and available to play on Memorial Day.

Please email your selection to the league commissioner by May 15th at [brianandbeth@cox.net](mailto:brianandbeth@cox.net)

### **Glastonbury Majors Town Tournament**

A post season Town tournament will be conducted immediately following regular season play. Teams participating in the final eight will be the champions of the American and National League East and West Divisions. The remaining four wild card teams will be those with the best winning percentage from the overall Major League. In case of ties, head to head game results will determine the tiebreaker.

The balance of the remaining teams will be paired based on records for a season ending Presidents Challenge Tournament.

A coin flip will determine the home team for all of these games.

All are reminded that proper field decorum is critical at these highly visible games.

Refer to the League event schedule for the time and location of the Championship game. The game will be preceded by the playing of the Evan Simon Sportsmanship game played by Sportsmanship Award recipients. Major League Division winners will receive their trophies prior to this game.

## ***SECTION 10***

### **ALL STAR TEAM SELECTION POLICY**

Our league will select All Star Teams in the 9/10, 11 & 11/12 year old age brackets. (2) from each of the American and National League Districts.

Managers and players should be aware of the following policy. Major League All Stars will be selected after tryouts of all players nominated by team managers and League personnel at the end of the Regular Season. Managers should encourage their better players to try out if they are nominated. Players who try out for the All Star Team must be willing to meet the practice and game obligations of All Stars.

All Star play requires about two weeks of intensive practice from mid June until the first All Star game, which will occur in early July. Practices will be held by the All Star Team Manager and 2 coaches weekday nights and on Saturday and/or Sunday, at the Manager's discretion. Once games begin, practices may be scheduled between them as the Manager sees fit. The All Star games will be played in Glastonbury and in neighboring towns, normally on weekday evenings and some weekends.

All Star play begins at the District level with a round robin format. This means five or six games for each team. If a team wins, it moves up from District to State and even Regional play, as far as it can go. Play for a successful team, therefore, can extend through July into August or for an unsuccessful team it can end in 2 weeks.

Players must consider whether they are capable of making the commitment described above. There are 12 positions open on each All Star team. The positions are to be utilized by those players able to meet the commitment.

The American League All Stars will consist of players who live in the Nayaug, Eastbury and Hopewell School Districts. The National League All Stars will consist of players from the Naubuc, Buttonball and Hebron Avenue School Districts. Coaches are to refer to their roster information sheet to assure that an ample number of players are nominated from each school district.

***Each team will nominate (2) 11 and (2) 12 year old players. A third in each age category requires League Commissioner's approval. Managers, however, should use good judgment in nominating worthy players. Additional players may be nominated with prior approval by the League Commissioner. All 10-year-old Majors players are invited to the 9 & 10-year All Star tryouts. The League may invite some Minor Leaguers. Managers are not to discuss nominations with players or parents without that prior League approval so as to avoid possible disappointments as the League strives to both reach balance in the nominations from each school district and to conduct a tryout with a reasonable number of candidates.*** The basic criterion for nomination is baseball skills. Perceived player attitudes and deportment and games missed should not be a consideration for nomination.

**Selection of an 11-year-old player on the 11/12-year-old team requires League approval**

***Nominations of All Star Candidates must be emailed to League Commissioner by May 20th at [brianandbeth@cox.net](mailto:brianandbeth@cox.net).***

## ***SECTION 11***

### ***Richard H. Ross Memorial Award***

This section serves to solicit your nomination of your candidate for the fifth annual Richard H. Ross Memorial Award. This award was instituted in 1993 to honor the principles that were fostered by the late Dick Ross. Past recipients were Rory Desmond, Paul Melzen, Matt Engster, Mike Cyr, Chad Valenti, Spencer Haymond, Jeffrey Place, Ben Woodard, Alex Murray, Ben LaPlante, Mitchell Powers, Evan Varga, Jack Dolan, Brett Schneider, Peter Sposito and Trevor Boyaji, all excellent players who meet the standards of this prestigious award. It is important that each Major League manager submit a player's name with a short written memo listing the player's award qualifications. This is most helpful for the selection committee who will chose from the names submitted.

The following are criteria to be used in your nomination decision:

- \* The candidate must be a 12-year-old Major League player
- \* He/she should have demonstrated sportsmanship qualities, e.g., supportive, positive attitude, coachable, team loyalty, etc.
- \* He/she should have demonstrated leadership
- \* He/she displayed significant baseball skills (not necessarily an all-star)
- \* He/she displayed respect and enthusiasm for the game of baseball

Please email your nomination to the league commissioner by June 20th at [brianandbeth@cox.net](mailto:brianandbeth@cox.net).

It is recognized this submittal does take some effort and that effort is much appreciated by the League and by those players who are nominated. This is a great opportunity to highlight a youngster of your choice from this past season, please cooperate.

### ***Sportsmanship Award***

One member from each team shall be selected as a recipient of the Glastonbury Little League Sportsmanship Award. The coach (es) shall make that selection prior to the completion of the season and will report the selection to the league Commissioner. **Do not use this award as an alternative to a potential all-star player.**

The criteria for this award is as follows:

- Supportive and encouraging of teammates
- Demonstrates respect for opposing players
- Demonstrates respect for the game officials
- Displays enthusiasm for the game of baseball
- Displays loyalty to the team
- Player is coachable and demonstrates a willingness to learn

Players will participate in the Evan Simon Memorial Sportsmanship game as noted in the League Activities Schedule. Please **email your selection to the league commissioner Brian Suriner by May 20th at [brianandbeth@cox.net](mailto:brianandbeth@cox.net).**

## ***SECTION 12***

### ***Butler Field Batting Cage Guidelines***

Glastonbury Little League constructed batting cages behind the left field fence at Butler #2. These batting cages benefit over 50 little league baseball and softball teams. All minor and major league baseball and softball little league teams will have scheduled practices at these cages during the season. It will be the responsibility of all players and coaches to keep the batting cage facility in excellent condition for players who will play on it this season and in the future. **Unauthorized use of the batting cages is strictly forbidden. The cages can only be used when staffed by a GLL Cage Equipment Operator(CEO)**

**There will be two batting cages.**

**Batting cage number 1 has a permanent pitching machine that is housed in an all season shed. No set up is required. Helmets and special balls will be stored in the shed for use when conducting batting practice**

**Batting cage number 2 will be for open use – Coach pitch or for pitching instruction....**

**All players and managers must observe the following rules:**

1. Use of the batting cage is only allowed when authorized Glastonbury Little League CEO is present
2. Only one player is allowed in the batting cage at a time. (except when picking up baseballs)
3. Only the batting cage balls are to be used with the pitching machine. Coaches are not to use team practice balls
4. There is absolutely no warm up swinging of bats allowed outside the batting cage.
5. Players waiting outside the batting cages shall sit in the bleacher seats located outside the cages.
6. Only authorized Glastonbury Little League CEO's are allowed to supervise batting cages
7. Little League players will not operate the pitching machine
8. Parents are not to enter the batting cages
9. Players and coaches are responsible for keeping the area around the batting cages clean. Cups, bottles, wrappers, etc must be removed and placed in nearby trash barrels
10. At the conclusion of each batting cage practice, the manager is responsible for collecting all balls and returning them in the storage shed along with the helmets

**Your cooperation in observing the above rules is both necessary and appreciated**

## ***SECTION 13***

### ***Richard H. Ross Field Rules***

#### ***Night Games at Ross Must End at 9 PM No Exceptions***

Over 1120 games per season have been played at Ross Field since it was completed in 1992. Much effort is spent in keeping this facility in excellent condition for players who will play on it this season and in the future. Consequently, managers are advised that unauthorized practices on this Field are forbidden. Contact the League Commissioner for practice fields and they will be provided. Make up games are to be played at their originally scheduled sites if at all possible. The Town of Glastonbury pays for the electricity for night games. This is a considerable sum and we are entrusted to play only those scheduled night games, which are 5 nights per week and several post-season games. Trading regularly scheduled daylight games for night games at Ross Field cannot be accommodated.

#### **All players and managers must observe the following rules:**

1. Players and managers are to remain within the dugout during the course of the game except to enter and exit the dugout. **One Coach only is allowed on but not beyond the top step of the dugout.** Managers are to lead by example. Failure to comply may result in delay and/or forfeiture of the game.
2. The field and the former on deck area are to be kept clear of bats, helmets during the game. The next batter shall return such equipment to the dugout. Teams are to make use off the dugout bat and helmet racks. Avoid player injury....follow this safety rule.
3. Major and Minor League regular season night games are to start promptly at 7:00pm and must end by the 9:00pm curfew with no exceptions. Coaching (delays, rushing kids, scripting outs etc) to the curfew is prohibited. Violations should be reported to league commissioner. Minor League games are to start by 5:15 and end by their 6:55 curfew. **On field pre-game warm-ups are not allowed. Pitchers may warm up in the bullpen.**
4. Overthrows are in play off the field fencing. Foul fly balls are out of bounds if they are beyond the marked out of bound lines. The next base is awarded when an overthrow enters a field access opening.
5. Only authorized food workers are allowed in the concession stand.
6. **Rainwater on the infield is not to be squeegeed onto the grass.**
7. **The scoreboard shall not be operated other than by League approved officials. The scoreboard will be operated for Major League games only. Scoreboard training will be held at Ross Field prior to the start of the season for team operators. Date & time will be communicated to each manager.**
8. **Players, coaches and fans are not to enter the concession stand or the upstairs storage level. Only the Stand Manager and AUTHORIZED WORKERS ARE ALLOWED.**
9. **Each team is to clean out its dugout of debris after each game. Cups, bottles, wrappers, etc must be removed and placed in nearby trash barrels**
10. **All field equipment must be rebagged and returned to the field equipment box after the completion of each game. The box must be closed & locked.**
11. **At the conclusion of each game, the home team manager is responsible for filling in the holes on the pitchers mound created during the game. Dirt should be moved to the hole and patted down by foot**

**Your cooperation in observing the above Safety and Field Maintenance rules is both necessary and appreciated**

## IMPORTANT FUNDRAISERS AND LEAGUE EVENTS

Go to GLL Website for most recent update on Fundraisers and league events

## TRAINING AND DEVELOPMENT

Glastonbury Little League has implemented a comprehensive and coordinated Player Training and Development Program. This Program is designed to have players achieve certain levels of skills in basic baseball fundamentals as they progress upwards in each of our Divisions of play. While building self esteem and providing enjoyment of the game is paramount in our philosophy, it is important for us to strive to impart as much baseball skills and knowledge as possible in each player.

### **Conducting a successful practice**

Glastonbury Little League has been conducting All Star and Baseball Summer Camps for many seasons. Keeping all players busy and maximizing the amount of practice time available has proven to be the key to a successful practice. The use of "Skill Stations" has proven extremely effective. Basically, for the first half of the practice, the team is divided in groups of three or four players. The groups are placed in various areas(stations) of the field. Individual baseball skills are taught at each station such as throwing, bunting, hitting, etc. After 10-12 minutes the groups are rotated to a different station. This rotation continues until all groups have processed thru each skill station. The balance of the practice is used to develop team skills such as infield defense, relays, etc.

### **HITTING:**

**stance** - feet apart slightly more than shoulder width, weight back (60/40), hands at back shoulder, knuckles lined up on bat with loose grip. A loose grip comes from relaxing the top hand on the bat.  
**swing** - short stride (6" or less), swing level or down, stiff front leg - "L" shape back leg, keep balance, finish swing .....

**thoughts** - decide not to swing, explain hitting zone - "pull" hit the ball in front inside part of the plate, "up the middle" hit the ball over the middle of the plate, "opposite field" hit the ball just back of outside part of the plate, confidence - feel like you're going to hit the ball, explain baseball unique and difficult game - fail 70% of time still a star, it's ok, it's only game like that

### **BUNTING:**

**stance** - square around - shoulders square to mound (prefer pivot rather than step, easier and less chance of stepping out of batters box) bend at knees, hold bat at 45 degree angle with bottom hand on bottom of bat and slide top hand up to just below label, for right handed batters bat should be pointing towards second baseman, for left handed batters bat should be pointing towards shortstop

**technique** - keep bat at angle hit down on ball, start with bunting ball straight back towards pitcher then work on 3b side and 1b side, pull bat back if pitch not a strike. Try to bunt the ball in front of the plate.



## *Section 14 cont'd*

### TRAINING AND DEVELOPMENT

#### **OUTFIELD PLAY:**

**ready position** - as pitch is made be in ready position - feet shoulder width apart square or glove foot slightly forward, knees slightly bent, arms loose at side, on balls of feet ready to move

**thoughts** - think where ball should be thrown if hit to you, talk to other outfields about situation - where to throw ball, call for ball, outfielder has to call off infielder, backup adjacent outfielder, backup infield every play

**Catching fly balls** - from **ready position** move to the ball, run with arms pumping and head still- raise glove, try to catch ball moving forward with two hands, on throwing side, in front of you, about shoulder high, second hand behind glove, remove ball hop and throw to proper place, hit cut-off shoulder high. Try to catch fly balls above the bill of the cap

**Fielding ground balls** - from ready position, for routine ground ball move to the ball - charge under control, kneel on one knee (glove side) glove out receive ball use body to block bad hop get up and throw to proper position, if charging ground ball for quick throw to infield advance towards ball with glove out field ball on run in front of glove foot hop and throw off back foot to proper position, hit cut-off shoulder high

#### **INFIELD PLAY:**

**ready position** - as pitch is made be in ready position - feet outside shoulders square or glove foot slightly forward, knees bent, arms and glove out in front, on balls of feet ready to move, start tall work through creep focus on front of plate, finish down and ready, elbows in thumbs out pinky to the sky

**thoughts** - think tempo, think where ball should be thrown if hit to you, talk to other infielders about situation - where to throw ball

**Catching fly balls** - from ready position move to the ball, call for the ball, run with arms pumping and head still- raise glove try to catch ball with two hands, on throwing side, in front of you, about shoulder high, second hand behind glove, remove ball be ready to throw. Try to catch fly balls above the bill of the cap

**Fielding ground balls** - from ready position, for routine ground ball move to the ball - banana to the ball if possible, if not shuffle left or right, keep ball in center of body, keep glove down and out in front, field ball with soft hands, funnel to belly - show button, break step/hop and throw; if you have to move left or right, use drop step and move to glove side or backhand side, field ball with soft hands, glove hand side, field ball palm up, break step/hop and throw, backhand side, field ball butt down, thumb down to thumb up, plant right leg - be a pitcher!, raise right leg and throw

**Taking throws at bases** - straddle bag, knees bent, be ready to move left or right if throw off line; if close play - take throw make swipe tag, get out of way, show ball, be ready to throw - stress DO NOT stop and wait for umpire's call, play continues so be ready to throw to another base, not close play - take throw place glove at base let base runner come to base do not go towards base runner

## *Section 14 cont'd*

### **TRAINING AND DEVELOPMENT**

**Making pivot at second base** - remember get at least one out! - ss or 2b making pivot, move to base quickly, straddle base, arms shoulder high, show chest for target, take throw, step/hop and throw. 2b fielding ball, field grounder, turn to base stay low, clear glove - show ball, drop to knee or step and throw or under hand flip depending on distance from bag, target is chest of ss, ss takes ball right foot to base steps and throws; ss fielding ball, field grounder, turn to base stay low, clear glove - show ball, use under hand or over hand throw depending on distance to base, target is chest of 2b, 2b take throw steps on base, steps back and throws

#### **THROWING (GENERAL):**

stand sideways glove shoulder at target, ball in glove under chin, BREAK - take ball back with elbow shoulder high, arm L shape, glove extend out towards target, fingers on top of the ball, don't lead with the palm, step to throw, pull glove to body, release ball, following through ball hand to glove knee, also remember step to catch

#### **PITCHING:**

PRIMARY GOAL - put ball in play, don't let them hit it hard, stress control/location, changing speeds, movement; stress timing/tempo give body time to deliver pitch smoothly, 5 STEPS; 1) rock, comfort step back to shift weight, 2) pivot, turn pivot foot parallel to rubber, 3) balance pivot, lift knee (do not swing) ball and glove under chin, 4) break, step towards plate ball back palm down, 5) throw, release ball follow through ball hand to knee

#### **BASE RUNNING:**

General, take a chance, gamble, put pressure on defense; remember two quick steps better and quicker than one long step; out-of-the-box - right handed hitter, lead with right foot; left handed hitter, use cross-over step lead with left foot, head and eyes on 1b, run through first, brake down (stop), look right for over throw, making turn; loop out hit inside corner of base (either foot) with inside lean go 2 or 3 steps pick-up ball; at 1b - know # of outs, score, game situation, look for signs, talk to coach, take base running (athletic) position (NOT SPRINTER), feet shoulder width or wider, knees bent, arms at side, hand closed in a fist, use edge of bag to push off cross-over and explode towards 2b. When going to next base, e. g. first to third base, and after hitting second base, throw right shoulder to infield so that the body will follow inward.

All managers and coaches are to attend the pre-season coaches meetings in march for review of teaching methods for the above skills. This training will be given at the coaches meeting in March and at the July Summer Camps