

Huntsville American League (HAL)

2010 Coaches Guidelines

- The director will appoint a player representative for each league. Each player representative will not have a child playing in the age group that is being represented. Any issues or problems will be addressed first to the player representative before going to the director.
 - Majors – Scott Bogardus
 - AAA – Norm Nicaastro
 - Coach Pitch – Shannon Mabry
- The director will appoint a baseball board comprised of 5 members who do not have children playing in the league. Any issues or disputes that cannot be quickly resolved will be brought before the board by the director and the player representative for that league. The baseball board will resolve all issues. The baseball board for 2010 will be comprised of: Daryl Burnette, Darin Dunaway, Bob Foscue, Rob Jones, and Tim Wirick.
- Team Draft Procedures and Rules
 - T-ball will not draft ... teams will be assigned by the director
 - Majors, AAA, and Coach Pitch (CP) will draft players
 - All candidates who are league age twelve (12) must be drafted to a Little League Majors Division team.
 - Exceptions may only be made with written approval from the District Administrator, and only if approved at the local league level by the Board of Directors and the parent of the candidate.
 - Evaluations (Majors, AAA, CP)
 - All players in Majors, AAA, and CP should participate in player evaluations.
 - For players unable to participate in evaluations:
 - Player will be scored in each category (ranked on a scale of 1 to 5 for throwing, running, hitting, pitching, and fielding) based upon previous experience of coaches.
 - If coaches do not know player, player parent/guardian shall be contacted via phone to speak to best determine player experience and ability and information shall be shared with ALL coaches.
 - Players will be evaluated for throwing, running, hitting, and fielding.
 - Players will not be evaluated for pitching due to limited time.
 - Coaches should be present for the complete evaluation session for their age league.
 - One independent evaluator will be assigned to the CP and AAA divisions during tryouts. The purpose of the independent evaluator is to determine the approximate draft round of the coaches' child (children).
 - Prior to draft, coaches will discuss each of the coaches' children and come to consensus regarding which round they should be rated in.
 - It is recognized that the evaluator may not provide an exact assessment of every player, so adjustment of the players is permitted during a coaches' caucus prior to the start of the draft. Adjustment relative to independent evaluators round ranking is limited to 1 round up or down based upon consensus of the coaches.
 - For Majors, the coaches' sons will be rated for round by coaches' caucus with the director. Following coaches caucus, teams will draw for draft order.
 - Draft Execution
 - Draft order will be determined by random draw.
 - Only head coaches' children are protected. Assistant coaches children must be drafted.
 - Draft within each division will be conducted as a snake draft.

- Coaches will draw a number out of the hat to decide draft order.
- The draft will proceed until all available players have been selected.
- The head coach will take his child/player in the round that the coaches agree upon after discussing the independent evaluation results.
- Players drafted to a team who have siblings: the siblings will be placed on drafting team's roster in the round the player was evaluated in by the independent evaluator.
- Players who register after the sign-up period and were unable to attend tryouts will be added to the next team in the draft order. This process will continue until the point in time that no more players are able to be added due to roster size.
- Trades
 - Any trade must occur immediately upon completion of draft for given division.
 - Any trade must be approved by the majority of the coaches in that division.
 - Any tie (resulting from coaches' vote) will be broken by the baseball director.
- Determination of American League Regular Season Champ (All Divisions) will be as follows:
 - Only In-Park games at American will count toward standings
 - Out-of-Park games will not count toward standings. (0 pts)
 - Wins will be counted as 3 pts
 - Ties will be counted as 1 pt
 - Losses will be counted as 0 pts
 - The team with the most points at the end of the season will be declared the champion.
 - For scenario where two or more teams are tied, the first tie-breaker will be head-to-head competition record.
 - If the tie is not broken by head-to-head competition record, the tied teams will draw for seeding and play a single elimination tie-breaking tournament.
- All-Stars (Goal: Field BEST team possible to represent HAL)
 - All-Star Teams will consist of a Maximum of 12 players and Minimum of 11 players (Head Coaches decision).
 - Majors/AAA: Maximum of 2 Adult coaches, one of which must remain in dugout at all times (must have 13 players to have 2 base coaches).
 - Coach Pitch: Maximum of 3 Adult coaches.
 - Order for roster selection for Little League tournament sanction teams will be as follows (Non-Sanction teams will be fielded last) :
 - 1st - Little League (League Age 11-12 Only)
 - 2nd - First 9-10 Team (League Age 9-10 Only)
 - 3rd - 10-11 Team (League Age 10-11 Only)
 - 4th - Second 9-10 Team (League Age 9-10 Only) if fielded
 - Decision to field this team will be made by coaches/director
 - Other Non-Sanctioned Teams (City Tournament, 9-year old, etc.)
 - All-star Manager (All Divisions) will be selected by the baseball board in the middle of the season with sufficient time to select all-star teams.
 - If the selected Manager declines, the baseball board will select a different Manager.
 - Managers who are interested in coaching an all-star team should indicate such interest to the director prior to selection of the all-star teams.
 - Interested managers will be required to submit a summary of baseball coaching experience to the baseball board for consideration.
 - All-Star Manager (All Divisions) will choose assistant coach.
 - CP
 - CP coaches will submit a list of qualified players from their team who should be considered for the first all-star team (Coaches should verify that players would be available

if selected prior to nomination). All coaches will vote for the top 10 players. The director will tally the votes, and the top 10 vote getters will be on the 1st all-star team. If there is a tie for the final voted slot(s), the clearly selected players will be placed on the roster and the coaches will vote for the final voted slot(s) from the pool of tied vote getters. If a tie remains, the coaches and director will caucus to determine the best resolution. The final player or two players will be selected by the head coach.

- Following selection of the first team, the coaches will submit a list of qualified players from the remaining pool who should be considered for the second all-star team (Coaches should verify that players would be available if selected prior to nomination). All coaches will vote for the top 10 players. The director will tally the votes, and the top 10 vote getters will be on the 2nd all-star team. If there is a tie for the final voted slot(s), the clearly selected players will be placed on the roster and the coaches will vote for the final voted slot(s) from the pool of tied vote getters. If a tie remains, the coaches and director will caucus to determine the best resolution. The final player or two players will be selected by the head coach.
- AAA (League Age 9-10 Only)
 - AAA coaches will submit a list of qualified players from their team who should be considered for the first 9-10 all-star team (Coaches should verify that players would be available if selected prior to nomination). All coaches will vote for the top 9 players. The director will tally the votes, and the top 9 vote getters will be on the 1st all-star team. If there is a tie for the final voted slot(s), the clearly selected players will be placed on the roster and the coaches will vote for the final voted slot(s) from the pool of tied vote getters. If a tie remains, the coaches and director will caucus to determine the best resolution. The final player or two players will be selected by the head coach.
 - Following selection of the first team, the AAA coaches will determine whether a second 9-10 or 9 year old all-star team should be fielded. If a team is fielded, the coaches will submit a list of qualified players from the remaining pool who should be considered for the second all-star team (Coaches should verify that players would be available if selected prior to nomination). All coaches will vote for the top 9 players. The director will tally the votes, and the top 9 vote getters will be on the 2nd all-star team. If there is a tie for the final voted slot(s), the clearly selected players will be placed on the roster and the coaches will vote for the final voted slot(s) from the pool of tied vote getters. If a tie remains, the coaches and director will caucus to determine the best resolution. The final player or two players will be selected by the head coach.
- Majors (League Ages 10-12 Only)
 - Majors coaches will submit a list of qualified players from their team who should be considered for the Little League 11-12 year old all-star team (Coaches should verify that players would be available if selected prior to nomination). All coaches will vote for the top 9 players. The director will tally the votes, and the top 9 vote getters will be on the 11-12 year old all-star team. If there is a tie for the final voted slot(s), the clearly selected players will be placed on the roster and the coaches will vote for the final voted slot(s) from the pool of tied vote getters. If a tie remains, the coaches and director will caucus to determine the best resolution. The final player or two players will be selected by the head coach.
 - Following selection of the 11-12 year old team, the Majors coaches will determine whether a 10-11 year old all-star team should be fielded. If a team is fielded, the coaches will submit a list of qualified players from the remaining pool who should be considered for the second all-star team (Coaches should verify that players would be available if selected prior to nomination). All Majors coaches will vote for the top 9 players. The director will tally the votes, and the top 9 vote getters will be on the 10-11 year old all-star team. If

there is a tie for the final voted slot(s), the clearly selected players will be placed on the roster and the coaches will vote for the final voted slot(s) from the pool of tied vote getters. If a tie remains, the coaches and director will caucus to determine the best resolution. The final player or two players will be selected by the head coach.

- Additional all-star teams and coaches will be selected in a similar fashion. Due to the changing nature of all-star teams, it is not possible to detail all all-star plans prior to the season.
- Players crossing divisions to participate on other All-star teams (where applicable) should be reviewed completely by the board and coaching staff prior to action being taken.
- Selection as an All-star is a privilege for both the Manager and players, therefore when a player has been identified/selected for a team the offer is for that team. If the identified player or parent chooses not to participate another player may be selected.
- Umpires (North Alabama Umpire Association)
 - Majors - 2 Umps
 - AAA - 2 Umps
 - CP - 1 Ump
 - T-ball – No Umps
- Batting Cages
 - Gully Major Cage is reserved for teams preparing for games 1 hour prior to game time
 - Gully Minor Cage is reserved for teams preparing for games 1 hour prior to game time
 - Bell Major West Cage is reserved for teams preparing for games 1 hour prior to game time
 - Gully Softball Cage and Bell East Cage are reserved for Softball at all times
 - Cages may be reserved in 1 hour blocks on the HAL website www.huntsvilleamericanleague.org > LINKS > Batting Cage Reservations

In order to make reservations, coaches must be invited to register
- Mercy Rule & Complete Game (American League Rule Exception)
 - Mercy Rule (Majors Division) – 10 Run Rule, 10 runs at the completion of 4 innings or 3 ½ for home team.
 - To end a game early a team must be mathematically eliminated (AAA and CP Division).

LL rule 4.10(e) states that after 4 innings, if one team is up 10 runs or more, the ballgame should be conceded by the losing team. It was the decision of the board that the park rule on this would be that a team would have to be mathematically eliminated. We will need to inform the umpire association about this.
- Slash Bunting
 - NO SLASH BUNTING: A slash bunt is the act of squaring to bunt in order to move the infield in and to distract the pitcher and then swinging away at the pitch.
 - Penalty: Batter is out and ball is dead, runners shall not advance.
 - Intent: To prevent injury of player or players moving in to make a play on bunted ball and getting hit with a batted ball or bat.
 - Note: Faking a bunt is legal as is pulling the bat back from a bunt stance, however taking a swing afterwards on the same pitch shall be illegal, and the call will be at the umpire's judgment. If the act is ruled a slash the batter shall be automatically out and no runners shall be allowed to advance.