



COACHES HANDBOOK

Majors Division

Welcome and Thank you for Volunteering with Medicine Hat Little League

Contact Information

Division Coordinators:

Victoria Potter - Victoria.potter@mymhc.ca
Little Sluggers

Danielle Cuerden - Danicuerden@outlook.com
Rookie Jr.

Drew Brown - drebro@medicinehat.ca
Rookie Sr.

Myles Stieger - infantry_06@hotmail.com
Minors

Willie Glasgo - smokywelding@gmail.com
Majors

President:

Justin McDonald - jmcd9@hotmail.com
Intermediate/Teenage

Equipment Director:

Meredith Conboy - meredithconboy5@gmail.com

Office Admin:

medhatlittleleague@gmail.com

Vice President

Mandy Hauck - mandeefischer@gmail.com

Important Dates

Equipment Pick Up Dates:

Little Sluggers, Rookie JR, Rookie SR
April 24th (4:30pm – 6pm)

All Divisions
April 28th (4pm – 6pm)

League Begins:

Little Sluggers, Rookie Jr. & Rookie Sr.
Monday, April 29

Minors, Majors, & Intermediate/Teenage
Monday, April 29

League Ends:

Little Sluggers, Rookie Jr. & Rookie Sr.
Friday, June 7

Minors,
Sunday June 21
Majors
Sunday, June 16

Teenage
Sunday, June 23

Year End Jamboree:

TBD

Equipment Return:

TBD

Resources

<https://www.mhlittleleague.ca/>

<https://www.littleleague.org/university/>

<https://www.littleleague.org/university/coaches/>

<https://www.littleleague.org/playing-rules/pitch-count/>

<http://www.littleleagueab.ca/>

<https://www.littleleague.ca/>

Coaches Responsibilities

- Develop all players in a fun, encouraging, positive environment. All players should be given the opportunity to play all positions. Playing time shall be equal amongst all the team players.
- Police check
- Review division specific rules - appendix A
- Safety Plan - appendix B
- Equipment Pick Up
- Home Team (When Games Are Permitted):
 - Third Base Line
 - Put bases out and lock up at end of game
 - Official Scorekeeper
- Visiting Team (When Games Are Permitted):
 - First Base Line
 - Official Pitch Count
 - Appoint Game Day Coordinator
- Report pitch count to division director and scores for Kid Pitch divisions and higher
- Attend draft for Minors and older divisions

- Return all equipment at end of season

League Responsibilities

- To support our volunteer coaches
- Provide necessary equipment - tees, balls, bats, bases
- Provide letter for police check to each coach
- Team assessments
- Moderate drafted teams
- Creation of teams for Little Sluggers to Rookie Sr.
- Schedules for each team
- Tournament Schedules
- Weather cancellations will be decided by division director and communicated to coaches via email and TeamSnap notification
- Umpires are scheduled and paid by MHLL

- Complaints or concerns

TeamSnap

- Each team will have their own TeamSnap account.
- Office staff will upload all teams, contacts and schedules into TeamSnap and give each coach manager access.
- You will be able to send communication to your team via TeamSnap.
- Schedule changes will need to be completed through the office.
- Please call or email office for assistance with TeamSnap

Medhatlittleleague@gmail.com

Appendix A Division Rules

MHLL Majors Division



Cancellations

All cancellations are at the discretion of the division director with consultation with the Field manager. Cancellations will be updated on MHLL facebook page, and emailed to division team coaches. Coaches are responsible for emailing their respective teams of the cancellation. Cancellation decisions will be made by 4:30PM.

Start Time

Majors start times will vary for practices and games dependent on days off the week they are scheduled for. Always refer to the schedule given out by the division directors.

Diamond Locations

Majors will play at McDonnell, and Lions 1 & 2 diamonds on varying nights throughout the week.

Challenger Buddies

Majors will be Buddies for the Challenger games at Lions 1.

The two teams scheduled to play will need to show up from 5:30-6:30.

They will then proceed to their game at 6:45-9PM under the lights

Rules/Guidelines of Game Play

Majors games will start at varying times dependent on the day of the week. Please refer to your schedule for game times. Games will be 6 innings (or no new innings after 2 hrs and 15min of gameplay/ Challenger nights the game ends at 9PM).

Every player deserves a chance to play each position. MHLL expects coaches to rotate players in a fair and competitive way.

Game Play

- Lineup cards must be completely filled out (first and last names) for all players and coaches.
- **There is no mercy rule.** All games will be 6 full innings (or time limit), even if the losing team is mathematically eliminated. If the home team is winning, they will not bat the bottom of the last inning.
- **There are NO open innings.**
- All players on team roster are required to be in the batting line-up
- Players are not permitted to sit more than 3 consecutive outs (1 inning)
- Players cannot leave a base until the ball crosses the plate
- Stealing home is allowed
- Dropped third strike is in effect.
 - *Little League Rule 6.09 (b) Majors/ Intermediate (50-70) Division/ Junior/ Senior/ Big League only: the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out; (NOTE: A batter forfeits his/ her opportunity to advance to first base when he/ she enters the dugout or other dead ball area);*
- Regular season games are allowed to end in a tie
- Each team must have a minimum of 8 players on the roster, otherwise they must forfeit. If both teams have a combined 16+ players. It is expected that the team with more players will lend enough players to the other team to play an exhibition game. Each half inning, the opposing team is expected to lend a player to play an outfield position. The lent player will be the last batter in the first inning and the previous last out in subsequent innings. If playing with 8 players, the team will NOT take an automatic out in the 9th batting position.

Call-Ups

Players will be allowed to be called-up from the Minors Division or other Majors teams (not playing on that night) to fill in for missing Majors players. Teams are only allowed to call up other players when they have 9 or less players available. (even if you are missing your 3 best players) The same player is only allowed to be called up 2 times by the same team in the course of the season. *Called-up players will not be allowed to pitch.* Call-ups for each game must be emailed to the Division Coordinator.

Pitching Rules

MHLL is implementing a restricted pitching rule until May 20th. Pitchers will be restricted to throw a maximum of 50 pitches in a single game. Pitchers will be allowed a combined maximum of their age specific pitch count in a calendar week.

- Weekly pitch counts are reset Saturday at Midnight. Little League rest days are still in effect.
- Pitchers will be allowed to finish the batter on their pitch limit threshold, similar to the official Little League pitch rules.
- EXCEPTION: If a House League tournament is scheduled before June 1st, Little League Rulebook pitching rules apply for the tournament.
- At the beginning of each inning pitchers are allowed 5 warm-up pitches
- When a new pitcher enters the game they are allowed 5 warm-up pitches
- Players are NOT allowed to pitch 3 consecutive days in a row
- If a player who played catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
- If a pitcher reaches 40 pitches while facing a batter, the pitcher may finish pitching the batter and maintain their eligibility to play the position of catcher for the remainder of that day. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering the 41st pitch to another batter.

13 -16 Little League Age - 95 pitches per day

11-12 Little League Age - 85 pitches per day

9-10 Little League Age - 75 pitches per day

7-8 Little League Age - 50 pitches per day

1 – 20 pitches in a day - no calendar day of rest

21 – 35 pitches in a day - 1 calendar day of rest

36 – 50 pitches in a day - 2 calendar days of rest

50 - 65 pitches in a day - 3 calendar days of rest

66 - 95 pitches in a day - 4 calendar days of rest

Maximum Per Inning Run Rules

In the event of a bases loaded walk and the 5th run crosses the plate, the inning is complete if there are runners on base with 4 runs already scored. If the ball is put into play, the inning does not automatically end when the 5th run crosses the plate. The play must be completed with an out at a base or the ball back to the pitcher. The opportunity is present for the offensive team to score up to a maximum of 8 runs in one inning. The intention of this rule is to complete the play, and not have the inning automatically end when the 5th run scores. All other rules still apply.

COACHES MUST USE THEIR BEST JUDGMENT AND PLAY FAIR

Game Officials

Most of the umpires you will encounter are young and possibly just starting out. Encourage them to have bigger strike zones at your home plate meetings, as this encourages players to swing the bat more often and helps speed the game up. We want to ensure our umpires are making the right decisions and learning their job correctly. Be understanding and support them! If an umpire makes a call and you feel it is wrong, you can ask them to discuss the call but once a decision has been made coaches need to respect the decision. Umpires, young or old, have the authority to remove coaches or players from the game if they get unruly. *Unsportsmanlike conduct will not be tolerated.*

There will be times when Little League games are umpired by youth under 18 years old. If both umpires are under 18, an adult Game Coordinator is required or the game cannot be played. It must be an adult (parent, manager or spectator) and cannot be one of the coaches (on the field or in the dugout). The Game Coordinator oversees the game and ensures the safety of the umpires and players, they are not there to change or discuss umpire calls. To find out more about the Game Coordinator role, see Little League Rule Book, rule 9.03(d).

Equipment

There will be a scheduled day for equipment and uniform pick up at the beginning of the season. Coaches are required to pick up, or coordinate an alternate coach, to pick up team equipment from the MHLL garage (located at the Lions 2 diamond). There will be game balls, practice balls, catching equipment and team bats in

the equipment bag. This equipment is expected to be returned to MHLL at the conclusion of the season. There will be a scheduled day for equipment drop-off.

Home Team Responsibilities:

- Listed last on the schedule
- Occupy 3rd base dugout
- Set up bases
- Provide baseballs for the game
- Find Game Coordinator, when needed
- Official Scorekeeper
- Report score on Google Doc
- Remove tarps

Visitor Team Responsibilities:

- Listed first on the schedule
- Occupy 1st base dugout
- Official Pitch Counter
- Provide base umpire, if necessary
- Put away & lock up bases
- Report pitch counts on Google Doc
- Replace tarps if rain is in the forecast

Playoff or Championship game tiebreaker:

- 1 Extra inning of regular baseball.
- Subsequent innings;
 - Offensive team starts the last player out at 2nd base as a base runner.
- If the game has to be called on account of darkness and remains tied. A coin will be flipped to determine a winner.

Challenger Division

Challenger is an opportunity for children with cognitive or physical disabilities to enjoy the thrill of

playing baseball, being part of a team, developing physical and social skill plus all the benefits of participation in baseball at a level structured to their abilities. Games are played in a fun, safe environment where no score is kept.

During Challenger games the players will be assigned a “buddy” to assist them with hitting, running and fielding, as required. MHLL is seeking the participation of our Juniors teams as buddies for this season.

Challenger Dates: May 16th, May 23rd, May 30th, June 6th, June 13th, June 20th

Contacts

The Majors Director is Willie Glasgo.

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