



North Regina Little League

2022 Coaches Package

Minor | Major



INTRODUCTION

Thank you for volunteering your time and talents to coach Little League! This coaching package will provide an overview of coaching expectations and rules of play for North Regina Little League (NRLL). Please read the complete package and direct any questions to your Division Commissioner.

Our website (www.nrll.ca) will be continually updated throughout the season including schedules, scores, standings and photo gallery. Please check back often for updates. Please note that important and timely information will also be sent to the email address you provided at registration.

We hope you enjoy your Little League coaching experience. If there is anything we can do to help make your job a little easier, please let us know.

LITTLE LEAGUE COACH REQUIREMENTS

Besides a desire to ensure all players have an enjoyable experience playing baseball, we also have the following requirements of our coaches:

Criminal Record Check: We require a Criminal Record Check that is not older than two years from the end of the season (end of June). Criminal Record Checks can be obtained on the second floor of the Regina City Police Headquarters or can be ordered on-line.

Respect in Sport: We require coaches to complete the on-line Respect in Sport certification. Coaches need only perform this once and your certificate is valid for all subsequent years. This certification can be found at: www.sasksrc.respectgroupinc.com

Criminal Record Check and Respect in Sport must be done at the time the coach registers. Any individual that has contact with players must complete these requirements. If these are not completed, the coach may face possible suspension and or the team may be fined.

AFFILIATED PLAYER (AP) POLICY

- Coaches must have permission from AP player's Coach and Guardian. Recommend talking to the Coaches and parents of the kids that are assigned to your team as AP's prior to the season starting
- AP players must not pitch or play the position of catcher.
- Team must have less than 10 players to use an AP. Teams cannot exceed 12 players with the use of APs.
- Little League Fair Play Rule in effect for all APs.
- AP players to be chosen by coaches at the draft following the same order as draft.
- Coaches may trade AP players at draft (i.e., siblings, family members, ease of getting to games)
- AP player must prioritize house team commitments over AP opportunities.

DIVISION	Minor AA	Minor AAA	Major AA	Major AAA
1ST CHOICE	Senior Rookie AAA (2 nd year players)	Senior Rookie AAA (2 nd year players)	Minor AAA (2 nd year players)	Minor AAA (2 nd year players)
2ND CHOICE	Minor AA	Minor AA	Major AA	Major AA

DIVISION	IJS AA	IJS AAA
1ST CHOICE	Major AAA (2 nd year players)	Major AAA (2 nd year players)
2ND CHOICE	IJS AA	IJS AA

COACH | MANAGER MEETING

Your commissioner will schedule a meeting with coaches within your Division and Tier (i.e., Minor AA) to help answer any questions you may have about the upcoming season. Attendance at this meeting should be a priority as it will ensure you have everything you need for a successful season, such as:

- Picking-up equipment and uniforms
- Meeting other coaches
- Understanding the practice schedule
- Understanding processes book practice diamonds
- Arranging team pictures
- Organizing division TeamSnap chat groups to discuss league-specific items in conjunction with the divisional commissioner.

EQUIPMENT

- You will pick up your equipment at the Coaches Meeting.
- Each team will be provided a full set of equipment, including practice baseballs. If required, additional baseballs may be purchased at the team's expense. Bats will not be included in the equipment bags due to players not being allowed to share equipment.
- An Equipment Bond will be charged before equipment is released. This can be paid by cheque.
- We recommend not making any major equipment purchases without the approval of parents, who are ultimately paying for the equipment via team fees.
- At the end of the season (last playoff game), you will be responsible for returning all of the equipment provided to you. Pieces of equipment not returned at the end of the season will be taken out of the Equipment Bond and/or charged back to the team.
- Bond fees are as follows:

DIVISION	BOND FEE
Tee Ball	\$50
Junior Rookie	\$50
Senior Rookie	\$120
Minor	\$150
Major	\$170
Intermediate Junior Senior	\$200

Do not make any major purchases without the approval of parents at a team meeting. Our goal is to keep costs as minimal as possible.

UNIFORMS

- You will pick up your uniforms at the Coaches Meeting.
- Registration Fees include the cost of the uniform; therefore, the player will keep the jersey and hat at the end of the season.
- Registration Fees must be paid in full before a player can receive their uniform. You will be notified by your commissioner of players who have not paid their fees in full.
- The Uniform Coordinator will be happy to work with you if you have players that require smaller or larger uniforms.
- Unregistered or non-uniformed players may not play in Regular Season games.

- Players are not allowed to have their names on their jerseys. This is a Little League rule that promotes focusing on the team rather than the individual.
- Teams may choose to embroider the logo of their team (i.e., Royals, Cubs) on their hats or jerseys, at the cost of the team.

SEASON INFORMATION

- Practices can begin as soon as teams are formed.
- Games will begin April 30 and continue thru the end of June. Play-offs for those teams entering will begin in mid-June and run for 2 weeks.
- You can expect to have 1-3 games per week.

BOOKING TRAINING FACILITIES

The following facilities are available to train and develop players and can be booked through an application called Skedda. Each Head Coach will be provided access to Skedda; Managers and Assistant Coaches wishing to have access can contact us at scheduler@nrll.ca.

Batting Cages

Batting Cages will be open and available for booking through Skedda for the 2022 season.

Practice Diamonds

North Regina has access to a number of school diamonds that Coaches can use for practices. Diamonds may only be booked one week in advance to allow for equal access among coaches. All teams are expected to practice at least once per week.

COMMUNICATION WITH PARENTS

We encourage you to have a Parent's Meeting very early on to discuss things like:

- Assistant Coaches or parents willing to help during practices and games.
- Volunteers to fill the Team Manager and Parent Liaison roles described in the rules.
- Your coaching philosophy and what parents and players can expect from you throughout the season.
- Your expectations of parents and players throughout the season. This may be done in advance by email or phone if you choose.
- Player uniform including colour of pants, socks and belt.
- Proper player equipment such as baseball glove, batting helmet (properly fit, CSA approved, labeled), groin protection and bat (no sharing of bats this season unless between siblings).

- Team pictures, clothing and any teambuilding activities.
- Examples of a Parent Meeting Agenda and Expectation Letter is available in the Coach Toolkit on www.nrll.ca.

GAME DAY PROCEDURE

1. Coaches are to pick-up score sheets and pitch count sheets from the club house. For games at Kiwanis the Kiwanis coach will bring score and pitch count sheets to the visiting team dugout.
2. Umpire is to return white copy of score sheets and pitch count sheets and clip board to the clubhouse after the game.
3. Home/Winning Team is to update the scores on the website. In the case of a tie, the home team will do it.
4. Coaches are to ensure their dugout is cleaned up after the game. If Dugouts are left in an inappropriate manner, team is subject to a fine.
5. All coaches are to dress appropriately.
6. No one is permitted to swing a bat outside the playing field and there is no on deck circle.

ONLINE SCORING

All the schedules are posted to the website. The scores and standings will also be posted.

That's where you come in. If you are the winning team - we want, you or someone you appoint from your team to enter the score on the website as soon as possible following the game. Simply enter your score into the TeamSnap and it will upload to the website.

RULES OF PLAY

Coach, Player and Spectator Conduct

1. Zero Tolerance Policy – There is no smoking, no alcohol and no drug use allowed in any of our parks. You will be asked to leave immediately.
2. Foul language and inappropriate behavior by coaches and/or players will result in immediate ejection from the game and may be subjected to further discipline.
3. Each coach is responsible for the conduct of his/her team's players and fans. Foul language and inappropriate behavior by parents and/or fans will result in immediate removal from the ball park. Coach will comply with league officials request to control fans; league will become involved if necessary. Coaches should remind the team and its fans that games on K2 will be on live-stream and it will pick up sounds of the game and in the stands. Zero Tolerance Policy in abusive language and/or actions towards an official.
4. Should there be a major dispute with an umpire on a rule, the coach will be asked to fill out a report within 24 hours and turn it in to the Umpire-in-Chief or a league Executive member. Any coach found mistreating or abusing an umpire will be required to umpire one game free of charge for the league and will be subject to suspension.

5. Each team may have a Team Manager responsible for collecting tournament fees, handling team monies, coordinating league fundraising for the team, distributing information, etc. Your Team Organizer should be someone other than the spouse of the coach.
6. Each team must have a Parent Liaison that acts as an impartial liaison between parents and coaches. Your Parent Representative should be someone other than the spouse of the coach.

Attire and Uniforms

1. A player must be dressed in uniform in order to be eligible to play. This includes the team hat, jersey, pants and shoes. Players losing any part of their uniform will be responsible to replace it immediately at their own expense.
2. The League recommends that all players wear Jocks (for boys) or Jills (for girls). All Catchers are required to wear groin protection as well as a dangling throat guard from their catcher's mask.
3. Coaches must wear appropriate coaching attire including a baseball hat, T-shirt or collared shirt, pants (no jeans) and/or dress shorts, closed-toe shoes. No board shorts or flip flops.

Dugout

1. Home team dugout will be the 3rd base side.
2. Only players and coaches are allowed in the dugout. No brothers, sisters or other relatives allowed in the dugout unless they are coaches.
3. Coaches are responsible for keeping their players in the dugout.
4. There is no on deck circle and therefore no swinging of bats until the player is up to bat.
5. No sunflower seeds or gum allowed on the diamond (risk of choking) or in and around the dugout. This includes coaches and players. Team may be fined if dugout is in worse condition, then when they arrived.
6. All equipment must be kept outside the fence.
7. Offensive: Maximum of 3 coaches allowed in the dugout. Two on the field during their team's bat.
8. Defensive: Coaches must coach from inside the dugout when their team is in the field.

Be On-Time and Ready

1. Coaches are responsible to know game times and location for regular season, and year-end Jamboree.
 - In the event of rain, visit your league website to determine if games are cancelled. Do not assume games will be cancelled just because it drizzles a bit – a good Saskatchewan wind can dry things up quickly.
 - In the event of a rainout, it is the coach's responsibility to find out when the game has been rescheduled.
2. Coaches are responsible for having themselves and their team at the diamond and ready to play at the scheduled time.

3. Please ensure that your team performs their pre-game warm-up away from all spectators and/or vehicles.
4. The visiting team should be ready to take their pre-game warm-up approximately 20 minutes before the start of the game, with the home team to follow approximately 10 minutes before the game. If you are late for your practice time, you will lose your warm-up as games must start on time.
5. Coaches are responsible to have themselves and their teams at all league events, such as Opening Day.

Scorekeeping and Pitch Count

1. Home team will supply the Official Scorekeeper.
2. Visiting team will supply the Official Pitch Counter (to sit near the Scorekeeper), who shall advise the umpire when a pitcher has reached maximum number of pitches.
3. Coaches are responsible to advise the Official Pitch Counter when changing pitchers.
4. Coaches are to keep their copies of the score sheets and pitch count sheets for the season.
5. Player's numbers and real names (no nicknames) must be used on the score sheet.
6. Score sheets, Pitch Count sheets and clipboards are to be returned to the Clubhouse at the end of each game.
7. Winning team is to enter the scores on the website and/or TeamSnap.

Pitching Rules

1. Members of the coaching staff are responsible to know the pitch count for their team's pitchers. Coaches who fail to adhere to the Pitch Count Rules will be subject to possible suspension.
 - A. Minor AA/AAA: Each pitcher is allowed a maximum of 75 pitches per Calendar Day.
 - B. Major AA/AAA: Each pitcher is allowed a maximum of 85 pitches per Calendar Day.
2. A pitcher must be removed from the game (as a pitcher) on the second visit to the mound in that inning.
3. All Divisions (except Minor AA and Major AA) - PITCH COUNT Regulations
 - A. If player pitches 1 - 20 pitches in a game, no calendar days of rest is required.
 - B. If player pitches 21 - 35 pitches in a game, one calendar day of rest is required.
 - C. If player pitches 36 - 50 pitches in a game, two calendar days of rest is required.
 - D. If player pitches 51 - 65 pitches in a game, three calendar days of rest is required.
 - E. If a player pitches 66 or more pitches in a game, four calendar days of rest is required.

4. A calendar day rest is not 24 hours. There must be 1 full day rest between pitching. (Example: If player pitches Friday, player is not eligible to pitch until Sunday).
5. There is no limit on the number of pitchers a team can use during the game.
6. If a team has 2 Regular Season games in a day, the pitch count is cumulative. If a player pitched 20 in the first game, he would start the second game at 21 and would have to follow the correct amount of rest days based on the daily total. If a player pitched more than 20 in the first game, they would not be eligible to pitch in the second game.
7. Remember to know the strength of your pitchers as there is no need to throw an athlete's arm out at these ages. Tighter team set pitch count limits are encouraged early in the season to manage players arms.
8. A player may continue to pitch to a batter without penalty to pitch count until the batter reaches base or is put out. The coach must yell "last batter" and ensure that the pitch count recorder has heard the intention before the threshold is reached. Pitch counter will place a solid line on the pitch count to indicate last batter and will continue to count pitches
9. Leagues shall advise coaches as to any specific Pitch Count Regulation changes for tournaments and playoffs (where teams may be required to play more than one game per day).
10. Once a player has been utilized as a pitcher and has delivered 41 or more pitches in a day, that pitcher cannot play the position of catcher during the remainder of the day (NOTE: a catcher can be used as a pitcher in the same game as long as they have not been a catcher for 3 or more innings).
11. Warm up pitches are not included in the pitch count, but warm ups should be limited to maximum of 8 pitches for new pitcher or 1 minute, 4 pitches if player was pitching in previous inning. Coaches should arrange line-up or use substitutes to 'warm up' the next 'relief pitcher' in the bull pen while their team is playing defensively in the field (to speed up the game).

Strike Zones

1. Strike Zones will be set by the leagues in consultation with Umpire in Chief. Recommended strike zones (for coaches to encourage batters to not 'look for walks'), is generally as follows:
 - Minor 'AA' - 2 ball widths outside plate, below knees to top of shoulders
 - Minor 'AAA' - 2 ball widths outside plate, bottom of knees to armpits
 - Major 'AA' - 2 ball widths outside plate, bottom of knees to armpits
 - Major 'AAA' - 1 ½ ball widths outside plate, knees to armpits

Timeouts and Trips to the Mound

1. When calling for time, the coach must first get approval from the umpire before entering the field of play.

2. Trips to the mound:

- Rules apply as per the OFFICIAL RULES and REGULATIONS of Little League Baseball.
- For all divisions the coach may advance to the mound to talk with the pitcher or other players.
- The mound visit rule will be in effect for all Divisions, player must be removed on the second visit to the mound in the same inning.

Pitching Distances

1. The pitching distances are:

- Minor AA – 42 Feet
- Minor AAA/Major – 46 Feet

Lead-offs

1. Minor and Major - There is no leadoff allowed. Base runners can attempt to steal only as the ball is crossing home plate. Any advancing of bases is allowed if the ball is live.

Balks

1. There are no BALKS called in Minor or Major baseball.

Playing Time Rules

1. Minor AA, Major AA - Coaches are required to play each player a minimum of 4 (four) defensive innings per game during the regular season, and 3 (three) during the play-offs. Failure to do so will be subject to league discipline.
2. Minor AAA, Major AAA, - Coaches are required to play each player a minimum of 6 (six) defensive innings over 2 games. A player must be on the line-up card in order to bat and must receive at least 3 at bats over 2 games. NRLL: Our understanding is minimum 6 (six) defensive outs and everyone bats.
3. All Divisions - Remember that although this is to be competitive baseball, all players must receive fair treatment and equitable playing time (re: number of innings on bench, number of innings playing infield/outfield, positions) and the Fair Play Policy is to be administered throughout the season. Coaches are to keep their line-up/ player position sheets from all games to verify (if necessary) that fair play has been followed.

Game and Season Format

1. Regulation game is 4 innings or more for Major and below. If the home team is up after 3-1/2 innings and the game is called due to weather, the game is considered complete. Game is considered complete if time limit is reached before minimum innings are played. If a game is called due to weather before regulation innings or time limit is reached, the game is cancelled and will be played again from the beginning. Pitch counts for the cancelled game will not count.

2. All efforts will be made to reschedule games that are stopped due to weather and do not reach a regulation game. However, depending on diamond availability, number of games to be rescheduled, and many other factors, games may be cancelled and considered a 6-6 tie for standings purposes. Decision will be made by the league; scheduler/coaches will be notified.
3. Playoff format will be decided prior to the start of playoffs, but will be subject to change by the league and the scheduler if weather is impeding the progress

General

1. All Divisions are to use a full roster batting rotation.
2. Players must avoid contact at home on a close play at the plate (slide) or they may be called out.
3. All catchers must wear a mask and helmet while warming up a pitcher.
4. Coaches are not allowed to warm up the pitcher before the inning is to start. Coach must have a player with a helmet warm up pitcher.
5. Infield Fly Rules: There is no infield fly rule in Minor AA and Major AA Divisions.
6. Player Call-Up Policy: If your team is going to be short players (10 players or less) you will be allowed to call up players from your AP list. The coach of the player being called up must be notified of the move. The player(s) called up will not be allowed to play the pitcher or catcher positions and must be allowed to play. Teams calling up players cannot exceed 12 players on their game roster.
7. The use of 'Spinners' is not permitted anywhere in the park.
8. No intentional walks during Regular Season play.

DIVISION SPECIFIC RULES

Minor 'AA', Minor 'A'

- No new inning after 1 hour and 30 minutes. 6 innings maximum.
- 3 outs or maximum of 4 runs per inning – whichever comes first.
- Stealing permitted except to home.
- If catcher throws the ball on a steal and the ball is not caught (or is over thrown), play is considered live. Play is not considered live when catcher throws back to pitcher.
- Infield fly rule NOT in effect
- Pitch count rules in effect from the start of the season.
- Pitcher can only pitch 2 innings maximum per game. 4 Innings per calendar week.

Minor 'AAA'

- No new inning after 1 hour and 45 minutes. 6 innings maximum. (Revised March 31, 2019)
- Infield fly rule is in effect.
- 3 outs or maximum of 6 runs per inning– whichever comes first.
- Stealing is permitted but only after the ball crosses home plate on a pitch.
- Run Rule will be in effect: 10 runs up after 4 innings, and 7 runs up after 5 innings
- Pitch count rules are effective from start of the season (Revised March 31, 2019)

Major 'AA'

- No new inning after 1 hour 45 minutes. 6 innings max.
- 3 outs or maximum of 4 runs per inning – whichever comes first.
- Stealing permitted.
- Infield fly rule **NOT** in effect.
- Pitch count rules in effect.
- Run Rule will be in effect: 10 runs up after 4 innings, and 7 runs up after 5 innings

Major 'AAA'

- No new inning after 1 hour 45 minutes. 6 innings max.
- 3 outs or maximum of 6 runs per inning – whichever comes first.
- Stealing permitted.
- Infield fly rule in effect.
- Pitch count rules in effect.
- Dropped 3rd strike rule in effect.
- Run Rule will be in effect: 10 runs up after 4 innings, and 7 runs up after 5 innings

COOL DOWN POLICY

Coaches should not discuss a game, a game incident or a situation that occurred during the game that has provoked an adverse emotional response or created a hostile situation until at least 24 hours after the fact.

A Little League member, parent and/or spectator is not to approach a coach to discuss a game, a game incident or a situation that occurred during the game that has provoked an adverse emotional response or a hostile situation until at least 24 hours after the fact.

24 Hour Rule Rationale:

Baseball is an emotional sport. The on-field action that players encounter can spill into the dugout and stands and create strong reactions from coaches, parents and spectators. For parents, it is important to separate game emotions from the best interests of their child's sport development. For these reasons, our League has adopted the "24 Hour Rule". This important rule does two things. First, it moves any emotional and confrontational discussion away from the presence of the players. Second, it allows all parties to "cool off", compose themselves and put the provoking incident or situation that occurred in the game in perspective before meeting to discuss it.

By having everyone respect the 24-hour rule, their concerns are more likely

to be fully addressed in reasoned discussion. More importantly, the kid's enjoyment of a game won't be marred by an ill-timed confrontation.

HAVE FUN AND PLAY BALL!!!

Coaches Checklist

- Name your Assistant Coaches
 - Each Assistant Coach must complete a coach's application and submit their Criminal Record Check. Please do this ASAP. Any coach that has not completed a coaching application will not be allowed to coach.
- Set up Skedda account (Skedda is used to book practice diamonds – your team is expected to practice at least once per week)
- Send our “welcome” team emails
- Host A Parent's Meeting (sample agenda can be found on website)
- Name a Team Manager, Team Treasurer, Parent Liaison
- Find out if there any medical concerns/disabilities/special family arrangements that would be beneficial to know about
- Check to make sure your players bats have a USA stamp. USSSA stamps are not acceptable.
- Explain the pitch count/scorekeeper duties. Each family should expect at least 1 turn doing this.