

HJBSL COED DEVELOPMENTAL LEAGUE

Parents & Coaches info

Thanks for choosing the Hamburg Junior Baseball & Softball League as your child's place to play ball in 2021! We are excited to have a great group of coaches, and we hope all of our players and families have a great season! The Coed Developmental League is the program formerly known as Coed Tee ball. We have made some changes to this program from previous years in an attempt to accomplish the following goals more effectively:

1. To better accommodate the entire spectrum of ability and skill levels that the boys and girls demonstrate.
2. To keep the game moving, which will hopefully make the game more exciting for everyone involved and more realistically cater to the attention spans of our age group.

The outline below details the league guidelines that will be followed:

Regulations:

- Thursday games begin at 6pm. Saturday games begin at either 10am or 11:30am.
- Each team will be scheduled to play 8-10 games.
- Diamond Conditions...to stay informed on diamond conditions, log on to www.hjbsl.com for updates each game day.
- Rainouts...If a game is cancelled, it will be posted on the website listed above, but head coaches will also contact families directly to inform them.
- Makeup games...Games that are cancelled will not be made up unless teams fall under 7 games played due to a large number of rainouts.
- Everyone's An All-Star game is scheduled for Saturday, July 17th. Each Developmental League player is invited to attend, play in a game, receive a trophy and enjoy free pizza and a beverage courtesy of HJBSL. Further details will come from your coach as this fun event approaches.

The outline below details in-game rules that will be implemented to keep the game interesting for players and are designed to cater to the vast levels of skill that the children possess:

Rules of Play:

BATTING: -The batting team will bat half of its players that **are present** each time that they are up. Once half of the team's lineup has batted, the half inning is over and the teams switch, at which time the other team shall bat half of its players that are present. If there are an odd number of players (ex, 13), the team shall bat seven players in the first inning and six players in the second inning and repeat the process throughout the game.

-The batting team will have a coach near the pitcher's mound at all times. The **coach will choose** to either throw a live pitch to the batter or have the batter use the batting tee based on his/ her knowledge of the batter's ability. The following protocol shall be used during each at bat:

→Players that get a live pitch...will get 5 live pitches from the coach. If the batter is unsuccessful in hitting one of the 5 pitches in fair territory, the batting tee will be used until the batter hits a live ball.

→Players that use the tee...will be up until they hit a live fair ball.



-No player will be called out when running the bases. We want to give each player the “skills and thrills” of running the bases and scoring a run, and also maximize the amount of exercise that the player gets.

FIELDING: -When a team is in the field playing defense, every player on that team should be positioned somewhere in the field. No player sits the bench! The coaches will position players based on player safety, a player’s interest at certain positions, and a player’s ability to field certain positions. We highly recommend that multiple “defensive coaches” are stationed throughout the field of play instructing players.

-If a fielder makes an out, he/ she will be congratulated for a great play, but please remember that no batter/ runner is called out! Please help us throughout the season with the explanation of this with your child/ players.

GAME LENGTH: →This should be determined mutually by the two head coaches as each game progresses, but here are a few guidelines that we have found which work well:

→We have found that 4 total innings (2 plate appearances for all players on both teams) is what has worked best. However, more or less innings can be mutually agreed upon depending on game flow and a discussion amongst head coaches.

→75 minutes of game time should generally be the max time elapsed considering the player’s ages and attention spans.

THUNDER & LIGHTNING POLICY:

*The policy below will be enforced keeping in mind one thing...SAFETY!

*NOTE...the presence of thunder and lightning DOES NOT AUTOMATICALLY CANCEL A GAME!

*HJBSL follows the NYSPHSAA policy on thunder and lightning... Thunder and lightning necessitates that contests be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion - thunder is thunder, lightning is lightning.

*When thunder is heard and/or when lightning is seen, the following procedures should be adhered to by the Field Supervisor OR the head umpire (in the absence of a Field Supervisor).

- a) Suspend play and direct participants to go to shelter, a building normally occupied by the public or if a building is unavailable, participants should go inside a vehicle with a solid metal top (e.g. bus, van, car).
- b) Do not permit people to stand under or near a tree; and have all stay away from poles, antennas, towers and underground watering systems.
- c) After thunder and/or lightning have left the area, and wait 30 minutes after the last boom is heard or strike is seen before resuming play or competition.

In closing, we ask that you communicate with your child’s VOLUNTEER coach with respect and civility. If you believe that there is a need to modify the approach taken with your son/ daughter. However, please be reasonable and realistic about your child’s skill level. Feel free to contact Jordan Warren at 649-6170 or jwarren@villagehamburg.com with any comments, questions or concerns.