

Manchester Essex Little League

Baseball Policies Manual

Prepared by the
MELL Baseball Committee

Manchester Essex Little League Baseball Policies Manual

TABLE OF CONTENTS

<u>TABLE OF CONTENTS</u>	2
<u>MAJOR LEAGUE HOME RULES FOR GAMES</u>	4
<u>Play of Games</u>	4
<u>Mandatory Play (Rule IV (I))</u>	5
<u>Pitching</u>	5
<u>AAA HOME RULES FOR GAMES</u>	6
<u>Games</u>	6
<u>Mandatory Play (Rule IV (I))</u>	7
<u>Pitching</u>	7
<u>Stealing</u>	8
<u>Bunting</u>	8
<u>AA HOME RULES AND GUIDELINES FOR PLAY</u>	8
<u>Game Play</u>	8
<u>Pitching</u>	9
<u>Base Running</u>	9
<u>Safety</u>	9
<u>Use of Coaches to keep play moving</u>	9
<u>Standings and Playoffs</u>	10
<u>A/COACH PITCH HOME RULES AND GUIDELINES FOR PLAY</u>	10
<u>Goals</u>	10
<u>Good Sportsmanship</u>	10
<u>Safety</u>	11
<u>Game Guidelines</u>	11
<u>EVALUATIONS AND PLAYER LEVEL PLACEMENT</u>	12
<u>Coaches Evaluations</u>	12
<u>Baseball Committee Annual Evaluations</u>	13
<u>Annual Evaluation Process</u>	14
<u>Check In Procedures</u>	14
<u>Pre Registered Players</u>	14
<u>Walk-In Registrations</u>	14
<u>Getting Organized</u>	15
<u>Warm-ups and wait time between drills</u>	15
<u>Color Coding and Evaluation Numbers</u>	15
<u>Evaluaton Drills</u>	16
<u>Grounders and Throwing Drill</u>	16
<u>Scoring for Fielding:</u>	16
<u>Scoring for Throwing:</u>	16
<u>Fielding Flyballs</u>	16
<u>Scoring for Flyballs:</u>	16
<u>Batting</u>	17

Manchester Essex Little League Baseball Policies Manual

<u>Scoring for Hitting:</u>	17
<u>Player Level Placement</u>	17
<u>TEAM PLACEMENT AND PLAYER DRAFTS</u>	18
<u>Establishing the Draft Pools</u>	18
<u>Maximum Team Size by Level</u>	18
<u>Conducting the Draft – Major League and AAA</u>	18
<u>Placing New Players after the Draft</u>	19
<u>Formation of AA an A Level Teams</u>	20
<u>ASSIGNMENT OF LEVEL COORDINATORS AND COACHES</u>	20
<u>Selection Process for Level Coordinators</u>	20
<u>Responsibilities of the Level Coordinators</u>	20
<u>Criteria for Nomination of Level Coordinators</u>	21
<u>Major League Director</u>	21
<u>Minor League Director</u>	21
<u>AAA League Level Coordinator</u>	21
<u>AA League Level Coordinator</u>	21
<u>A League and T-Ball Level Coordinators</u>	21
<u>Selection Process for Coaches</u>	22
<u>SELECTION OF ALL-STAR TEAM PLAYERS AND COACHES</u>	22
<u>Player Selection</u>	22
<u>12 year old team</u>	22
<u>11 year old team</u>	23
<u>10 year old team</u>	23
<u>9 year old team</u>	23
<u>All-star Team Coach Selection</u>	23
<u>Williamsport Team</u>	23
<u>11, 10 and 9 year old Teams</u>	23
<u>BASEBALL POLICY AMENDMENT PROCESS</u>	25
<u>REVISION HISTORY OF THE BASEBALL POLICY MANUAL</u>	26

Manchester Essex Little League Baseball Policies Manual

Major League Home Rules for Games

Play of Games

Where there is no specific home rule stated, Little League Rules apply.

Official Little League Rule	MELL AAA Home Rule
<ul style="list-style-type: none"> Teams must play a minimum of 12 games in a season 	<ul style="list-style-type: none"> 14 games should be scheduled. Every attempt should be made to make up rainouts however the Major League coaches will convene in week 8 to determine if rainouts above the 12 game minimum will have a material affect on the playoffs and should be played.
<ul style="list-style-type: none"> Reg 4.10 states games are 6 innings long. If a game is called it is a regulation game if four innings have been completed or if the home team is ahead after 3 1/2 innings. 	<ul style="list-style-type: none"> Games will be called due to weather, darkness or play beyond 9:45pm at night The game will be official as long as 4 innings have been completed. If a game is called and four innings were not completed, it will resume from that point at the home team's next practice or designated makeup time.
<ul style="list-style-type: none"> There is no mercy rule in the official rule book. 	<ul style="list-style-type: none"> Same.
<ul style="list-style-type: none"> Coaches are required to submit a batting order at the beginning of a game. Starters (not pitchers) may be taken out of the game and substituted back in ONE time only. 	<ul style="list-style-type: none"> Coaches are required to submit a starting lineup to the official scorer. Players may be substituted at any time and any player can be removed and brought back in under any circumstances
<ul style="list-style-type: none"> Umpires – all game should have an impartial umpire 	<ul style="list-style-type: none"> Coaches are responsible for reviewing the home rules with the umpire before the game.
<ul style="list-style-type: none"> Official Scorer – Every game should have a designated official scorer 	<ul style="list-style-type: none"> The HOME team is responsible for providing an official scorer for each game. The game sheet should be agreed to by both coaches and called in to the league coordinator before the end of the scheduled games for the following week. The HOME team is responsible for providing the game balls.
<ul style="list-style-type: none"> Field Preparation 	<ul style="list-style-type: none"> Both team are responsible for preparing the field before the game. This includes: raking the infield, lining the foul lines and batters box, remove all hazards from the field (tools, etc.) The dugouts and field are to be cleared of all litter at the conclusion of each game.

Manchester Essex Little League Baseball Policies Manual

Mandatory Play (Rule IV (I))

Official Little League Rule	MELL Home Rule
<ul style="list-style-type: none"> • Every player on a team must participate in each game for a minimum of six defensive outs and bat at least one time 	<ul style="list-style-type: none"> • MELL promotes a policy of substantially equal play for all players. • Every player on a team must participate in each game for a minimum of four innings. • Players that do not start one game, should be in the starting lineup of the next game. • Teams will conduct a continuous batting order where every player bats. No player is allowed to skip his turn in the batting order except for injury.
<ul style="list-style-type: none"> • Non-roster players cannot play in any game. 	<ul style="list-style-type: none"> • AAA players may be called up if a team will take the field with less than 10 players. • A pool of eligible (as determined by skill level) AAA players should be established at the beginning of the season by the coaches of the AAA league. • Each team in Majors will randomly be assigned a sub-group of players out of that pool that that team can draw from for a game. Major coaches should try to provide equal opportunity, given availability, to each player in their pool. • In case of a schedule conflict, AAA players may NOT skip a AAA game to play in a Major game instead • AAA players may not be used as pitchers in a Major League game

Pitching

Official Little League Rule	MELL Home Rule
<ul style="list-style-type: none"> • Any player may pitch during a game. • A player once removed as a pitcher may not pitch again in that game • Delivery of a single pitch constitutes having pitched in an inning. • If a pitcher pitches less than 4 innings in a single day, one calendar day of rest is required before pitching again. • If a player pitches in 4 innings or more in a calendar day, 3 days of rest are required between starts. • A player may not pitch more than six innings in a calendar week. 	<ul style="list-style-type: none"> • Same • The Pitching Week is Sun to Sat.

Manchester Essex Little League Baseball Policies Manual

AAA Home Rules for Games

Games

Where there is no specific home rule stated, Little League Rules apply.

Official Little League Rule	MELL AAA Home Rule
<ul style="list-style-type: none"> Teams must play a minimum of 12 games in a season 	<ul style="list-style-type: none"> 14 games should be scheduled. Every attempt should be made to make up rainouts however the AAA coaches will convene in week 8 to determine if rainouts above the 12 game minimum should be played.
<ul style="list-style-type: none"> Reg 4.10 states games are 6 innings long. Of a game is called it is a regulation game if four innings have been completed or if the home team is ahead after 3 1/2 innings. 	<ul style="list-style-type: none"> Games will be called due to weather, darkness or play beyond the 2 hour 30 minute time limit. The game will be official as long as 4 innings have been completed. If a game is called and four innings were not completed, it will resume from that point at the home team's next practice or designated makeup time. No inning may start at the Field of Dreams after 7:45pm
<ul style="list-style-type: none"> There is no mercy rule in the official rulebook. 	<ul style="list-style-type: none"> A team's at bat in an inning will be prematurely ended according to the following: <ul style="list-style-type: none"> 8 runs have crossed the plate The play in progress should be allowed to complete and is over once the ball is returned to the pitcher. Runs that cross the plate after the 8th will not be counted by the official scorer
<ul style="list-style-type: none"> Coaches are required to submit a batting order at the beginning of a game. Starters (not pitchers) may be taken out of the game and substituted back in ONE time only. 	<ul style="list-style-type: none"> Coaches are required to submit a starting lineup to the official scorer. Players may be substituted at any time and any player can be removed and brought back in under any circumstances
<ul style="list-style-type: none"> Umpires – all game should have an impartial umpire 	<ul style="list-style-type: none"> The HOME team is responsible for ensuring there is an umpire for the game. Coaches are responsible for reviewing the home rules with the umpire before the game.
<ul style="list-style-type: none"> Official Scorer – Every game should have a designated official scorer 	<ul style="list-style-type: none"> The HOME team is responsible for providing an official scorer for each game. The game sheet should be agreed to by both coaches and called in to the league coordinator before the end of the scheduled games for the following week. The HOME team is responsible for providing the game balls.
<ul style="list-style-type: none"> Field Preparation 	<ul style="list-style-type: none"> Both team are responsible for preparing the field before the game. This includes:

Manchester Essex Little League Baseball Policies Manual

	<p>raking the infield, lining the foul lines and batters box, remove all hazards from the field (tools, etc.)</p> <ul style="list-style-type: none"> • The dugouts and field are to be cleared of all litter at the conclusion of each game.
--	--

Mandatory Play (Rule IV (I))

Official Little League Rule	MELL Home Rule
<ul style="list-style-type: none"> • Every player on a team must participate in each game for a minimum of six defensive outs and bat at least one time 	<ul style="list-style-type: none"> • MELL promotes a policy of substantially equal play for all. • Every player on a team must participate in each game for a minimum of 9 defensive outs. Any player not brought in by the 4th inning must play the entire next game. • Players that do not start one game, should be in the starting lineup of the next game. • Teams will conduct a continuous batting order where every player bats. No player is allowed to skip his turn in the batting order except for injury.
<ul style="list-style-type: none"> • No Major League player may play in a minor league game. 	<ul style="list-style-type: none"> • Same • AA players may be called up if a team will take the field with less than 10 players. • A pool of eligible (as determined by skill level) AA players should be established at the beginning of the season by the coaches of the AA league. • Each team in AAA will randomly be assigned a sub-group of players out of that pool that that team can draw from for a game. AAA coaches should try to provide equal opportunity, given availability, to each player in their pool. • In case of a schedule conflict, AA players may NOT skip a AA game to play in a AAA game instead • AA players may not be used as pitchers in a AAA game

Pitching

Official Little League Rule	MELL Home Rule
<ul style="list-style-type: none"> • Any player may pitch during a game. • A player once removed as a pitcher may not pitch again in that game • Delivery of a single pitch constitutes having pitched in an inning. • If a pitcher pitches less than 4 innings in a single day, one calendar day of rest is 	<ul style="list-style-type: none"> • Any player may pitch during a game • A pitcher, once removed, can not pitch again in that game. • A pitcher must pitch to one batter (a complete at bat) to constitute having pitched in the game. • A player may not pitch more than three

Manchester Essex Little League Baseball Policies Manual

<p>required before pitching again.</p> <ul style="list-style-type: none"> • If a player pitches in 4 innings or more in a calendar day, 3 days of rest are required between starts. • A player may not pitch more than six innings in a calendar week. 	<p>innings in a single game or more than six innings in a calendar week.</p> <ul style="list-style-type: none"> • One calendar day of rest is required before a pitcher may pitch again (no one is allowed to pitch on consecutive days). • The Pitching Week is Sun to Sat.
--	--

Stealing

Official Little League Rule	MELL Home Rule
<ul style="list-style-type: none"> • Stealing is permitted provided the runner does not take a lead off of the base and the pitched ball has crossed that plate. 	<ul style="list-style-type: none"> • A team is allowed three steals per inning (total bases). • Advancing on an error is not considered a steal. • Stealing home plate is not allowed. • Runners may not steal or advance on pass balls. Stealing is allowed only when the ball crosses the plate and remains in front of the semi circle stealing line. <i>(A semi-circle should be chalked that extends from the mid point of one side of the batters box, passes between the umpire and behind the catcher to the mid point on the other side of the batters box)</i>

Bunting

Official Little League Rule	MELL Home Rule
<ul style="list-style-type: none"> • Bunting is permitted. Bunting foul on the third strike is an out 	<ul style="list-style-type: none"> • Same with the exception that a player allowed one fouls on the third strike (i.e. he is out on the 2nd foul when bunting)

AA Home Rules and Guidelines for Play

<h4>Game Play</h4>	<ul style="list-style-type: none"> ▪ Competition is introduced at the AA level through the playing of actual games ▪ Games should be 4 innings long, but the determining factor is time. Since field space is limited, the game should end at the completion of the team's at-bat that is in progress as time was running out. ▪ The score should be loosely kept (as the kids will do it anyway) and any spread of runs greater than 6 should be ignored, meaning that the team in the lead stops counting runs once they are up by 6. ▪ Use all players in the field by using four outfielders and put a player behind 2nd base. ▪ Catchers should use full catching equipment. ▪ Each player should have the opportunity to play at every position with the exception of
--------------------	--

Manchester Essex Little League Baseball Policies Manual

	<p>pitcher (see Pitching rules) over the course of the season.</p> <ul style="list-style-type: none"> ▪ A team's half of an inning will end when either 1) side is retired in 3 outs, 2) the batting team bats through its order or 3) 6 runs have crossed the plate.
Pitching	<ul style="list-style-type: none"> ▪ The players are to pitch at this level, however not every player is qualified to pitch in a game. A pitching test should be given to players during practice where they are required to get 6 out of 10 pitches over the plate consistently in order to pitch in a game. ▪ Each pitcher should be limited to two innings per game (one is recommended). ▪ Only strikes should be called in the first half of the season (no walks). Walks should be introduced after several games, but limited to a maximum of 3 per inning. ▪ Coaches should step in to finishing pitching to a batter when the pitcher is struggling to get the ball over the plate. (use good judgment to determine when it is appropriate to step-in in order to keep the game moving, generally after 8 straight balls is a good rule of thumb). ▪ When coaches need to step-in to pitch they should throw from a position where they are down on one knee so that players see the ball coming in at the correct angle. Never throw underhanded, always use an overhand motion!
Base Running	<ul style="list-style-type: none"> ▪ No stealing or leading is allowed ▪ No advancement on pass-balls ▪ Advancement on an error is limited to one base. ▪ No contact is allowed with the fielders. Runner must run around a fielder making a play in the base line and must slide into a base where a play is occurring.
Safety	<ul style="list-style-type: none"> ▪ No on deck batters ▪ Only coaches should be coaching the bases. ▪ No one should have a bat in his or her hands at anytime except when at the plate. ▪ Catchers <u>must</u> wear a protective cup although all players are encouraged to.
Use of Coaches to keep play moving	<ul style="list-style-type: none"> ▪ A coach should be positioned behind the pitcher as the umpire and should have a liberal supply of balls to feed to the pitcher. ▪ A coach should be positioned behind the catcher to back up the catcher. ▪ The base coaches should try to knock down errant throws so the kids can get

Manchester Essex Little League Baseball Policies Manual

	<p>them back in play quickly.</p> <ul style="list-style-type: none"> ▪ Wins and loses are not tracked for the purpose of keeping standings. ▪ Formal playoffs are not held however a "friendship" tournament should be held at the end of season with all teams participating. ▪ Format of the Friendship tournament may vary, but generally it should be a round-robin format where each team plays each of the others for two innings and then teams switch. Having a barbecue/picnic going on simultaneously makes it a great day for the kids.
Standings and Playoffs	

A/Coach Pitch Home Rules and Guidelines for Play

Players must bring a glove. Rubber baseball cleats are recommended but not required. Little League rules encourage all players to wear athletic cups.

Practices should be devoted to teaching fundamentals. At this level many kids need to learn the various positions and the relationship between the outfielder and the cutoff man for example. Each practice should include instruction on the following: Batting, Throwing, Pitching, Fielding, and Base Running.

Keep the drills moving quickly and in small groups. Moving equals fun. Lectures equal torture to these little dynamos. Over the course of the season, all outlined skills should be introduced. Bubba Baseball, Home Run Derby, Situation practice all can make practices smooth and fun. Each team will have a Little League Instructional manual to help develop the drills.

Saturday sessions will focus more on games. There will be a short 15-20 minute practice and the remainder will be devoted to a game. Plan on 45-60 minutes for the game. There is no score keeping or winning/losing teams for the A program. The emphasis is on developing skills and having fun.

Goals

- Good sportsmanship and fun
- Skills and fun
- Safety and fun
- Fun

Good Sportsmanship

- Team spirit, cheering for teammates and support shall be modeled by the coaches. Name calling, booing, etc. shall be discouraged by the coaches.
- After games both teams will line up and shake hands with the opposing team.
- All players shall have opportunities to learn infield and outfield positions.

Manchester Essex Little League Baseball Policies Manual

Safety

- Little League rules do not allow on-deck batters to swing a bat.
- Only batters should be using bats with a coach's permission. No one else may touch a bat.
- Bat throwing is not allowed. Safe batting techniques are mandatory.
- Any coach should stop any child who is swinging a bat without a coach's permission.
- All base runners and batter will wear batting helmets.
- Catchers will wear catching equipment: Helmet with face mask, chest protector etc.
- Coaches will keep players waiting to bat at a safe distance from the batter and the on-deck batter.

Game Guidelines

- All pitching is by a coach and should be slow pitch. Coaches should always throw overhand and should be from a position where they are down on one knee so they batter sees the pitch coming from the correct height and angle.
- Coaches can use the tee if needed for players having trouble hitting a pitched ball.
- No stealing, sliding or leading off of bases.
- No score keeping
- One base advancement for an over thrown ball.
- No balls or strikes are called for outs. They should be pointed out to teach the players what is or is not a good pitch.
- No walks. Swing until you hit. Coaches will assist pitchers as needed to move the game along.
- Play until time runs out.
- All players should be in the field. No one should be sitting on the bench.
- Move players around to different positions, no one should be playing a set position at this level.
- One player should be positioned on the mound as the pitcher even though coaches are pitching. That player should field all balls in the vicinity of the mound.
- The inning will last for 3 outs or when the entire batting order has come to the plate.

Manchester Essex Little League Baseball Policies Manual

Evaluations and Player Level Placement

Manchester Essex Little League intends to abide by and follow the guidelines established by the Little League Baseball rules of play. As such MELL will conduct competition at the six levels of play that have been prescribed by Little League:

- Babe Ruth
- Majors
- AAA
- AA
- A (Coach Pitch)
- Instructional

With the exception of Babe Ruth and Instructional, MELL operates its baseball activities on a skill-based system, meaning that the players are placed in levels on a skill appropriate basis. Grade and age are generally not taken into consideration when placing players. There are three important reasons that MELL adopts this policy:

1. **Safety of the Player** - MELL's number one priority is to ensure the safety of all children participating in the program.
2. **Player Confidence and Creating a Positive Experience** – MELL believes that enhancing each player's level of confidence in their play is a critical component to developing a love of the game and obtaining an overall positive experience from their participation in the sport of baseball.
3. **Developing Foundational Skills** – Unlike any other game, baseball is a game that requires each player to develop a foundation of skills that is built upon at each level of play.

Coaches Evaluations

At the end of each season, each coach and assistant is asked to provide a coach's evaluation for players on their team. Players are rated on the following skills/attributes: *hitting, throwing, fielding, pitching, game sense, attendance and athletic ability*. In addition to rating players on their skills, coaches are asked to make a level recommendation for the following year (*see figure 1 below*). Players are rated relative to the other players on their team to eliminate different standards between coaches.

The coach's evaluations are used as the primary input in placing players each year. If there is a discrepancy between the coach's evaluation and the baseball committee evaluation, MELL will defer to the coach's evaluation.

Coaches evaluations are to be provided for every team at the Major, AAA, AA and A levels. Evaluations are **NOT** completed for players at the T-ball/Instructional level.

Manchester Essex Little League
Baseball Policies Manual

Annual Evaluation Process

<i>Check In Procedures</i>	
Pre Registered Players	<ol style="list-style-type: none"> 1. Ask for players <u>Last Name and Age</u> (<i>Little League age is their age on July 31st</i>). 2. <u>Look up player by last name in the appropriate color folder.</u> <ul style="list-style-type: none"> ▪ Red = 8 year olds ▪ Blue = 9 year olds ▪ Purple = 10 year olds ▪ Green = 11 year olds ▪ Marroon = 12 year olds 3. There is a predefined <u>Registration Number/Label</u> for every registered player. <u>Stick that Label on the players back</u> (<i>make sure they have removed their coat so the number is on their shirt</i>) 4. <u>Write Today's Date in the Check-in box</u> next to the players name. Players should keep their number if they are returning Sunday. They do not need to Check-in again.
Walk-In Registrations	<ol style="list-style-type: none"> 1. Write information on Walkin Sheet next to a number that corresponds to age. 2. Write Name on coaches form (3 forms each) and hand to coaches prior to evaluations

Manchester Essex Little League Baseball Policies Manual

Baseball Activity	Organization and Execution of Activity	Criteria for Evaluation Scoring
<p>Getting Organized</p> <p><i>We need two coaches to help group the kids and shuttle the groups between the warm-up area and an evaluation station</i></p> <p><i>Two coaches should be standing at the sides of the curtain to keep non participants out of the drill area. Parents are asked to stay in the warmup area</i></p> <p><i>Make sure that every kid that as been grouped has a registration number on their back</i></p> <p><i>We need two coaches operating the drill</i></p>	<ul style="list-style-type: none"> • Put Kids into groups of six, by age if possible(10s, 9s, etc) • We will only have one or two groups running through an evaluation activity at a time • Groups waiting to participate in or returning from an evaluation activity should be doing the warm-up drills below in the designated area of the field house for warm-ups • Once a group is through hitting they are free to leave 	<p><u>Evaluation Committee:</u></p> <p>Baseball Committee</p> <p><u>Warmup Area Coaches:</u> TBD TBD TBD TBD</p> <p><u>Drill Area Coaches</u></p> <p>TBD</p>
<p>Warm-ups and wait time between drills</p>	<ul style="list-style-type: none"> • Pair kids off • Have them start playing soft toss to each other • After ten minutes change to having them throw three up & three low as catching drills • Change to rolling short distance ground balls to the left and then the right of their partner 	<p><i>No scoring will be done on the warm-ups, but Major, AAA and AA coaches on hand not designated as evaluators should watch the kids participating in warm-ups to get a sense of their abilities</i></p>
<p>Color Coding and Evaluation Numbers</p>	<ul style="list-style-type: none"> • Each registered player has a pre-assigned Evaluation Number • The Numbers are color coded according to the players age 	<p>Red = 8 year olds Blue = 9 & 10 year olds Green = 11 year olds Black = 12 year olds</p>

Manchester Essex Little League Baseball Policies Manual

<i>Evaluaton Drills</i>		
<p>Grounders and Throwing Drill <i>We need one coach to hit round balls to the participant, and one coach to be at 1st base to take the throw</i></p>	<ul style="list-style-type: none"> • Take one group of 10 and have it form a single line at short stop. • One at a time, have a player take the short stop position. Keep the other players a safe distance back • Hit groundballs (5 to each player) to the player that is up, varying the direction so some o right at him, some o to either side. • Player should field the ball and throw to the coach at first. • Hit the last ball (sixth) as a line drive at the player • Player should move to the end of the line when done 	<p>Scoring for Fielding: 5 – Moves fluidly to the ball and cleanly fields 4/6 balls. Performs skill above age level. 4 – Moves to the ball well but has trouble fielding cleanly. Came up with half. 3 – Needs improvement in movement to ball but fields ball hit right at him. Average for age level 2 – has trouble moving to and fielding the ball. Came up with 1 or 2 1 – Not Ready to perform at designated level. Not able to perform skill at age level</p> <p>Scoring for Throwing: 5 – Throws strong & on a line to first base. Performs skill above age level. 4 – Accurate, but ball takes one hop (arm strength) 3 – Strong arm, but wild on most throws. Average for age level 2- has a hard time reaching first. <i>Borderline for age level</i> 1- Not Ready to perform at designated level. Not able to perform skill at age level</p>
<p>Fielding Flyballs <i>We need one coach to throw flyballs to the players</i></p>	<ul style="list-style-type: none"> • Take groups of ten and set them up in a line 50 feet from the coach. • Player at the front of the line runs to the open space between the line and a spot 40 yards while the coach throws him a flyball on the run. • Player fields the ball and throws ball to the coach . • Player runs to the 2nd spot and repeats drill in the 	<p>Scoring for Flyballs: 5 – Moves well left/right, in/out to ball. Makes a proper two handed catch 4/5 times. Performs skill above age level. 4 – Moves to ball well, catches 3/5 but tends to use one handed catch. 3 - Can catch the ball right at him, but doesn't move well to the ball. Average</p>

Manchester Essex Little League Baseball Policies Manual

	<p>opposite direction</p> <ul style="list-style-type: none"> Each player should attempt to catch four balls (two in each direction). 	<p>for age level 2 – Tries to get glove on the ball and comes up with 1 or 2. <i>Borderline at age level</i> 1 – Not able to perform skill at age level</p>
<p>Batting <i>We need one coach to throw to the batters and one coach to manage the on deck batters</i></p>	<ul style="list-style-type: none"> Each batter gets 10 to 15 swings 	<p><u>Scoring for Hitting:</u> 5 – Makes good contact with the ball, swings with good form. Hits >70%. Performs skill above age level. 4 – Generally makes contact with the ball, good swing, hits 40% to 50% 3 – Can get his bat on the ball, but doesn't make good contact. Average for age level 2 – Hits 2 or 3 but swings and misses most of the time. 1 - Not able to perform skill at age level</p>

Player Level Placement

The Baseball Committee scores each player on Fielding, Throwing, Hitting and makes a recommendation as to the appropriate level that the player should be placed at. The recommendation from the annual evaluation is reconciled against the Coach's Evaluation to determine final placement. New players that enter the league who do not have a prior year's coach evaluation will be placed according to the recommendation of the Baseball Committee.

Players will be placed in competition levels according to their skill and ability, age and grade are not factors in level placement with the following exceptions:

- 5 and 6 years olds that are completing Kindergarten at the beginning of the baseball season are automatically placed into T-Ball. (***Minimum requirement for starting T-Ball is that the player must already be in kindergarten***)
- 6 and 7 year olds that are completing first grade are placed into A-Level/Coach Pitch.
- All 8 year olds that are completing second grade are automatically placed into AA. ***Any 8 year old that wishes to play at AAA must be evaluated with the 9 year olds***
- 13 year olds (players that turn 13 before July 31st) are placed into Babe Ruth.

Manchester Essex Little League Baseball Policies Manual

- **9 to 12 year olds (and the 8 year olds that elect to be evaluated) are placed according to the Evaluation process covered earlier in this document.**

Player placement is made at the discretion of the baseball committee and is based on skill level. Parental requests to alter the playing level of a particular child cannot be honored (either to move a player up or down a level). Parents can however ask to have a child re-evaluated prior to the start of the season if for any reason there is a belief that the child was placed incorrectly.

Team Placement and Player Drafts

Teams will be formed once level placements have been completed. Formation of teams at the Major and AAA level will be handled by a player draft (explained in more detail below). The level Coordinators of the respective levels conduct formation of teams at the AA and A levels.

The Major League teams are created first, followed by AAA, AA and finally Coach Pitch. In this way we establish a definite pool of players for each level without the potential to have players fall from one level to the next after teams have been created.

Establishing the Draft Pools

Starting with the Major League level, a pool of players is established with a total number that is divisible by 11 or 12. . It is preferable to establish teams with only 11 players each as a rule of thumb so that only two players are sitting at any given time. However, if there are not enough appropriately skilled players to create an additional eleven-person team, then each team should draft 12 players. The players at the lower end of the skill level (those that are on the bubble) for major leagues over the 12 men maximum will fall back into the AAA pool. The same process follows for the AAA to AA level.

The only time that age should be taken into consideration when creating the draft pool is when there are two players considered of equal talent skill wise, the preference should be given to the older player.

No player may drop down a level from one year to the next.

Maximum Team Size by Level

Level	Recommended Team Size	Maximum Team Size
Major League	11	12
AAA	11	12
AA	10	12
A/Coach Pitch	9	10

Conducting the Draft – Major League and AAA

Once the number of teams has been determined based on the size of the draft pool, the Level Coordinator will assign Head Coaches for each team (see *Selection of Coaches* for an

Manchester Essex Little League Baseball Policies Manual

explanation of this process). All head coaches will convene at a mutually convenient time as soon as possible after the draft pool has been established. At least one member of the Baseball committee must also be present and is responsible for conducting the player draft.

- Each coach will randomly pick a draft number (*pick out of a hat or some other common means*).
- Based on the number of players in the pool, there will be either 11 or 12 rounds in a draft.
- Before starting the draft, each head coach's child needs to be rated as an "X round" pick (eg. 1st rounder vs. 4th rounder). The baseball committee official will be the only and final arbitrator to settle disagreements in the ratings. That coach will then sit out the round for which their child was rated. For example, if Sam's son was rated a 2nd round pick, Sam would not have a pick in the second round.
- The first round of the draft will commence with the coach holding the lowest pick making the first player selection. The coach with the next lowest pick follows, and so on and so on until the end of that round.
- The next round will commence by picking in the opposite order. Meaning the coach with the highest pick gets to pick first in that round, followed by the next highest pick and so on.
- In the third round, the coach with the lowest pick once again makes the first selection in that round.
- The process continues until all players in the pool have been selected.
- **Head coaches may not select assistant coaches (and therefore the player of the assistant coach) before or outside of the draft process.**

Placing New Players after the Draft

It is the intention of the Manchester Essex Little League to include all children in the league that express a desire to play baseball even if they sign up late, given space available. The following procedure will be used to add players to teams after the draft has been completed and the teams have been formed:

- 1) The player needs a skill evaluation and level recommendation. This can be taken from the last year coach's evaluation or two members of the Baseball Committee can do a supplemental evaluation on the player.
- 2) If space is available at the recommended level (a team has less than the 12 player maximum), the player will be placed according to the following process: the coaches of teams with less than 12 players will get an opportunity to add the player starting with the coach who had the latest pick in the final round of the draft. That coach may either take the player or pass to the coach with the next latest pick. The process continues until it gets to the last coach with less than 12 players who must pick up the player.
- 3) If space is not available at the recommended level (all teams have 12), then the player must get placed in the next level down.

Manchester Essex Little League Baseball Policies Manual

Formation of AA and A Level Teams

A player draft is not conducted at the AA and A levels. The Level Coordinators should divide the pool up into teams using the following guidelines:

- Equally distribute players to teams so that teams get a normal distribution of skills. Defer to the Coaches Evaluations to get a breakdown of skills.
- Teams should have an equal distribution of players from each town based on the percentage of players from that town in the pool. For example if 40% of the pool is from Essex, each team should have 40% Essex players and 60 % Manchester players.
- Equally distribute players based on sex. (Please don't put all the girls on one team!) Use discretion when it makes sense to create a "buddy" situation. If there are six girls and six teams it is permissible to have three teams with 2 girls each.
- We encourage children to make new friends as they participate together in team sports and therefore we will not honor requests to put children together on a team because of familiarity with one another.
- Accommodation for special circumstances will be made only upon approval from the president of the league (ride sharing, single parent families, etc.).

Assignment of Level Coordinators and Coaches

Selection Process for Level Coordinators

The Baseball Committee is responsible for the nomination of Level Coordinators. The Baseball Committee will present its nominations to the MELL board for final approval, which will occur by a majority vote at the next board meeting.

Responsibilities of the Level Coordinators

- Recruitment, training and assignment of head coaches for their respective level. (*not applicable to T-Ball*)
- Organization of the Draft Process and ranking of players prior to the draft.
- Arbitration of disputes between coaches and parents (escalating to obtain the involvement of the MELL Player Advocate where necessary).
- Working with the MELL Scheduling Coordinator in the final assignment of practice and game schedules Coordination of umpires for games (*Major and AAA level only*).
- Working with the MELL Equipment Coordinator to ensure the distribution of equipment to each team and that the equipment is adequate for play.
- Working with the Equipment Coordinator to ensure that all equipment gets returned to the league at the end of the year.

Manchester Essex Little League Baseball Policies Manual

- Ensuring that the Little League and Home rules are understood and consistently applied by the coaches and umpires.
- Proposal and submission of suggested rules changes to the Baseball Committee.
- Administration of the Coaches Evaluation process.

Criteria for Nomination of Level Coordinators

All level coordinators are required to pass a League Officials and Coaches Screening (criminal background check, completion of the basic safety course, completion of the MELL Coaching Seminar and completion of the MELL Umpiring Seminar).

Major League Director

- Must have held the position of Minor League Director in the past, or spent one season as the Assistant Major League Level Coordinator.
- Must have served as a Major League Coach for at least one full season.
- No record of disciplinary actions by the league.

Minor League Director

- Must have served as one of the Minor League Level Coordinators for at least one season.
- Must have past baseball experience.
- Must have motivation and a commitment to promoting the betterment of MELL and Little League
- No record of disciplinary actions by the league.

AAA League Level Coordinator

- Must have held the position of AA Level Coordinator in the past, or spent one season as the Assistant AAA League Level Coordinator.
- Must have served as a AAA League Coach for at least one full season.
- No record of disciplinary actions by the league

AA League Level Coordinator

- Must have held the position of A Level Coordinator in the past.
- Must have served as Coach at any level for at least one full season.
- No record of disciplinary actions by the league.

A League and T-Ball Level Coordinators

- Must have past baseball experience.

Manchester Essex Little League Baseball Policies Manual

- Must have motivation and a commitment to promoting the betterment of MELL and Little League
- No record of disciplinary actions by the league.

Selection Process for Coaches

Head coaches at each level are to be nominated by the level coordinators and confirmed by the Baseball Committee. All head coaches and assistant coaches must complete the following before their first season as a coach:

- Personal background check
- MELL Coaching Seminar
- MELL Safety Seminar

To qualify to be nominated as a head coach, candidates must have prior baseball experience in organized baseball and must have no record of disciplinary actions in any youth sport and must pass the background check.

- **Babe Ruth head coaches must have two years of head coaching experience at the Major league level.**
- **Major League head coaches must have one year of head coaching experience at the AAA or Major League level.**
- **AAA coaches should have one year of coaching experience at the AA/AAA level or should have significant playing experience in organized baseball.**
- *The Baseball Committee will arbitrate and settle any conflicts in the coach selection process.*

Selection of All-star Team Players and Coaches

Manchester-Essex Little League strongly promotes the opportunity for qualified players to play at the highest possible levels of competition. As such, MELL intends to continue to participate in summer all-star tournaments whenever a qualified team can be assembled. Any player in the league that is judged to have the skill level and ability to play at this level can be nominated for the all-star team that their age bracket. The all-star tournaments are held for 9, 10, 11 and 12 (Williamsport) year olds. In order to qualify for the all-star teams, players must be playing at either the AAA or Major league level during the season and have been on the roster for a team for at least half the season. Players must play during the regular season in order to qualify for all-star team nomination. The nomination process at all age levels is as follows:

Player Selection

12 year old team

- The Major League managers nominate the Williamsport players first out of the 11 and 12 year olds playing at the Major League level.
- The Major League managers then rank the players nominated and vote for each player one by one. A player must get a vote from three-quarters of the

Manchester Essex Little League Baseball Policies Manual

managers to make the team outright. Players that do not get the required number of votes in the first round get put back into the pool.

- A maximum of 13 players can be nominated for each all-star team.
- If the roster of 13 was not filled on the first round of voting, a second round is conducted from the players that remain in the pool.
- The process continues until the 13 roster spots have been filled.

11 year old team

- Once the Williamsport team is filled, the 11 year old team gets filled in the same fashion.
- Qualified 10 year olds can be nominated for the 11 year old team and can fill roster spots over an 11 year old
- Nominations for the 11 year old team are made by the Major League coaches.

10 year old team

- Any 10 year old playing in the major league automatically gets a spot on the 10 year old team.
- The managers in AAA propose the remaining nominations.
- Qualified nine year olds can get nominated and can be voted in for spots on the 10 year old team (even over other 10 year olds).
- The voting process is conducted in the same manner as the 11 and 12 year old teams until the roster is filled.

9 year old team

- The AAA managers nominate and vote for the players on the nine-year-old team in the same manner described above.
- Qualified 8 year olds may be nominated and may fill spots on the nine-year-old team.

All-star Team Coach Selection

Tournament team coaches must be coaching at the AAA or Major league level. The baseball Committee is ultimately responsible for the selection of all-star team coaches.

Williamsport Team

The Williamsport coach must have two years of experience coaching all-star teams at other age levels and must be a Major league coach during the year.

11, 10 and 9 year old Teams

The managers and level coordinators at the AAA and Major League Levels nominate coaches for the remaining all-star teams.

Manchester Essex Little League Baseball Policies Manual

The baseball Committee will consider the merits of each coach nominated and will select coaches based on a majority vote. The league president must ratify or veto the selections. Should the president veto any selection, the baseball committee can either select a new coach or try to override the veto by obtaining a majority vote from MELL board of directors.

Manchester Essex Little League Baseball Policies Manual

Baseball Policy Amendment Process

From time to time it may be necessary to amend these policies due to changes that are precipitated from either inside or outside of the program. The Baseball Committee is responsible for all baseball policy followed by the league. Amendments to these policies should follow the following process:

- Any individual associated with the program (parent, league official, sponsor, etc.) can make a formal request to consider a rule/policy change
- Requests for rule and policy changes can be submitted to any of the following individuals; the MELL president or any officer on the board, any level coordinator or league director, any member of the baseball committee.
- The baseball committee will meet to consider and vote on the request within thirty days of its formal submission through one of the officials identified above.
- Any policy or rule change that receives a majority vote for approval from the baseball committee will be brought to the next MELL board meeting for ratification. The board will make a recommendation as to whether the rule takes immediate effect or is implemented in the next baseball season.
- The baseball committee will notify the requestor in writing within thirty days of the outcome of the vote on the rule change.

Manchester Essex Little League
Baseball Policies Manual

Revision History of the Baseball Policy Manual

<i>Rule or Policy Change Requested</i>	<i>Date of Revision</i>
1. Baseball Policy Manual created and ratified	<i>May 12, 2002</i>
2.	
3.	
4.	
5.	
6.	
7.	