FARM DIVISION



AMERICAN CANYON LITTLE LEAGUE

Manager & Coach's Manual



Expectations

What ACLL Expects of our Managers & Coaches

American Canyon Little League expects nothing but the best from our managers and coaches. Given the important role that these individuals play in the development and leadership of youth in the American Canyon Little League program, much care is used in the review, vetting, and selection of managers and coaches for American Canyon Little League teams. While not all inclusive, the League has these base expectations for all managers and coaches.



Be Encouraging

Keep Calm

Must encourage players at all times and will not damage the self-esteem of any player or parent at any time. Exercise their leadership role but leave the outcome of the ball game in the hands of the players.

Understand that becoming "physical" (grabbing, pushing, hitting, physical or verbal intimidation, etc.) with any player, parent, league official, opposing coaching staff, spectator, or umpire is not acceptable at any time - - such actions are grounds for serious consequences up to immediate removal as a manager or coach.

Collaborate with the Board

Have open, productive and strong relationships with the League, ACLL Board of Directors, parents, and umpires at all times. Recognize that they are agents of the Board and will follow the Board's direction, philosophy, and advance the agenda for the League as set forth by the Board.





Attend Mandatory Clinics

Will have undergone the standard Little League required background check and attend all mandatory coaching and safety clinics **- no exceptions.**

PLEASE REMEMBER

These are KIDS

This is a GAME

Coaches are VOLUNTEERS

Umpires are HUMAN

Your child is NOT being scouted by the Giants or A's and no College Scholarships will be handed out today!

FARM DIVISION



Goals for a Successful Season

"Your athletes are never too {young}, or too talented, to answer the question "Are you enjoying yourself out there?"

Ask it!

Chances are, the more they enjoy themselves, the better they play, the more they play, and the harder they will work.

Michael Jordan had a "love of the game" clause in his professional basketball contracts, allowing him to play pickup whenever he wanted to, because he enjoyed playing so much. **IT HAS TO BE FUN.** And if it stops being fun, you need to figure out a way to make it fun, or before you know it, early retirement!"

-changingthegameproject.com

HAVE FUN

- Baseball is fun
- We want the kids to fall in love with the game
- Fun doesn't mean not pay attention players are here to learn the game

LEARN HOW TO PLAY ON A TEAM AND BE A GREAT TEAMMATE

- Show up to practices and games on time
- Listen to your coaches
- Cheer teammate on
- Never talk negative to your teammate

LEARN GOOD SPORTSMANSHIP

- Play fair
- Win with class, lose gracefully
- Respect the rulings and calls of official/umpire

LEARN THE OBJECTIVE OF THE GAME, BASIC PLAYING RULES, POSITIONS ON THE FIELD, BASES

- Objective of the game to score more runs than opposing team
- Playing rules; outs/safe force out/tag out fly out/line out
- Name the positions and where the player stands for that position and area each position covers, how to cover bases and knowing your job ex. backing up teammate
- Name the bases and the correct order the bases are ran





FARM DIVISION FUNDAMENTALS

Learn skills of baseball including throwing mechanics, throwing progression, pitchers & catchers, quick hands quick feet, fielding groundballs backhands and forehands, hands routine, fielding fly balls, cutoffs and relays, hitting, bunting, base running, leading off, when to run when to freeze, when to tag up, and sliding.

Baseball is a game of movement. Learn the **3 B's** that infielders have to do every time ball is hit **Ball, Base, Backup** priority in that order.

See next pages for details...



THROWING MECHANICS

How to Grip a Ball

(4 seam grip) 2 fingers across the seams if hand/fingers too small 3 fingers

Athletic Position Feet & shoulder straight to target

Step & Throw

Step with non-throwing leg toes pointed to target after step thumb to thigh big arm circle going back show the ball to the sky "thumb to thigh show ball to the sky" elbow slightly above shoulders in "L" position pull glove to heart let the back leg follow through

THROWING PROGRESSION

Wrist Flips

Elbow up and arm out in front trying to create as much back spin as possible. Partner 10 ft. away

Power Stance

Glove side part of body closest to partner 15-20 ft. away. Ball in hand and up facing away from target, upper arm parallel to the ground glove side arm bent and parallel to the ground, focusing on body rotation and driving with the legs

Trunk Twist

Partners face each other 20 ft. away and then turn their upper body only to get into the power position. Focus on keeping the upper body closed and the front side shoulder facing the target and creating back spin Walk through – partners face each other step left right left and throw 30-40 ft. away

PITCHING

- Balance
- Drive off back leg
- Shoulders to target
- Stride long and straight to catcher

Catcher Primary Stance

Feet little wider than shoulder width apart, weight on inside of feet toes slightly pointed out, get low, give a big target, throwing hand behind back

Receiving

Soft hands, glove slightly in front of knee don't reach out too far risk of catcher's interference

Ready Position

Athletic position feet wider than shoulder width apart on balls of feet Ready to move in any direction

Hands waist/thigh level not on the ground

CATCHING

- Athletic position on the ball of your feet ready to move in any direction
- Feet shoulder width apart
- Both hands out in front at chest level giving a target
- Move your feet to where ball is thrown try to catch everything at the center of your body at chest level
- Track the ball all the way into your glove
- 2 hands cover the ball quickly with your throwing hand

Glove Positioning

- Ball above the waist fingertips up
- Ball below the waist fingertips down

FIELDING A GROUNDBALL

• Triangle position with players feet and hands out in front should be able make a triangle - Wide base, butt down, flat back, hands out in front

- Track the ball all the way into the glove
- 2 hands covering ball with your throwing hand (alligator hands)

• Catching backhands, forehands, slow rollers with glove only

TRANSFER

- After fielding the ball "Funnel" bring the ball to the center of the body
- Shuffle right to left step and throw
- Sequence should go right left field right left throw

FIELDING A FLYBALL

- Sprint to spot you think the ball is going to land
- Get underneath the ball early stay behind the ball
- Track the ball all the way into the glove
- Catch the ball above your head a little off to your glove side
- 2 hands covering the ball with your throwing hand

COVERING BASES

Ball Put in Play

1st baseman right foot on bag left foot stretches to the ball (righty opposite for lefty). Don't stretch too early wait to see where ball is thrown stretch to the ball

2nd base middle infielders need to learn who covers. ball hit to left side of field 2nd baseman covers. ball hit to pitcher and right side of field shortstop covers

Baserunners On, Ball Not Put in Play

1st and 3rd baseman sprint to their bag and straddle bag (bag in between feet) get in an athletic stance get low ready to catch and place quick fast tag



Middle infielders is dependent on where runners are at if runner is at 1st shortstop covers 2nd base, 2nd baseman backs up shortstop. if runner is at 2nd or 3rd shortstop backs up 3rd baseman and 2nd baseman cover 2nd base. Whoever is covering second base straddle bag (bag in between feet) get in an athletic stance get low ready to catch and place quick fast tag

CUTOFFS

• Cutoff man needs to be right in the middle of the player fielding the ball and where the ball is going to be thrown too

• Player covering the base the ball is being thrown needs to communicate to the cutoff man to get aligned

• Cutoff man needs to get big and get his hands up

• Once he catches the ball turn to his glove side and relay the throw

HITTING

Tee Placement

The stem of the tee aligned with the front foot after the stride of batter

Batting Stance

Wide base, athletic position

Grip

- Knocking knuckles lined up
- Relaxed grip not too tight

Launch Position

- Stride short and straight towards the pitcher
- Load hands stay back creating separation from head
- Bottom half goes forward hands stay back creating separation

Hips

• Hips engage when front foot lands

• First movement is forward drive the back hip towards pitcher/2nd base not opening/ rotating/spinning off the ball

• Weight should transfer from back leg to inside part of big toe while heel comes up and back foot comes forward

Hands & Swing

• Swing level bat path should stay on plane with the pitch

• Keep hands inside the ball

• Contact then extend out front then roll the wrist over

• Follow through finish high above shoulder

Head & Eyes

- Keep the head as still as possible
- Track the ball with your eyes all the way to the bat

BASERUNNING

- Don't look at the ball, run and listen to your base coaches
- Run through 1st base don't stop on the bag
- Learn all the bases and home plate and the correct order you run the bases
- Taking a turn on balls hit to outfield hit inside corner of the bag
- Leading off after every pitch shuffle off the base couple shuffles
- 2 outs go on contact, less than 2 outs ball in the air tag up, line drive freeze make sure it gets through infield
- Slide figure 4 position with legs, slide on butt with arms hands up, don't slow down before sliding



Practice Plans



FARM DIVISION PRACTICE

PRACTICE PLAN #1 80 minutes

PRACTICE PLAN #2 80 minutes

PRACTICE PLAN #3 90 minutes



Practice Plan #1

80 minutes



REVIEW OF LAST PRACTICE/GAME 3 minutes

- What they learned
- What they did good in, what they can improve on
- Go over what plan is for practice

WARM UP 7 minutes

- Light stretching.
- Toe touches, hip rotations, arm circles, etc.
- Calisthenics jumping jacks, high knees, etc.
- Light jog

THROWING & CATCHING 10 minutes

- Throwing progression 10 throws each step of the progression
- Finish with quick hands quick feet

HANDS ROUTINE 5 minutes

- Bare hand x 10
- With glove straight ahead x 5
- Backhand x 5
- Forehand x 5
- Focus on funneling ball to center of body

WATER BR	E
3 minutes	

AK



Team divided into 3 groups rotate every 9 minutes

Station 1 Hitting off the Tee - dry swing drill, sling shot drill

Station 2 Groundball - Triangle Drill & Shuffle and throw

Station 3

Fly Ball - Getting underneath the ball catch with 2 hands, tracking drill

TEAM DRILLS

12 minutes

- Live Defense infield only with runners
- Plays to first base
- Plays to 2nd base

BASE RUNNING 10 minutes

• Run through 1st base don't stop at the bag turn to right

- Take a turn balls hit into the outfield
- Relay race



- Review what they learned at practice
- Any questions?
- What they need to work on at home



Practice Plan #2

80 minutes

REVIEW OF LAST PRACTICE/GAME		STATION DRILLS 27 minutes
• What they learned		Team divided into 3 groups rotate
• What they did good in, what they can improve on		every 9 minutes
• Go over what plan is for practice		Station 1 Hitting – contact drill, sling shot
WARM UP 7 minutes		Station 2 Groundball – goalie game, backhand & forehand
• Light stretching.	-	Station 3
• Toe touches, hip rotations, arm circles, etc.	(Catching/outfield – quick hands quick feet, tracking drill
Calisthenics – jumping jacks, high knees, etc.		NATER BREAK 2 minutes
• Light jog		FEAM DRILLS 15 minutes
THROWING & CATCHING 10 minutes	L	Live Defense infield/outfield no runners Cutoff to 2nd and 3rd
Throwing progression 10 throws each step of the progression		
Finish with quick hands quick feet		BASE RUNNING 5 minutes
HANDS ROUTINE 5 minutes		Run through 1st base don't stop at the bag turn to right Fake a turn balls hit into the outfield going 2
• Bare hand x 10		
• With glove straight ahead x 5	-	REVIEW 3 minutes
• Backhand x 5	•	Review what they learned at practice
• Forehand x 5	•	Any questions?
• Focus on funneling ball to center of body		What they need to work on at home
WATER BREAK 3 minutes		



Practice Plan #3

90 minutes



