Midwest Minor Baseball

2016 Grand Slam Coaches Handbook



Long-Term Athlete Development

Baseball Canada has been engaged in a major review of programs to develop an athlete-centered system. This will ensure we provide the optimal training, competition and recovery programs for athletes at each stage of their development. This program is sport-science based, developmentally appropriate, driven by our coaches and strongly supported by our administrators. The plan is also supported by many of Canada's High-Performance baseball players, including Colorado Rockies pitcher **Jeff Francis** and former Anaheim Angel **Jason Dickson**. The initial report to Baseball Canada by the project team can be found at http://www.baseball.ca/files/ltad.pdf. General sport science information is available at www.ltad.ca.

Grand Slam

The LTAD plan identifies 7 stages in respect to the athletes physical, mental, and emotional development. Rookie aged baseball players are in stage 2, which is the **FUNdamentals** stage of the LTAD plan. <u>Coaches are reminded that children at this level need to participate in activities that develop basic skills</u>. These activities need to maintain a focus on fun, and formal competition should only be minimally introduced.



Midwest Grand Slam Baseball

Grand Slam Rules

1. The suggested amount of players in the field is six. One per infield position. It is suggested to change positions each inning. A team is allowed more players in the field if they wish. This number will be confirmed by the Midwest League Competition Committee & discussed with participating coaches prior to the 2016 season start date.

Purpose: This should allow each player more chances to play the ball and players focus will improve because of the increased action.

2. The inning is considered complete when all batters have come to the plate. <u>If a team has</u> <u>more than 6 players, a maximum of 8 may bat each inning</u>. The batting order should be changed each inning. The amount of players called out in an inning has no relevance on when the inning is considered complete. <u>When the final at bat of the inning is over, players are encouraged to be in position to start the next inning within 30 seconds.</u>

Purpose: Will provide routine to the length of inning to allow kids to remain focussed in the field. Takes pressure off kids worried about "getting out". Encourages hustle off and on the field.

3. <u>Pitching machine will be used</u>. If after 5 pitches the batter has not hit, a tee is brought to home plate and the batter hits off the tee. <u>It is very important to not keep pitching to the batter</u> once they have reached their limit. This causes the game to slow down for all the other players causing boredom and loss of attention.

Purpose: Will remove disappointment of striking out and walking back to the dugout. Will keep the game going at a quick pace to maintain focus for players.

- 4. Defensive outs are not tallied as all batters bat each inning, but players that are put out must return to their dugout.
- Purpose: To teach players what an out is(defensive strategy) and proper baserunning.

5. Baserunners do not advance on overthrows.

Purpose: Will promote players to throw to the correct base. Players will learn defensive strategy not "throw it back to the pitcher". Will also teach baserunning skills as the players are not just running wildly around the bases.

- 6. The score may be recorded if desired, but results will not be sent in to the league and standings will not be kept.
- 7. The game has a time limit of 1 ½ hours. The game is considered complete when the inning is completed after the one and a half hour limit.

Purpose: This keeps the game time in line with the suggested levels for kids this age and allows the opposing team to return home at a decent time.

- 8. **Coaches** may be in the field of play for organizational purposes. A coach behind the umpire would be beneficial, (to speed the game up), as there are many pastballs at this level. Coaches in the field are there to asist but **NOT** to play the ball for the players.
- 9. Defensive changes are unlimited. Coaches are encouraged to have their players play a different position in each inning of play. Players may change every batter if preferred (not the catcher). Catchers should be dressed and ready to be on the field as soon as their team is done hitting.
- 10. The game is played with a softer Rawlings TVB ball.
- 11. Infield fly rule is not used. (Rookie aged players would not understand the concept of the infield fly rule. Therefore, teach kids to run when the ball is on the ground and stay when a ball is caught in the air.)
- 12. No bunting or stealing. (If players attempts either, explain the rule to them.) (An out or a

strike should not be recorded for these infractions.)

- 13. Scores do not need to be sent to the convenor after games as standings are not kept at this level.
- 14. All week night games will start at 6:30pm. The schedule will be issued by the Midwest league. Coaches are strongly suggested to have at least one other night a week scheduled for practice. Coaches are welcome to schedule their own exhibition games.
- 15. The Midwest Grand Slam Jamboree (Tourney) date and loaction will be determined by the Midwest League.The Tournament is based on participation. This is not a true championship as teams are

placed in pools and there is no championship game. The Midwest representative for the MBA Grand Slam Jamboree will be randomly selected, for the teams participating in the Jamboree.

- 16. Each team must have properly certified coaches. 1 Coach with Initiation On-Line Certification and all other coaches must have their Respect in Sport Certification.
- 17. All coaches and managers should review the summary of the Baseball Canada Long Term Athlete Development plan in the handbook.

