

GOLDEN VALLEY

LITTLE LEAGUE



Agenda

- Positive Player Development
- League Operations
- Game Time Management



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Goals

- Continuity
- Operations
- Safety
- Communications





Mission Statement

- The mission of GVLL is to provide youths age 5-12, an environment that focuses on developing positive character, baseball skills, and teamwork in an encouraging social environment. At the highest level (Majors), GVLL expects to field well rounded, highly skilled players. With teams that play competitively at the District and State levels.





Rookie Vision

- The Rookie League is designed to be an instructional division for 5-7 year old players.
 - develop correct mechanics,
 - learn basic structure and strategy of the game,
 - developing their sense of sportsmanship and teamwork.
- The goal is that players desire to continue to play baseball.



Minor B Vision

- The Minor B League is designed to be an instructional division for 7-9 year olds.
 - players to develop consistent mechanics,
 - learn the role of each position,
 - Learn the rules and strategy of the game,
 - to grow their sportsmanship and teamwork.
- The goal is that players desire to move to Minor A.
- We combine our GVLL Minor B League rules with Little League Official Rules. Keep games safe and fun while allowing each player to participate in as many ways as possible



Minor A Vision

- Minor A is designed to be a competitive division for 8-11 year olds.
 - developing fundamentally consistent offensive and defensive skilled players
 - gain experience playing multiple positions,
 - execute an understanding of fundamental game strategy in competitive game and practice settings.
 - players demonstrate teamwork & sportsmanship within their team and against other teams.
- The goal is for players to develop the skills and desire to play at the Majors level.



Majors Vision

- Majors is designed to be the highest competitive division for 10-12 year olds.
 - focus on individual skill refinement,
 - teamwork and sportsmanship
 - demonstrate an understanding and execution of game strategy
- The goal of teams playing competitively against GVLL and other D1 teams.



Day to Day Priorities

- Golden Valley Little League
- The team
- Your player and self



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Goals for the season

- League goals
 - Parity
 - Interleague
 - Player retention
- Coaches goals
 - Developing players
 - Sportsmanship
 - Fielding a competitive team



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Goals for the season

- Player goals
 - Get better
 - Have fun
 - Return next year
- Parent goals
 - Communications
 - Good sportsmanship
 - Understand league operations





League Information

- Isaacson field procedures
 - Home team is responsible for field prep
 - Visitors remove bases and rake (Second game)
- DIBS expectations – 15 Manager, 10 1st & 2nd coach, 5 for team parent
- All-Stars and postseason tournaments
 - Managers
 - Selection of tournaments
 - Rosters
 - Player participation cost
 - 8 , 9, 10, 11, 12, - postseason tournaments

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Understanding Game Time Injuries

The 1st Five Minutes

- Most encounters or psychological rather than traumatic
- Privacy
- Sit down rule
- Cups and mouth guards
- Horse play



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- Assess the Situation
 - Privacy, sit down rule
- Emergency or Non-emergency
- 911
- First Aid Skills
- Coaches do not transport players





Calling 911

- When in doubt call
- 7101 Sandburg Road at F1, F2, or F3
- Parents refusing
- Medical Information Forms each player before practicing, confidential
 - Store in your 1st aid Kit
-



Baseball Related Injuries

- All injuries that receive medical attention are required to be reported to Jesse Mausser
- After seeking medical attention, player must have a “return to play slip”
- All return to play paperwork goes to Manager (store in 1st aid)
- Eligible for secondary insurance through Little League

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Player Agent

- Problem solving
- Parent issues
- Coaches issues
- Player problems and/or incidents

PLEASE REMEMBER

- 1) THESE ARE KIDS
- 2) THIS IS A GAME
- 3) COACHES ARE VOLUNTEERS
- 4) UMPIRES ARE HUMAN
- 5) YOU DO NOT PLAY FOR THE *Tigers*

THANK YOU!
WEST BRANCH LITTLE LEAGUE



Coaching Requirements

- Managers and 1st named assistant
 - Background Check
 - Little League Training [Little League Training](#)
 - Abuse Awareness
 - Diamond Leader
 - Admin Clinic
 - One must be present at all games and practices
- 2nd named & other coaches
 - Background
 - Little League Training



Background Checks

- Every GVLL Volunteer that comes in regular contact with players
- Board Members and minor B or A umpires if 18 or older
- A person that has not had a background check completed CANNOT lead or represent your team at any function.
- No LL activity without the Manager or #1 coach without GVLL President approval.



Their Protection ... And Yours

- Protect our children and maintain Little League as a hostile environment for those who would seek to do them harm
- No one-on-one contact with minors without being in an observable and interruptible distance from another adult. Avoid being put in this situation by planning ahead
- How will you know if one of your coaches is not approved



Player/Parent Meeting Agenda

- Mandatory
- Set the “positive” tone for the season
- “My coach communicated to much.”

- Welcome and Introductions
 - Thank everyone for coming and thank them for sharing their child with you.
 - Introduce Coaches
 - Players Introduce themselves and Parents



Player/Parent Meeting Agenda

- Goals for the season
 - Coaches goals
 - Player goals
 - Parent goals
- Coaching Philosophy and Expectations
 - Our league/team values
 - Effort
 - Honor the Game
 - Mistakes are o.k.
 - Fill the Emotional Tank
 - Fun
 - Policy on playing time, missing practice, etc.



Player/Parent Meeting Agenda

- Logistics for Season
 - Practice and game schedule
 - Phone/email lists
 - Communication
 - Equipment
- Volunteers
 - Team Parent
 - Score keeper
 - Rides
 - Field chalking
 - Snacks



Logistics for Season

- Practice and game schedule
- Practices
- Access to Isaacson Park
 - Keys for concession stand & sheds
 - Sheds, Cages, Practices & Games
- Equipment, John Clausen



First Games of the day - Isaacson

- Concession Stand Unlock Door – First Manager to arrive – regardless of field
- Unlock Batting Cages
- Fields – Home Team preps field team (GVLL)
 - unlock shed for your game, Bring wagon and field tools
 - Return to Shed 2 when field is prepped. Leave on 1st base side on #1





Final Games of the day

- Concession Stand Closing - Home Team Responsible
 - Volunteers – adult must be present until youth workers have been picked up
 - Door locked Home plate window locked
- Lock Shed & batting cage
- Fields – Visitor team (GVLL)
 - Clear bases, load & lock shed,
- Clean out dugouts – both teams



Field Maintenance Guidelines

- Golden Rule: Leave the field in the condition you would want it in at the beginning of your next game
- Every team will have field maintenance responsibilities at every practice or game
- Home team preps field for game. Only chalk boxes & where necessary for following games. Visiting team rakes [removes bases after last game]
- Return all rakes and batter's box template to shed.



Field Maintenance Guidelines

- NEVER ALLOW YOUR PLAYERS TO HIT BASEBALLS INTO THE FENCE
- No exception, see it, you are responsible for stopping it
- All equipment should be replaced to the correct location

- **If you are the last manager leaving Isaacson, verify that the upper and lower shed, cages & concession stand are locked**

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Rules

- Little League Rule Book App – Free
- Level rules See Website – League Information tab
 - Questions ask your league coordinator





Umpires

- Majors
 - Managers may address Umpires only
 - Issues need to go to Pat Dale
- Minor A
 - Pay process
 - Managers may address Umpires only
 - Issues need to go to Andre' Trawick



Pitching & Catching Rules Majors & Minor A

- Pitch count
 - Pitchers 7-8 yo 50 pitches per day
 - Pitchers 9-10 yo 75 pitches per day
 - Pitchers 11-12 yo 85 pitches per day
 - May complete current batter
- Rest
 - 1-20 pitches no rest (no more than 2 consecutive days)
 - 21-35 1 day
 - 36-50 2 days
 - 51-65 3 days
 - ≥ 66 4 days



Pitching & Catching - con't

- Pitcher, Catcher
 - A pitcher who throw ≥ 41 cannot play catcher
 - A catcher who catches in > 3 innings is ineligible to pitch – warm up for 4th
- Visits to the mound
 - 2 times in an inning and pitcher has to come out
 - 3 times in a game and pitcher has to come out
- Pinch Runners (pitcher & catcher only) – Majors only
 - 2 outs and on base (must have pitched the inning before batting)
 - Last out If both on base then the players who made the outs.



Replacement Players for Majors and Minor A

- Request is made by the Manager or designee.
- Player are permitted to be used in a different division other than their assigned division as a replacement player so if needed a player may come up from Minor A to majors.
- A request for a replacement player must be made if you have nine rostered players.
- A request may be made if you have 10 rostered players.



Replacement Players for Majors and Minor A

- The maximum number of rostered players a team may have, including a replacement player, is ten.
- Replacement player cannot pitch (already a rule).
- Replacement player must be placed at the bottom of the batting order at game time.
- A single replacement player that is the tenth roster player must play a minimum and maximum of nine consecutive defensive outs and one at bat.



Replacement Players for Majors and Minor A

- If more than one replacement player is requested to achieve ten rostered players, then each replacement shall play a minimum of nine consecutive defensive outs and one at bat.
- No replacement player is permitted to play more than a rostered team player.



How to request a replacement player

- At the point the need for a replacement player is identified you will contact your coordinator for replacement players.
- Once the request is made you will be assigned.
- *Once the player agrees, the player is playing.*
- Managers are not permitted to request a specific player.



Replacement Players for Majors and Minor A

- Majors
 - Jason H
 - Lauren P
- Minor A
 - Nick A
 - Scott L
- Rule 4.17 on number players

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Starting Games - Weather

- Canceling games
 - Majors, 90 minutes prior to start
 - Executive Committee
 - Minor A, 30 minutes prior to the start
 - Minor A coordinator or Executive Committee
- Canceling practices are up to managers
- Cell phones as monitors
- Weather Sirens





During Games - Weather

- Lightning / Thunder
 - Leave park, parents too
- Resuming play after game delay
 - Majors, Umpire discretion
 - Minor A, 10 minutes



Majors Games

- No ties
- Complete game 4 innings played or 3.5 if home team is winning and game is called
- 15 run rule: Complete game 3 innings played or 2.5 if home team is winning
- 10 run rule: Complete game 4 innings played or 3.5 if home team is winning



Majors Games

- No inning starts after 7:45 or 9:45 or within 15 minutes of the next game
- Game ends @ 2 hours or 120 minutes
- Calling a game in progress, Umpires only
- Resuming suspended games precedes next game between the teams.
 - Pitcher eligibility



Minor A Games

- Ties allowed
- Complete game 4 innings played or 3.5 if home team is winning and game is called
- 15 run rule: Complete game 3 innings played or 2.5 if home team is winning
- 10 run rule: Complete game 4 innings played or 3.5 if home team is winning



Minor A Games

- No inning starts after 7:15 or 9:15 or within 15 minutes of the next game
- Game ends @ 2 hours or 120 minutes
- Calling a game in progress, managers and umpire
- Resuming weather delayed games Rain Outs are rescheduled as possible
 - Game picks up where game picks up



Minor B Games

- 90 minute time limit. Finish batter, regardless of score, outs, runs...
- Calling a game in progress, managers and umpire
- No resuming weather delayed games. Rain outs are not rescheduled.
- Defensive team is umpire
- Saturday possible 12 year old umpire



Rookie Games

- 75 minute time limit – finish batter, regardless of scores, outs, ...
- Calling a game in progress – managers
- No resuming weather delayed games. Rain outs are not rescheduled
- Defensive team is umpire



In Closing

- Practice Schedules will be posted ASAP
- Opening day on the 2nd
- No activities Memorial Day weekend
- GVLL End of Season Tournament Week - June 8
- District 1 Team Tournaments & Minor League Classic
 - Start week of June 15

