



Mission Statement

The purpose of Southeast Portland Little League (SEPLL) is to assist youth in developing the qualities of discipline, teamwork, courage and loyalty. The Little League Baseball and Softball program is designed to develop superior citizens rather than superior athletes.

To put this mission statement into practice, SE Portland Little League believes that coaches must:

- ***Prioritize play over everything.*** This means relinquishing the game to the kids and encouraging them to have fun.
- ***Be positive with kids at all times;*** build great energy and don't show frustration.
- Keep it simple. This means letting kids play games without constant instruction. Do the bulk of your teaching at practice.
- Regularly ask for good effort and attitude.
- Encourage and reward sportsmanship. Make sportsmanship equal to competitiveness.

Safety

A successful season and rewarding experience for players and families depends upon a safe environment. To that end, please follow the following guidelines:

- First and foremost, please use common sense for the protection of the kids.
- All players must also wear baseball or long pants to prevent scrapes and cuts. Molded rubber baseball cleats are recommended and preferred over tennis shoes.
- Players are not to wear jewelry or watches. Rubber bracelets are considered jewelry.
- Be sure to leave your dugout and the bleachers clean after your game.
- No player is allowed to chew gum at any time during practice or games.
- During warm-up, players should throw parallel to each other.
- Only players, coaches, and adults who have submitted background checks and volunteer forms are allowed on the field and in the dugout during a game or practice.
- Base runners may not slide.
- Base runners may not run into fielders.
- Teach bat safety:
 - a. While batting (and baserunning), all players must wear a batting helmet.
 - b. There is no on-deck circle (i.e. on-deck batter warming up with a bat). The only player who is allowed to hold a bat is the batter at the plate.
 - c. No player should throw a bat. Any player who throws a bat while at the plate should be warned on first offense. Any player who throws a bat afterward will be called out (in levels Rookie and higher).

If a player habitually throws the bat, suggest having them carry the bat a few feet down the first base path and then drop it. It may be useful to provide them a target about 10 feet down the base path like an orange throw-down base.

d. Clear bat from the field as quickly as possible after the play is complete.

Pre-season Guardian Meeting

All managers are required to hold guardian meeting prior to the start of the regular season. This is an opportunity to discuss SEPLL's philosophy, cover safety protocols, find volunteers (i.e. team parents, additional coaching help), discuss guardian and player expectations, and communicate important dates like opening and closing ceremonies. It is also an opportunity for the players' families to get acquainted with each other, you, and your coaching staff.

Rainouts

Rainouts are always the discretion of either of the two coaches and a list of coaches' phone numbers will be distributed to help facilitate those conversations. When deciding whether or not cancel a game player safety is the primary concern.

If there are only a few wet spots on the field, you may use a puddle pillow to soak up the water.

Practices and games are not to be held when there is standing water or loose mud on the field. This is a significant safety issue both while the field is wet and when footprints dry causing an uneven surface.

	T-Ball	Rookie	Farm	Minors	Majors	50/70*
League Age	5-7	6-8	7-9	9-11	10-12	11-13
Game Length	3 innings; 1:00 ²	4 innings; 1:30 ²	6 innings; 1:30 ²	6 innings; 2:00 ²	6 innings; 2:00 ²	7 innings; 2:00 ²
Extra Innings	No	No	No	Yes ³	Yes ³	Yes ³
Tournament	No	No ⁴	No ⁴	Yes ⁴	Yes ⁴	Yes ⁴
# players on field	All players ⁵	All players ³	9	9	9	9
Minimum playing time	N/A	N/A	N/A	On bench no more than 2 innings	On bench no more than 2 innings	On bench no more than 3 innings
Batting Order	Continuous	Continuous	Continuous	Continuous	Continuous	Continuous
End of a ½ inning	All players bat	3 outs or 5 runs	3 outs or 5 runs	3 outs or 5 runs	3 outs	3 outs
Tie-run rule	No scorekeeping	No scorekeeping	No scorekeeping	No	Yes	Yes
Bunting	No	No	No	Yes	Yes	Yes
Base stealing	No	No	No	Yes	Yes	Yes
Uncaught 3rd strike	No	No	No	No	Yes	Yes
Infield Fly Rule	No	No	No	Yes	Yes	Yes
Pitching	Tee	Coach/Tee	Player/Coach	Player	Player	Player
Pitcher's Right	N/A	N/A	Rule Book	Rule Book	Rule Book	Rule Book
Ball Type	T-Ball	T-Ball	T-Ball	I.L. Hardball	I.L. Hardball	I.L. Hardball
Base Distance	50'-60'	60'	60'	60'	60'	70'
Umpires	No	Coach on the mound. Judgement calls are not disputable	Coach on the mound. Judgement calls are not disputable	Plate & base	Plate & base	Provided

Tee-Ball

1. Tee-Ball focuses on the following skills:

- Having fun so players enjoy playing baseball.
- Familiarizing players with basics such as throwing, catching, hitting and base running (IE running to 1st base after hitting the ball from the tee, or 1st to 2nd after teammate).

2. It is helpful to have a few practices before the season begins. Many coaches have found that a 20 - 30 minute practice before games can be held in lieu of in-season practices. Pre-game practice is a reasonable way to keep players' interest, build their skills, and establish a manageable level of involvement.

3. Equipment: You will receive a bag of equipment, which should contain: 1 tee; at least one bat (many players will bring their own bat); helmets; bases (orange practice bases, not used in games); balls ("soft" hardballs); First Aid kit (basic kit, take a look so you know what you have).

4. Game Process (matters not covered in the above chart)

- There are no outs in tee-ball. (Even if a throw beats a runner out at first, the runner stays on first and continues their journey around the bases.)
- Many teams find it helpful to have a coach or parent at each base to help kids know where to run and encourage hustle (in addition to a coach helping the batter). Teams also benefit from a "bench coach" to help kids follow the correct batting order and cheer on their teammates.
- All hits are a single.
- When the ball is in play, one strategy is to have the appropriate fielder retrieve the ball and make the play to first base, then have the first baseman throw to the pitcher. This plants the seed for good play later on.
 - General fielding should be learned by the end of the season:
 - All outfielders should remain in the outfield and allow the infielders to play the ball first. Similarly, infielders should allow outfielders to field balls beyond the basepath.
 - All fielders should be instructed on the general concepts of right and left sides of the field. They should understand to field the ball when it is on their side of the field, and to allow their teammates to field balls hit to the other side.
- At this age, players do not need to learn the concept of force outs. However, encouraging kids to make plays at different bases as appropriate throughout the game familiarizes them with the concept (and, more importantly, involves more players throughout the game).
- Please have the kids hit off the tee for the full length of the season. **NO COACH PITCH** - even if a player is more advanced, they should hit off the tee as every other player.
- After the game, get your team together and give the opponent a cheer. Then line up to shake hands with the other team.

5. To assure fair playing time and opportunity, rotate the kids through the batting order and in the field each inning. Plan ahead of the game to make this less confusing in the moment.

Fair playing time on defense: All players play a fielding position in every inning in tee-ball. (There is no catcher position in tee-ball). This might mean coming up with creative positions, like "Right Pitcher" and

“Left Pitcher”. Keep in mind hits to the outfield are rare in tee-ball, and the outfield can be a boring place. Make sure that each player has at least one inning in the infield and that each player gets the opportunity to play every position throughout the season.

Fair playing time on offense: As there are no outs, the half-inning is over once every player has had a turn at bat. The last batter is the “home-run hitter,” meaning that they will circle the bases once they’ve hit the ball, bringing in all the other players with them. As this is an exciting role, make sure to rotate through this opportunity. The easy way to do this is to start with your player with jersey #1 the first inning, then jersey #2 starts the next inning, and jersey #3 the third (and usually last inning). Then the next game, jersey #4 starts, etc.