



RHLL 2012 Managers' Guide



Raleigh Hills Little League
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INTRODUCTION:

Thank you for agreeing to manage/coach and bring great baseball memories to our kids during the 2012 Raleigh Hills Little League baseball season! Following is a collection of various information that will be necessary for managing your team this season.

If you have any further questions, please feel free to contact Andy Peterson, VP Baseball (503 312 7377), Maureen Blair, Player Agent (rhllmblair@gmail.com), or other members of the RHLL Board as listed below.

RHLL Board of Directors

1. Mandatory Managers' Meetings- Monday, Tuesday (AAA & Majors) 3/14 & 3/15:

Date depends on levels. Only Managers need to attend (but if a Manager cannot make it make sure that your Coach is there). Practice fields will be allocated at the meeting, uniforms will be handed out, and numerous other topics will be discussed.

2. Key Dates:

Managers Meeting: Tuesday March 20th, 7 pm at Garden Home Rec Center.

Opening day: Saturday, April 7th-

Season ends for all levels: June 10th ish

Interlock tourneys (Majors, AAA): June 8th-115th

Honors/All Star tourneys- dates are still tbd, but based upon last year can be expected to be:

9-10 Honors: season end until early July – likely before 7/4

9-10 All Stars: season end until no later July 8th

11-12 Honors: season end until the week of July 4th

11-12 All-Stars: season end until late July

Picture Day is planned for Opening Day (April 2nd) -- whether you intend to buy pictures or not. We need the team pictures for sponsors, league booklets, and other purposes.

3. Team/Parent Meetings:

We recommend that you arrange to have a Parent/Player Meeting at the beginning of the season to take care of team “house-keeping” issues, including the following:

- (a) explain your coaching approach and philosophy (e.g. teach sportsmanship and fundamentals, team play, have fun, etc),
- (b) set the tone for the team and define expectations of players and parents;
- (c) enlist parent help, such as scorekeeping, coaches, team parent, field prep, etc.
- (d) get Player/Parent Codes of Conduct signed. See Website for forms.

Consider a summary email as well, especially with respect to playing time and positional philosophies. It helps establish expectations. Hopefully, you will play kids a lot and all over the place.



4. Interlock Partners:

For the 2012 season we plan to interlock with adjoining leagues as follows:

Majors: Our 4 teams will interlock with SWPLL forming a 8-team league, with some additional games with Murrayhill, Tigard, LOLL, Westview LL.

AAA: Our 4 teams will interlock with with SWPLL's five teams. Managers may be given an option to pick up additional games with

AA: Our teams will form our own league- no interlock.

A: Our teams will play our own league.

T-Ball: Our teams will play our own league.

5. Background Checks:

Every Manager **and coach** must complete a Background Check (even if you completed one last season). If you haven't registered through the Web site (www.rhll.net), please do so.

6. Manager/Coach Code of Conduct:

Please see the web site for codes of conduct. Please print, sign and return. Remember, as a litmus test for Manager/Coach/parent behavior, it's not about the coaches or their egos, it's about the kids and their development as young athletes and people. If managers go sideways, everything tends to follow because parents take your cue, even if your players tend to think you've lost it.

7. Equipment & Uniform Collection -

Equipment and uniforms can be collected from the RHLL Storage Shed (directions below). If you do not have your yet, please make arrangements with Mitch Friedman (mitchf7@comcast.net)

- mitchf7@comcast.net
-
- [Send email](#)
- [Find email](#)

. For T-ball managers, we may set up a separate time so Tom doesn't have to keep running over there.

Directions to RHLL Storage Shed (off SW Allen Blvd, just west of 217):

- turn off SW Allen, south on SW King Blvd.
- sharp left on SW Allen Blvd South
- go through intersection of SW 112th Ave.
- turn into first driveway to storage sheds, storage unit #3055.

If you have any questions regarding equipment, contact Mitch Friedman.

Uniforms are the single biggest expense for the league. All families need to do their part to keep the costs of uniforms down by returning each player's uniform



in substantially the same condition as received. Note: do NOT bleach the pants. Please remind your parents.

Majors: The majors jerseys and gray or black or striped baseball pants need to be returned at the end of the season. Please communicate this at your parent meeting at the beginning of the season. Each team should have a uniform contact person to collect the uniforms. At the end of the season, please return ALL jerseys and ALL pants (new & used) and ALL, belts.

AAA - AA: The gray or black baseball pants need to be returned at the end of the season. Please communicate this at your parent meeting at the beginning of the season. Each team should have a uniform contact person to collect the pants. At the end of the season, please return ALL pants, together with any new jerseys, new socks, new caps in the same bag you received them in.

A & T-BALL: At the end of the season, please return any extra new jerseys, new socks, and new caps in the same bag you received them in.

Arrangements for collecting uniforms at the end of the season will be made by our uniform guru, Lisa Sandmire. To facilitate this process, please be prepared to return your player's uniform after the last season game

9. Team Parents & Scorekeepers –

You will need to pick a Team Parent and, for Majors and AAA levels, at least one if not more Scorekeepers. Parent volunteer requests are included in your roster database.

AAA and Majors teams must keep score and official pitch counts. The umps will want to know who is the official scorekeeper and will ask the scorekeeper questions occasionally. We are offering training this year, which will be helpful for even the most experienced scorekeepers. See key dates above.

10. Player/Parent Code of Conduct

As you carry out your Parent/Player Meetings over the next week or so, it is recommended that you hand out and get your players and parents to read and sign the Player/Parent Code of Conduct that can be found on the website. *Each manager should retain your team's signed versions-* the League will not collect them, but they are a tool for your use if necessary.

11. Playing Guidelines

Playing Guidelines for each playing level are attached as **Appendices A to E** to this document. Please read and understand them, and have them available at games. There are especially a number of "local" rules applicable at the AA level, so AA Managers should ensure to read and understand these.

12. Rulebooks

We have LL 2012 Baseball Rulebooks for all teams except T-ball (which has no rules except make it fun for the kids). The Rulebooks are complex, antiquated and obscure.



Note pitch count and catching rules.

13. Umpires

SWPLL has agreed to handle our umpire scheduling at AAA and Majors this year. Many thanks to them for that! More details and contact information will be provided at the Interlock meeting. Our umps are mostly teenagers. These are our sons and nephews, or your own kid in a few years time, however you want to look at it. This is little league, and we are here to help our kids learn and grow, including our umpires ...getting a "bad call" or an umpire with a strike zone that is a little too something and not letting it disturb one's composure is a lesson for all of us. Problems with umpires can't and won't be tolerated.

14. Pitching Machines

RHLL has machines available for use at AA, AAA and Majors, but they will be used in games for AA. Managers will need to sign them out and undertake to return them at the end of the season along with their other equipment. Take the time to properly assemble and calibrate the machines- they are remarkably accurate and useful once they are dialed in.

15. Coach Development

Please do not overlook the responsibility you have to teach the kids correct baseball skills. There is a dizzying supply of baseball coaching materials out there in print and on the web. None of it beats listening to a good baseball guy teach it directly. Take the time to go to some coaching clinics- you will always pick something up. Andy Peterson, Dave Post and others are great sources for ideas if you need them. Please just be prepared for practices and if the kids are still playing catch at 6:20, you know you probably aren't doing all you can.

16. Field Maintenance

Pre-game preparation is the responsibility of the home team. It includes raking and dragging the infield, mound, and batters box and drawing the batters box and foul lines with chalk. We should have rakes and drags at each field. We will try to make sure each field has the needed equipment. Please take care of the equipment and make sure it gets returned to the sheds and the sheds locked!

The field boxes all have the combination "2010" and the boxes should contain chalk, chalking machine, and some field amendment like Turface. ***Please try to soak or brush away puddles with the sponges, brooms and rakes before applying these products. Trust us: It is messy, but it works MUCH better. Something Bieker taught me, after accusing me of ruining RH 1 and not properly attending maintenance meetings.*** Turface is also very expensive (\$20 per bag) and NOT good for the long-term health of the infield. So, use sparingly. If the field is so bad you need five bags of Turface ...you have a rainout condition.

Please appoint some volunteers for field prep work. THPRD is putting on a Field Maintenance Clinic for RHLL at a time and location to be announced.. Plan to send at least one or two parents or coaches from your team.



17. Field Locations

Locations for RHLL fields are located on the RHLL website at www.rhll.net. We may need to update the list a bit to get all of SWPLL's fields in there. Finding "Little Gabe" is always a bit of an adventure, so be forewarned.

18. Alpenrose

Alpenrose is privately owned by the Cadonau Family, and ever since we were kids they have graciously allowed local little leagues to use their fields. This is a huge benefit to our kids and league. So that we do not endanger this use, we must strictly adhere to the rules in Appendix F. And, please just take care of the place. This is another instance in which the examples set by Managers and coaches are very, very important.

Never call Alpenrose about RHLL or baseball matters. Please leave the field, dugouts and stands clean after each game- if no one else does the cleaning, it is the Manager's responsibility!!!! Please make sure that your parents and kids all understand these rules and the conditions for our use. The kids love it there!

19. Volunteers & Deposits

As you know, we expect each family to contribute in some way, e.g. team parent, scorekeeper, practice assistance, field prep, end of season events, league data entry, website, etc. – *unless they have paid the volunteer waiver fee* Please use folks who have agreed to volunteer and encourage them to help out with league matters if they are contacted. Whatever you do, please encourage the concept and do not tell folks they don't have to do it! The minimum expectation is about 6 hours per family. Some of us spend a lot more than that, including you guys.

20. Fundraiser

This season's fundraiser involves selling See's candy. Each player participating in the fundraiser will pay up front for a box of See's candy, and will keep all of the money collected from the sale of their candy, reducing their registration fee by about \$30.

21. Team Names:

AAA

Braves
Diamondbacks
Mariners
Royals
Texas Rangers
White Sox

AA

Astros
Bluejays
Rockies
Dodgers
Mets
Nationals
Marlins
Brewers



A
 Angels
 Twins
 Orioles
 Red Sox
 Tigers

T-Ball
 Athletics
 Cardinals
 Cubs
 Indians
 Pirates
 Phillies
 Yankees

22. Practice Field Allocation

To be selected at the Manager's Meeting. Practice slotting is done in order starting with Majors down to TBall. There are not enough late, weekday practice slots to go around. To minimize the pain and suffering for all, each team is limited to one late, weekday practice slot.

23. Rainouts

Practices: You must decide whether to cancel your own practices, or to practice on the grass only if the dirt areas are wet. Please do not play on wet dirt areas – this ruins the fields for everyone.

Games:

Tball, A and AA - you decide for yourself if you want to play or not. Look at the sky, look at the field, call the other manager and make a joint decision. No Hotline info for TBALL.

Other Levels: if the weather looks bad (or it is actually raining):

- The home manager whose league the field belongs to will (in conjunction with the other manager unless not possible) make the decision about whether the field is playable or not, at least 90 minutes before the scheduled game time. If it is canceled, then:
 1. notify the other team's manager/coach,
 2. notify the umpires (if applicable),
 3. notify your own team (or team parent); and
 4. email the umpire coordinator so that she knows not to pay the umpires.
- If your game is at an Alpenrose field- Rainouts at Alpenrose are trickier as THEY make the call, not us. They also do not allow our managers to call them because they are running a dairy and do not want the hassle. The process is: our Alpenrose coordinator calls Alpenrose in the late afternoon and they make the call. We then record a message on the RHLL phone line. Managers should call the phone line 503-641-7455 to know if Alpenrose is playable that day. Managers must alert the manager of any visiting team as well. And call the umpire and send an email to the umpire coordinator regarding the cancellation.

On rainy days the opposing managers need to establish early contact, agree who is going to the field to make the call if appropriate, and then make the call early enough to alert parents and the umpire. An interlock manager's contact list will be sent out. Make-ups should be scheduled as soon as possible. Your next practice is a great start.



24. Contacts

Following are contact details for various RHLL Board members and others:

Andy Peterson, VP Baseball, bda3622@hotmail.com 503 312 7377

Maureen Blair, Player Agent, lisahires@comcast.net ,

Mitch Friedman, Equipment, mitchf7@comcast.net

Lisa Sandmire, Uniforms, lisasandmire@comcast.net.

Jason Kirby, Scheduler, jasonkirby@comcast.net

Brenda Peterson, Alpenrose, fungofamily@gmail.com

David Post, President, david.post@millernash.com, 503 319-0733.

Ann Trausch, Registrar, anntdoc@msn.com

Steve Shropshire, Treasurer (Interim), steve.shropshire@jordanschrader.com

Dan Lavey, Sponsors, dlavey@gallatinpublicaffairs.com

Tom Flynn, Sponsors, thomas.m.flynn@gmail.com,

Russ Martineau, russ@addirector.com

Bobby Burks, VP Softball, rburks@alpinemc.com



Appendix A Majors Playing Guidelines

Preliminaries

- Mouth guards and athletic supporters recommended. Cups required for all catchers. Rubber cleats only, no metal cleats. No jewelry worn (watches, bracelets, rings, etc.) No gum chewing, no sunflower seeds.
- If you are short players you may borrow players from another team to fill out your lineup so long as the borrowed players are registered Little League players. Borrowed players can not pitch in the game.
- Umpires and managers to review the field situation and agree to any field-specific ground-rules before game play begins. Some examples might be rules around ground-rule doubles or tree branches extending into the playing area.
- Managers and coaches should attend coaching seminars before and/or during season. Practice time is critical- develop practice plans in advance and execute practice time efficiently. Recruit coaches and parents for help with skills stations, drilling on key fundamentals and keeping kids moving.

Game Playing Rules

- All play follows the Little League 2012 Rulebook. Note the new adult “umpire-in-charge” rules as discussed at our Manager’s Meeting.
- Six innings per game.
- Minimum Play: We require a minimum of 3 innings per game per player, unless injury or disciplinary action is being imposed (i.e. late to practices, missed practices, poor sportsmanship). If less time is to be played, it must be approved by coordinator and the opposing coach must be told before start of game. Ideally managers will follow a general guideline of 4 innings - including one infield inning - per player (assuming a full six inning game), but this guideline is not mandatory.

Offense:

- Bat through entire roster. Late arrivals go to the end of the batting order.
- No on-deck batter.
- No fake bunts to swing in RHLL internal league games, as this can be a safety issue. Our interlock partners may not share this policy and if this is the case then this rule will not apply for interlock play.
- No leading off bases. No head first sliding into bases (other than when diving back/returning to a base).
- There is no max runs limit per inning in Majors.
- “10-Run Rule” as per LL 2012 Rulebook applies. Play may continue at Manager and umpire discretion, although the result will already be determined.

Defense:

- Note that new pitch count and catching Rules apply. Managers are responsible and



accountable for managing their pitchers' counts.

- The scorekeeper or another game official must be designated as the official pitch count recorder, and must provide the pitch count for a pitcher upon request. However, the manager is responsible for knowing a pitcher's pitch count.
- If player pitcher hits three batters in a game he should be removed as a courtesy by his manager.

Game Environment

- No negative comments about umpires or players from the stands (the players all know when they make mistakes). It is the managers' responsibility to control the parents.
- Remember this is for the players. Let them have fun!



Appendix B AAA Playing Guidelines

Preliminaries

- Mouth guards and athletic supporters recommended. Cups required for all catchers. Rubber cleats only, no metal cleats. No jewelry worn (watches, bracelets, rings, etc.) No gum chewing, no sunflower seeds.
- If you are short players you may borrow players from another team to fill out your lineup line-up so long as the borrowed players are registered Little League players. Borrowed players can not pitch in the game.
- Umpires and managers to review the field situation and agree to any field-specific ground-rules before game play begins. Some examples might be rules around ground-rule doubles or tree branches extending into the playing area.
- Managers and coaches should attend coaching seminars before and/or during season. Practice time is critical- develop practice plans in advance and execute practice time efficiently. Recruit coaches and parents for help with skills stations, drilling on key fundamentals and keeping kids moving. Teaching game strategies, (e.g. base-running, getting the lead runner, double-plays, bunting, hitting cut-offs, etc.), and continued refinement of throwing, catching and hitting techniques, should be the focus at this level.

Game Playing Rules

- All play follows the Little League 2012 Rulebook. Note the new adult “umpire-in-charge” rules as discussed at our Manager’s Meeting.
- Six innings per game.
- Minimum Play: We require a minimum of 3 innings per game per player, unless injury or disciplinary action is being imposed (i.e. late to practices, missed practices, poor sportsmanship). If less time is to be played, it must be approved by coordinator and the opposing coach must be told before start of game. Ideally managers will follow a general guideline of 4 innings - including one infield inning - per player (assuming a full six inning game), but this guideline is not mandatory.
- If there is a game scheduled on the field after your game, no new inning is to commence after one hour 45 minutes.
- “10-Run Rule” as per LL 2012 Rulebook applies. Play may continue at Manager and umpire discretion, although the result will already be determined.

Offense:

- Bat through entire roster. Late arrivals go to the end of the batting order.
- No on-deck batter.
- No fake bunts to swing in RHLL internal league games, as this can be a safety issue. Our interlock partners may not share this policy and if this is the case then this rule will not apply for interlock play.
- No leading off bases. No head first sliding (other than when diving back/returning to a base).



- 5 run max per inning, except in last inning (6th inning or last at-bat inning due to length of game as decided by managers).

Defense:

- Note that new Pitch Count and catching Rules apply. Managers are responsible and accountable for managing their pitchers' counts.
- The scorekeeper or another game official must be designated as the official pitch count recorder, and must provide the pitch count for a pitcher upon request. However, the manager is responsible for knowing a pitcher's pitch count.
- If player pitcher hits three batters in a game he should be removed as a courtesy by his manager.
- Don't allow poor control by pitchers to degrade the game into a series of walks. We want the players hitting. Encourage the umps to widen the strike zone a bit. Encourage the kids to be aggressive batters and swing at close pitches rather than waiting to be walked.

Game Environment

- No negative comments about umpires or players from the stands (the players all know when they make mistakes). No "calling of the game" by parents on the sideline. It is the managers' responsibility to control the parents.
- Remember this is for the players and not for coaches or parents egos. Focus should be on player development and enjoyment- let them have fun! Winning should not come at the expense of these objectives.



Appendix C AA Playing Guidelines

AA Baseball is the transition level in the average child's baseball development. Generally, AA teams are comprised of eight and nine year olds, although some exceptional 7 year olds and some ten year olds with limited experience, also play at this level.

AA leagues generally utilize a combination of coach/player pitch and pitching machine scenarios. We will use pitching machines where available in games to assist in hitting aggression and skills, defensive action and generally livening up the game.

Preliminaries

- Mouth guards and athletic supporters recommended. Athletic supporters are required and the use of cups is encouraged. Cups and all protective gear are required for all catchers. Rubber cleats only, no metal cleats. No jewelry worn (watches, bracelets, rings, etc.) No gum chewing, no sunflower seeds.
- If you are short players you may borrow players from another team to fill out your lineup so long as the borrowed players are registered Little League players. Borrowed players can not pitch in the game. If a team is still short players, they may borrow defensive players from the opponent. A loaned player may be rotated in order that he may take his turn at bat and not lose his spot.
- Managers and coaches should attend coaching seminars before and/or during season. Practice time is critical- develop practice plans in advance and execute practice time efficiently. Recruit coaches and parents for help with skills stations, drilling on key fundamentals and keeping kids moving. Proper throwing, catching and hitting techniques should be learned at this level.
- Try to make clear the distinction between parents as fans and coaches as authorities following the rules of baseball. Unlike T-ball and A-ball, where we have parents helping on the field, in AA baseball we progress to a game managed entirely by coaches. This includes the dugout or bench area. No parents are allowed on the field.
- Regular (hard) baseballs will be used in AA.
- A scorebook is kept to monitor 5-run rule, pitch counts, etc., but there is no official score or win/loss records. This is an instructional/recreational level of baseball- everybody wins!
- Home team supplies game balls and scorekeeper.

Game Playing Guidelines

- All play follows the 2012 Little League Rulebook unless specifically varied here.
- 6 innings / game. Minimum 3 innings per game per player, unless disciplinary action is being imposed (i.e. late to practices, missed practices, poor sportsmanship). If less time is to be played, the coordinator must approve it and the opposing coach must be told before start of game.
- Try to keep games to two hours or less. No new inning begins after one hour 45 minutes.
- When/if coaches are needed to umpire the game, the coach at the mound calls balls and



strikes and plays at 2nd base and home plate. Two base coaches allowed for team at bat, who will call the outs on their bases. This is an instructional level of baseball, therefore the coach umpire should take the time to “explain” the calls at the plate as they occur ...”that’s a ball high and outside”. Also try to “explain” field calls like the force out at 2nd base, etc.

Batting:

- No on-deck batter. Only the batter approaching the batter’s box may handle a bat. No one may handle a bat without a helmet on. Bats may not be swung in the area surrounding the bench. If allowed, and only when supervised by a coach, players may take warm up swings, one player at a time, in a safe area as designated by the coaching staff. No jewelry.
- Bat through entire roster. Late arrivals go to the end of the batting order. 3 outs per team per half inning of play. Player following the one making the third out of the last inning is the first to bat in the next inning. Batting order rotates as in actual baseball.
- Hit away to get on base. No walks or bunting. The batter either hits the ball or strikes out ...but no walks are given. Batters hit by a pitch have the option of advancing to first base or, if they would prefer, continuing to hit.
- Whether a player or coach is pitching (other than when pitching machine is used- see below), all strikes count. If the count gets to 4 balls, then a coach comes in to pitch, but the strike count continues. If the batter has strikes on him, the strike count continues normally until the batter either hits or strikes out (swinging or called strike). If the batter strikes out, he is out.
- No fake bunts to swing. This is viewed as a serious safety issue.
- No leading off bases. No head first sliding. No stealing on passed balls by catcher or pitcher. A runner may at his peril advance only one base on an infield overthrow. The ball is live once hit. Play is concluded when a fielder fields the ball and makes a play or returns the ball to the pitchers position.
- 5 run max per inning, including for last inning (6th inning or last at-bat inning due to length of game as decided by managers). Home team allowed to bat in last inning even if ahead or down by more than 5 runs.
- No infield fly rule shall apply in AA.

Fielding:

- 10 players allowed on the field, which includes 4 outfielders (must be on outfield grass) allowed at all times.
- Play ends when defensive team attempts to return the ball to the pitcher to end the play (i.e. no advancing on overthrows to the pitcher).
- Encourage the players to try all field positions. Try to avoid playing one kid at one position for more than a few innings at a time. Share infield and outfield time. Share pitching and catching time. Players should not sit for two consecutive innings unless benched for injury or for disciplinary reasons.

Pitching:

- Generally, the machine or Coaches pitch to own team first three innings, players pitch last three innings- this may be varied by agreement of managers depending upon the stage of the



season.

- Balls and strikes are called by the coach for all pitches. Players can strike out. We would like the ump's to have a bigger strike zone so that the kids get used to going after the pitch if it is close, rather than waiting for the coach to pitch.
- With player pitching, if count reaches 4 balls, coach takes over for that batter, batter strike count remains in effect. When coach is pitching station player near coach to act as pitcher for defensive purposes.
- No walks or bunting, no fake bunts. If player pitcher hits three batters in a game he should be removed as a courtesy by his manager.
- The standard LL pitching distance of 46 feet should be used.
 - Note that new Pitch Count and catching Rules apply, but rarely matter. Managers are responsible for compliance.
- Refer to LL 2012 Rulebook for specifics.

Special Rules when Pitching Machines are used in AA Games:

- The pitching machine will be centered at the pitching rubber about forty-six (46) feet from home plate. Any balls stopping within the dirt pitching circle (for grass fields) shall be deemed to be a "dead ball" and replayed. For dirt infields, an 8-foot diameter circle will be used to make the "dead ball" zone. If the batted ball hits the pitching machine, the ball is also deemed to be "dead ball" and shall be replayed.
- The defensive team must field one (1) of their ten defensive players at the "pitcher" position. That player must position themselves outside the eight (8) foot pitching machine circle at all times, on either the 3rd base or 1st base side of the circle prior to the pitch being delivered.
- **The designated field coach/umpire will call strikes and balls, but only strikes will be counted. Players can strike out. There is no walking or other consequence to the machine throwing four balls.**
- **A player struck by a pitch from the machine will not be awarded first base and no runners may advance.**
- **Only Managers or Coaches are permitted to operate the pitching machine during the game.**

Game Environment

- No negative comments about umpires or players from the stands (the players all know when they make mistakes). No "calling of the game" by parents on the sideline.
- It is the managers' responsibility to control the parents. Fans must conduct themselves in an appropriate and sportsmanlike manner at all times.
- Managers/Coaches must conduct themselves in a sportsmanlike manner at all times. Remember this is for the players and not coaches' egos. Focus should be on player development and enjoyment- let them have fun! Winning should not come at the expense of these objectives- success is achieved when all players (both teams) have had learned, improved and leave with their heads held high!



Appendix D A Playing Guidelines

Preliminaries

- Mouth guards and athletic supporters recommended. Rubber cleats only, no metal cleats. No jewelry worn (watches, bracelets, rings, etc.) No gum chewing, no sunflower seeds.
- Managers and coaches should attend coaching seminars before and/or during season. Practice time is critical- develop practice plans in advance and execute practice time efficiently. Recruit coaches and parents for help with stations, to keep kids moving and avoid standing around. Players should be able to throw and catch effectively after playing an “A-League” season, and have basic hitting techniques.
- If you are short players you may borrow players from another team to fill out your lineup line-up so long as the borrowed players are registered Little League players.
- Coaches/Parents umpire the game. This is an instructional level of baseball therefore the parent umpire should take the time to “explain” the calls so the players learn the rules of baseball ...especially field rules like foul balls, advancing on overthrows, force outs, etc.
- Reduced Injury Factor (“Level 5” soft) baseballs shall be used for practice and game play.

Game Playing Rules

- All play follows the Little League 2012 Rulebook unless specifically varied here.
- Five innings per game. Minimum 3 innings per game per player, unless disciplinary action is being imposed (i.e. late to practices, missed practices, poor sportsmanship). If less time is to be played, the opposing coach must be told before start of game.
- No new inning begins after one hour 45 minutes.

Offense:

- Bat through entire roster (however teams still change when three outs are reached. Late arrivals go to the end of the batting order.
- No on-deck batter.
- Hit away. No walks or bunting. The batter either hits the ball or strikes out ...but no walks are given.
- No leading off bases. No head first sliding. No stealing on passed balls by catcher, pitcher or infield overthrows.
- Five run maximum per inning, including the last inning.
- No infield fly rule shall apply.

Defense:

- 10 players on the field, which includes 4 outfielders (on outfield grass) at all times. As baseball play making is not always obvious to beginners, one or two coaches/parents should take positions in the field to help guide the play making as it occurs.
- Pitching: Coach from team at bat pitches, gentle, overhand throws. Take a knee to avoid difficult to hit “drop balls”. Experiment with the speed of the pitches (some kids have more



success with a faster, flatter pitch).

- May want to allow 4 or 5 strikes for the first half season or by Manager's discretion.
- Play ends when defensive team attempts to return the ball to the pitcher to end the play (i.e. no advancing on overthrows to the pitcher).
- No walks are given. The batter must swing the bat to get on base.

Game Environment

- No negative comments about umpires or players from the stands (the players all know when they make mistakes). No "calling of the game" by parents on the sideline. It is the managers' responsibility to control the parents.
- Remember this is for the players and not for coaches' egos. Focus should be on player development and enjoyment- let them have fun! Learning the game and its fundamentals- not winning and losing- is the focus at this level.



Appendix E T-Ball Playing Guidelines

Preliminaries

- Mouth guards and athletic supporters are recommended just to get the players used to these ...but are not required.
- Any kind of footwear is OK. If cleats are worn these must be rubber cleats only, no metal cleats. No jewelry worn (watches, bracelets, rings, etc.).
- Managers and coaches should try to attend coaching seminars before and/or during season. This is not so much for T-ball as to begin the “coach development” process for future years and future levels of play.
- Practice is a team-by-team decision. Some teams practice one day per week, some practice ½ hour before games, some don't practice at all ...each team's manager and parents decide for themselves. The league has materials available for setting up and running practices ...use these to get organized. Practice time should be “active” times - develop practice plans in advance to keep all players busy. Recruit coaches and parents for help with stations, to keep kids moving and avoid standing around. After playing a T-ball season, players should be able to throw and catch and have basic hitting techniques. For kids having difficulty hitting the ball, consider practicing using the big fat plastic bats sold at Target or Fred Meyer. These can be used with tennis balls. Every kid can hit using these fat bats and this builds some confidence and enthusiasm for hitting.
- If you are short of players for the game you may borrow players ... or go without. From another team to fill out your lineup so long as the borrowed players are registered Little League players.
- This is an instructional level of baseball therefore the coaches should take the time to “explain” the game situations so the players begin to learn the rules ...especially field rules like foul balls, advancing on overthrows, etc.
- Reduced Injury Factor (“Level 5” soft) baseballs are used for practice and game play.

Game Playing Rules

- We do not count outs in T-ball ...therefore innings are defined as one trip through the roster. This takes a while and we are lucky to get three “innings” per game.
- T-ball games are scheduled every 90 minutes ...so no new inning begins after one hour 15 minutes.

Offense:

- Bat through entire roster each inning (we do not count outs ...so we continue to hit after three outs). Late arrivals go to the end of the batting order.
- No on-deck batter. No player except the batter should hold a bat.
- Hit away. No walks or bunting. The batter eventually hits the ball ...but no walks are given.
- No leading off bases. No head first sliding. No stealing on passed balls by catcher, pitcher or infield overthrows.
- No run maximum per inning. We do not keep score.



Defense:

- All players on the field each inning. Keep to the routine infield positions to reduce confusion ...which means lots of outfielders (on the outfield grass) at all times. As baseball play making is not always obvious to beginners, two or three coaches/parents should take positions in the field to help guide the play making as it occurs.
- Pitching: Start the season hitting just from the batting T's. As the season progresses, you can move to coach pitch by pre-game agreement between the two managers, but **only if you both agree**. When coach pitching, the Coach from the team at bat pitches from a short distance. Take a knee to avoid difficult to hit "drop balls". Experiment with the speed (some kids have more success with a faster, flatter pitch). Use the batting T after 4 or 5 strikes so as to keep the game moving ...please avoid getting to 9 or more pitches.
- No walks are given. The batter must swing the bat to get on base. And the batter gets as many swings as it takes to put the ball in play.
- A T-Baller plays the pitcher position for fielding.

Game Environment

- No negative comments about umpires or players from the stands (the players all know when they make mistakes). No "calling of the game" by parents on the sideline. It is the managers' responsibility to control the parents.
- Remember this is for the players and not for coaches' egos. Focus should be on player development and enjoyment- let them have fun! Learning the game and its fundamentals- not winning and losing- is the focus at this level.



Appendix F ALPENROSE FACILITY RULES

Managers, please share these with your players and parents BEFORE game day!

No sunflower seeds, gum or glass containers anywhere on Alpenrose property.

No “playing” on fields unless it’s an official game.

No bikes, skateboards, scooters or rollerblades.

No one is to sit, stand or store anything on top of dugouts.

Do not jump off the bleachers in the lower fields.

Respect seats, no walking on or chipping paint.

Spectators should stay at least 2 feet behind fences for safety.

Outfield fence lines should be clear of spectators and items.

No parking zones, curbs, signs and fire lane laws will be enforced.

No parking in Concession Stand area.

Stay in Baseball & Picnic areas. (All other areas are off limits. i.e. racetracks & dairy)

Clean up after yourself! Clean up after yourself! Clean up after yourself!

Press box, Microphone and Scoreboard can only be used if an adult is present.
 -No cheering or loud play-by-play over microphone (be respectful of neighbors).
 -No one under 14 is allowed in the press box.

If the fields have been prepared for your game and the weather changes you can only use the “Turface” provided. Alpenrose is very protective of their fields and work extremely hard to keep them all in the best shape possible. If one of their field crewmembers or an umpire say the field is unplayable then we have to honor it. No appeal—that’s it. Any arguments or problems will be reported to the league president, our District 4 Administrator and will proceed from there.

HOURS OF PLAY:

Mon-Sat: No inning may start after 9:30pm, must be off the field at 10:00pm

Sunday: Fields may be used for warm-ups at 11:30am

No new inning may start after 6:30pm, must be off field at 7:00pm

Keep your people from running around the bases and playing on the field after games.

Please have fans and players leave the field & stands as quickly after cleanup as possible...when the lights go out it gets very dark.

Team Managers are ultimately responsible for all actions of players and parents of your team. Please remind both of the simple rules that will help RHLL keep Alpenrose on the schedule for years to come.



MANAGER CHECKLIST FOR ALPENROSE GAMES

All Fields:

□ARRANGE MAINTENANCE CREW

Weeknights: Alpenrose staff will groom all fields prior to first game;

Between games: if both teams that finished playing & both teams starting the next game help to prepare the field; it will go very fast, easy and help get the games started on time.

Maintenance tools & chalk are in the barn next to concession stand and in the third base bullpen...try to arrange a couple extra rakes for more efficiency.

□ARRANGE CLEAN-UP CREW (or else you'll be doing it yourself !)

If we follow the simple rule "leave it cleaner than you found it," all will be great.

Please have a crew assigned to walk the stands, dugouts, press box & grounds after each game.

Trash will need to be put into supplied trashcans. Return field maintenance tools to barn.

Managers & Coaches will be held responsible to get it all clean!

DO NOT call Alpenrose ever! Contact the RHLL Hotline.

Additional for Main Field, HOME TEAM Only:

□ARRANGE CONCESSION STAND VOLUNTEERS

Provide 2 volunteers at all times (age 14 or older) to work concession stand during any weeknight game and 3 volunteers for weekend games. (Younger children are not allowed to be in concession stand at any time due to Health Department regulations.) All shifts must be a 30 minutes or longer to avoid staff having to constantly retrain new people. The league gets 40% of sales, so concession volunteers are very important!

□ARRANGE PRESSBOX CREW to announce & run scoreboard, if wished.

□AMERICAN FLAG MUST BE FLYING DURING GAMES

□EMAIL ME a Concession Stand volunteer schedule 5 days prior to each of your Alpenrose games. No game will start until we have enough workers in the concession stand. *It's a great place to watch the game, warm, dry, & a good view.*

□INSTALL/REMOVE SAFETY BASES leave Alpenrose Bases in 1st base dugout upside-down.

Phone Numbers Kate True 503-246-6906 Nancy Smith 503-245-0347

Feel free to contact Brenda Peterson,
RHLL Alpenrose Coordinator.

