

# FAIRPORT LITTLE LEAGUE INC.



## Baseball 12 and Under

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### Bronco League

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### Manager / Coaches Packet 2024 Season

- Coaching Principles / Focus (pg 2)
- Miscellaneous rules and reminders (pg. 3)
- Team Organization; Pre game / post game checklist (pg. 4 - 5)
- Bronco League local rules; includes new rule (pgs. 6 – 12)

***Sent separately or on web site:***

- Pitcher Eligibility Forms (Mustang, Cardinal, Bronco, International)
- List of League Managers and Coaches
- Umpire Vouchers (Bronco, International)
- Accident Notification Forms
- Insurance Information
- Preseason Practice Schedule
- Game Schedules
- Practice Field Maps
- Game Lineup Worksheet
- Volunteer Form for Managers and Coaches
- Code of Conduct Form
- Team Rosters / Registration / Medical Release Forms for all Players
- Fairport Little League Information Packet

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## Recent Rule Change from the Williamsport Little League Office

### Intentional Walk

For Minor and Major Divisions of Baseball, defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.

### COACHING PRINCIPLES / FOCUS

The key, from a coaching perspective, is to build relationships with the kids and parents from the very beginning. If you communicate your philosophy and expectations on day one, and continue to reinforce them with regular communication, you head off many potential problems before they even occur.

#### Key principles to follow:

- 1) foster strong character
- 2) teach kids values such as teamwork and sportsmanship that will resonate long after their playing days are done
- 3) show respect toward the volunteer umpires and the rules of the game
- 4) enable the kids to learn the basic skills of the game
- 5) give every kid a chance; rotate players; try not to put kids at certain positions on the field where they can't be successful
- 6) use lots of positive reinforcement
- 7) try not to criticize any of the kids, the umpires or parents

Coaches and managers must be role models on and off the field.

Cal Ripken's suggestion - give game feedback the day after the game, not when the player is upset if he/she just played poorly

If you have a problem at a game, find a Director on Duty.

Coaches are responsible for the conduct of their fans at games.

- **All night games this season will start at 6:15PM**
- **Home teams must reschedule their games within one week after a game is postponed. The goal is to have every team play 13**

or 14 regular season games. There may be times when you have to schedule a double-header on a Saturday or Sunday. If that does happen, make sure kids are not over booked with Red Rage game(s).

- The following formula is used to figure out the how each team is seeded in the upcoming playoffs: winning percentage is used to determine the seeding for each team. If teams have the same winning percentage, then I will compare head to head games and if they have split, then it comes down to which team has given up the fewest runs in those two games.
- If a manager, coach, or pitcher wants the pitcher to wear a helmet as extra protection in getting blindsided by a throw from 3B to 1B during warm-ups they should be able to do so. This is no longer a requirement.

There is an online website and mobile app for iPhone/Android that allows for free scorekeeping and stats for baseball and softball. Coaches load their roster and schedule online, and they can "keep the book" right from their mobile device during the game. The online system automatically outputs a box score, loads of stats, spray charts for hitting, etc. All of that is free for coaches and scorekeepers of a team (<http://www.gamechanger.io/home> ). Furthermore, parents/fans/grandparents can pay \$10 for the season to get live game tracking on their phone, play-by-play updates, gamebreaker notifications, and text message updates when their kid is up to bat.

**Please keep in mind:** Scoring is a subjective task by scorekeepers. There are people who inflate stats and some scorekeepers who do not know how to keep accurate stats. There is enough pressure on kids today without parents, grandparents, managers, etc. keeping stats and having live updates on phones.

- **All Bronco managers have ownership of the field before game time** - Before every game, they need to make sure the mound, batters' boxes and infield are in good condition. Get a shovel and rake from the shed before you start the work. Use the hose located in the dugouts to water the field where required
- **Take good care of the mound the entire game**
- **Work very hard to coordinate pitch counts and proper rest across Red Rage and Bronco leagues. Be sure to follow the pitch count process (see page 9).** Try to get one person to coordinate pitch count on a weekly basis. 12 year-old players are the hardest to coordinate because they pitch most of the innings in Bronco.

- **It is OK if a coach stays out on the mound while his pitcher warms up**, gives a few pointers; makes minor repair to the mound) and goes back to the dugout when his pitcher is ready. Let's try our best to speed up the game.

**If possible please conduct at least one practice per week** – it is where the kids learn the skills. I realize a good number of kids play in both the Bronco and Red Rage leagues at the same time, but practices make a big difference. Plan them in advance. Use lots of different drills. Repetition is key element to follow, but keep the drills fresh. Running one drill for 30 minutes is too long. Keep all the kids involved (use all the coaches and parents too). Try using a “3 team scrimmage” to supplement batting practice. Try new drills. Never go past 2 hours; 1 ½ hrs is recommended.

The number of days of activity - practices plus games - should be limited to 5 days per week - pre-season, during the season, and tournament play

Preseason practices are scheduled. During that time, virtually all fields are in use. After opening day, practice fields are not scheduled; it is first come, first served

Practice is the key to success.

## **MISCELLANEOUS RULES and OTHER REMINDERS**

### SAFETY

Coaches must teach **safe** throwing (make eye contact first), swinging of bat (where, when, how), and use of equipment (catcher's gear, etc.)

Accident reports – fill out and give to Director (mail slot)

Cups are required for catchers. Cups are recommended for all male players. Infielders not wearing cups are taking a huge risk.

### OTHER

Call The Hotline if it is raining – **234-3570**

Each team works the concession stand once during the year. This provides needed revenue to the program. All teams must participate. Failure to staff the stand when the team is scheduled means a forfeit of that day's game.

Memorial Day Parade - All teams are asked to march. This is a courtesy to our sponsors. If you are in town, your team's participation helps to enhance the presence of baseball in Fairport, plus they have fun! Uniforms should be worn. Dress according to the weather - extra shirts, and etc. should be worn under the uniform. Wear comfortable sneakers, not spikes. All players must walk, no riding in vehicles. Meeting place is on Whitney Road at the east end of the Baptist Home. The parade ends at Potter Place Park.

Team Picture Day (date, time to be announced) - All players should be there for the team picture in full uniform, even if you do not intend on purchasing a picture. This is part of our thanking our sponsors.

## TEAM ORGANIZATION

Have a team meeting at the beginning of the season, including the parents

Get a team parent who would be responsible for tokens, pictures, fund raising, concession stand duty. They should also call the head of the Booster Club

Bronco uses teenage umpires. See Good Sportsmanship Policy for guidelines on appropriate and inappropriate interactions – when and how to provide feedback, etc.

Set up a calling tree, email – rainouts, schedule changes. Make sure parents know the hot line number.

Communicate game and practice schedules

Check your mail slot at Lyndon regularly

Have your registration list which includes medical information with you at all times.

## EQUIPMENT

First Aid kits – keep stocked, always have at games and practices

Equipment bag has practice balls in it. Game balls are handed out with uniforms.

**Do not** give out balls supplied by the League as “player of the game” balls. Balls used during games become your supply of practice balls.

Check equipment condition. Call the Director if you need replacements. Monitor certain items such as throat guards.

End of year – We will arrange an equipment drop-off. DO NOT leave your bag in the concession stand or shed after the last game.

Set up a routine to make sure you always have two game balls for each game.

Encourage players to bring water bottles to games and practices

### PRE GAME / POST GAME CHECKLIST

#### *Before the game:*

Do your lineup – batting order and fielding positions. Put the batting order in your scorebook and on the tear off card you'll hand the other manager.

Bring at least two game balls (in case of ball over fence).

**NOTE: If you do batting practice before a game, it must end at least 30 minutes prior to the scheduled start of the game**

#### *At the field before the game:*

Both teams are responsible for field preparation. Rake the field as needed, add dirt. Get bases if needed, make sure they set in completely. Check mound condition, repair as needed.

Have kids warm up. Visiting team should do infield practice, then the home team – leave the players on the field and start the game

Go over key rules with umps and coaches (plate ump covers home and 3<sup>rd</sup>, field ump 1<sup>st</sup> and 2<sup>nd</sup>; infield fly; overthrows; collisions; strike zone, groundrules, etc.)

Give game ball to ump or pitcher

Team parent should get tokens (if team has decided to do tokens)

#### *After the game:*

Teams shake hands after game.

Have the kids pick up trash in the dugout, then give them their tokens

Get the game ball back, make sure you have all your helmets, equipment

Say some positive things about the game

Winning team manager submits pitcher eligibility form with game results

Complete umpire voucher (suggest doing in 4th or 5th inning)

## **BRONCO LEAGUE RULES**

Fairport LL closely follows the Little League Rules of Baseball issued by the organization in Williamsport, PA. We are allowed to alter some rules to best fit the objectives of our league and town.

Review the rule book. All rules apply except as noted below.

### ***GAME LOGISTICS:***

Nine defensive players

The first team listed on the schedule is the home team and occupies the first base dugout. Home team responsible for the two game baseballs.

**Each player must play at least 4 innings in the field.** Visiting team should meet as much of this requirement as they can by the end of the 5<sup>th</sup> inning (at least 9 of 11 players on team).

**This is a competitive league and kids should be placed where their skill sets best help the team.** The kids begin to learn that everyone plays a part in the success/failure of the team. Also, kids are displaying their skills to be selected for tournament teams and training for perhaps the modified and high school baseball teams.

**Rotate the kids so that everyone sits out one inning.** Most play more. At this age, they are settling in to a few certain positions, and as coaches you should be placing them where they have the best chance to succeed and grow. Coaches who know what they are doing understand this and should be helping kids develop at certain positions. This is not Mustang or Cricket, it is Bronco. Bronco is Majors. It is the most competitive division in all of FLL, without question.

### **A few other pointers on dropped 3<sup>rd</sup> strike:**

1. Bases loaded; two outs; dropped third strike. The catcher can step on home or throw to any of the three bases for the force out to end the inning.
2. A dropped 3<sup>rd</sup> strike is a LIVE ball (regardless whether the batter is automatically out or not). Any runner can advance at their own risk; however in the case where a batter is

automatically out (1B occupied with less than 2 outs), runners must be tagged in order to be put out (no longer a force):

Situation 1: 1B & 2B occupied, 1 out. Catcher drops 3<sup>rd</sup> strike, umpire calls "Strike 3, batter is out", but batter takes off towards 1B. Both runners on 1B and 2B see batter running towards 1B and take off towards next base, catcher throws ball to 2B, second baseman tags runner before reaching 2B, runner is OUT at 2B. Note, both the batter and the runner going to 2B are out in this situation.

Situation 2: 1B & 2B occupied, 2 outs. Catcher drops 3<sup>rd</sup> strike, umpire calls "Strike 3", batter takes off towards 1B. Catcher picks up ball and overthrows first baseman, right fielder backing up first baseman picks up the overthrown ball and throws towards home plate to pick off the runner coming home from 2B, catcher gets ball and tags runner before reaching home plate, runner is OUT.

Situation 3: 2B & 3B occupied, regardless of how many outs there are, a dropped 3<sup>rd</sup> strike is NOT a force play in this situation except for the batter/runner. In order for any other runner to be put out on this play a tag must be made on the runner.

**Remember, the ball is LIVE until play is over and time is called.**

3. With bases loaded, 2 outs, a dropped 3<sup>rd</sup> strike is a force play at any base (all a catcher needs to do to record an OUT is pick up the ball and touch home plate before the runner does).
4. A strike that lands in the dirt (or bounces in the dirt) before the catcher cleanly catches it is a dropped 3<sup>rd</sup> strike.
5. A strike that bounces off the catcher/catcher gear before being caught in the mitt is a dropped 3<sup>rd</sup> strike.

Batting is continuous – all players bat in continuous order, whether in the field or not. Free defensive substitution (except pitching – see that section).

Managers exchange batting orders (rosters) and pitcher eligibility forms before the game. No changes can be made to the batting order during the game except for injuries. Notify the opposing manager of late arrivals, kids leaving early.

A game can begin with 8 players. There is no automatic out. If players show up late, add them to the bottom of the order. If a team has less than 8 players at the start time, it is a forfeit. Suggest having a scrimmage, so the kids can play.

Keep statistics – outs, runs, pitch count. Check pitch counts for both sides after each inning.

### ***GAME RULES:***

Bats must have USA emblem on them and not exceed 2 and 5/8th. Batting donuts are not allowed.

Pitchers can not wear sweat bands. Rule on glove color - see 1.15 in rule book. Pitchers can not go to the mouth while on the mound.

Coaches must be in the dugout when not coaching bases. Limit 4 adults in dugout.



“Time” – only umpires grant time. Players and managers may request time.

No leading. Runners can advance when ball crosses plate. See rule book for rules on players who leave the base early. No balks. Illegal pitches (quick pitch, foot not on rubber, etc.) are ruled a ball.

**A batter is not allowed to square around to bunt and then swing at the pitch.** It is an immediate dead ball and it is ruled a strike.

Infield fly rule is in effect. It is a reconstructable play, so meet and discuss the play after it is over if needed.

#### **OVERTHROWS:**

- When the ball is overthrown at 1<sup>st</sup> or 3<sup>rd</sup>, and the fence stops the ball, the ball is in play and runners may advance at their own risk
- If the ball goes over or under a fence, or gets stuck in it, the ball is dead and runners advance to the base they are going to plus one base.

Managers conferring with pitcher or defense – see Rule 8.06

Coaches are not allowed on the field during the game unless a player is injured or permission is granted by the umpire.

Coaching bases – if players are helping, they must wear helmets.

Appeals – permissible in Bronco. Umpires may also make calls without an appeal.

**Maximum of 6 runs per inning**, except 6th inning or later. If a team is behind by 15 runs at the end of the 4<sup>th</sup> inning, the losing manager has the right to call the game, but every player must have batted at least once. Suggest doing a scrimmage at that point so the kids can play baseball.

#### ***SCHEDULES:***

2 hour time limit if another game follows (weekends). Weekday games must start at 6:15 pm. Do not start an inning after 8:30 pm. Games can end in ties due to darkness or the 2 hour limit. All other games should be finished. If it gets dark during an inning and conditions are unsafe, stop the game, and the results revert back to the last completed inning.

If darkness or rain causes a game to be halted, it is considered a complete game if four or more innings have been completed. If a game is called earlier, it shall be resumed exactly where it left off. All records, including pitching, shall be counted.

Games that need to be rescheduled will be rescheduled by the Director. School and church functions are the only reasons for rescheduling games. No team will play 3 consecutive days. No doubleheaders.

No playing teams from other towns, unless part of the official schedule per Fairport Little League (e.g. International does this).

***KEEPING the GAME MOVING:***

On weekends during back to back games, limit warmup times to 10 minutes per team. Visiting team should take infield first.

Limit warmup pitches between innings to 8 (per rule book). Keep the game moving. If catcher isn't ready, have pitcher play catch with 3<sup>rd</sup> baseman.

If the catcher for the next inning is on base with 2 outs, a substitute runner should be used. The runner must be the last batted out. This is the only situation where a pinch runner is permitted.

Limit of one offensive time out per inning (5.10d)

***CATCHING***

Catchers (male) must wear a protective cup made of metal, plastic or fiber. Catcher must also wear a catcher's helmet with the mask and throat guard, a chest protector with crotch cover, shin guards and use a catcher's glove.

Catcher does not have to catch the third strike, the batter is out.

***PITCHING (section VI in rule book)***

<b>Maximum pitches per day</b>	<b>80 for 11-12 yr olds</b>	<b>(70 for 10 yr olds)</b>
<b>Pitch 66 + pitches</b>	<b>4 days rest</b>	
<b>Pitch 51 to 65 pitches</b>	<b>3 days rest</b>	
<b>Pitch 36 to 50 pitches</b>	<b>2 days rest</b>	
<b>Pitch 21 to 35 pitches</b>	<b>1 days rest</b>	
<b>Pitch 1 to 20 pitches</b>	<b>0 days rest</b>	

**If the maximum daily count is reached while pitching to a batter, the pitcher may continue to pitch until any once of the following conditions occurs: 1) that batter reaches base; or 2) that batter is put out.**

**Batting team keeps pitch count of opposing pitcher. Check in after each inning.**

Once a player has thrown **41 or more pitches** in a game, he cannot play the catcher position the rest of that day.

Once a player is removed as a pitcher, he can not pitch again in the same game.

If a pitcher hits 3 batters in an inning, or 4 in a game, he **MUST** be removed.

A pitcher can not pitch in 2 games on the same day, even if one of the games is the continuation of a previously interrupted game (section VI k)

Bronco has a local rule **limiting the number innings to 12 per week**. To calculate this, use fractions of innings. The pitching week is Monday through Sunday. This is why ages need to be recorded on the pitcher eligibility form. This rule does **NOT** apply during playoffs.

**Rules regarding pitching violations can be found on page 38 of the 2015 Little League Rule Book. Regulation VI, Section (h). Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.**

The pitch count system is the same as last year. Managers can enter Pitch Counts along with whatever other Hitting, Fielding and Pitching stats they want to enter for a given game. Only the Managers can see the stats for their team, but the Pitch Count Report is available to all the Managers for each team.

**Directions to enter or edit each player's stats:**

## **Edit Player's Statistics:**

This feature will allow you to enter or edit player's statistics for a particular game. This will let you track players performance and progress throughout the season.

1. First make sure you are signed in as manager/admin.
2. Select "Team Pages" from the menu tabs from the at the top of the page (you may have to select season, league and team at the top of the page)
3. Select results from the menu pages at the left
4. On the team results page, find the game you wish to edit and click on the "Edit Game Statistics" icon  $\Sigma$  to the right of the game (the icon will be green  $\Sigma$  if stats have already been entered and black if no stats have been entered thus far)
5. After clicking the icon, you will be presented with a spreadsheet with all players and input fields for all statistical categories across the page. At the top of the page will be tabs for different positions (goalies, players, etc.)
6. Enter any statistical data for each player as appropriate and be sure to check the "ATN" box for all players who attended the game, regardless of whether they had any data reported.
7. Click "Submit" to confirm changes

If a weekly result is required by Williamsport, that's what it will show, be it calendar week or rolling week. I believe the report shows who is available to throw how many pitches on any given night. Once managers start entering pitch counts, any manager can go to the Pitchers Report tab for any team and see the Report.

Playoff pitching - in the transition from the regular season to playoffs, the "skip a game" rule does NOT apply. However, the other rest rules still do apply.

Pitcher can throw fastballs, change-ups; cut fastballs and curve balls

### ***Pitcher Eligibility forms***

These forms are important to record game results and to track compliance with the rest rules to make sure no one gets hurt. For the win to count, the manager of the winning team must turn in (hard copy or email) a complete form - top and bottom portions filled in for both teams.

To use the form:

1. **Before** the game, when you are doing your lineup, complete the **top** portion of the form. This should include all games that affect eligibility for this next game.
2. At the **start** of the game, the 2 teams exchange forms.
3. **After** the game, game results and pitchers used in *today's* game should be recorded on the **bottom** of the form, **not** the top. The information about both team's pitchers should be **combined onto one form**. Also record winning and losing teams and the score. Then the manager of the winning team turns in the form, completed with information from both teams, into the Bronco Director's mail slot at the concession stand (or sends email with info from top and bottom of form). The only way wins are recorded for a team is via this form.

Again, the *top* is for pitchers used in the *previous* game or games (this shows who is eligible to pitch how many innings in today's game). So fill out the **top** of the form **before** the game showing who pitched in your last game. This should be filled out regardless of when your last game played was. Then fill out the **bottom** of the form **after** the game showing the pitchers who pitched in today's game for both teams