

#### **General Information**

Thanks for entering a team in the 2<sup>nd</sup> Annual Rookie Round being hosted in Lacombe on **Sunday, June 25**th. Along with the 8 teams in Lacombe we have 8 teams from outside communities. There is no entry fee to attend the event.

Each team will play 3 games which will be 1 hour in length (10 minute warm-up, 50 minute game).

At each diamond / park location there is a backstop and lots of green space. There is also a playground located at each one for siblings during the games or for the team to enjoy between games.

Listed below is the format that the Rookie Division in Lacombe has followed the past 2 seasons and will be utilized in the 2<sup>nd</sup> Annual Rookie Round Robin. For further information or clarification please contact Darcy Warawa (LMBA – Rookie Director / Grey Dodgers Coach) at (403) 350-4894 or darcyw@hotmail.com.

## Blue Jays In 30 Analogy

The LMBA Rookie Division has had excellent success the past 2 seasons with implementing modifications to the "traditional" game format to ensure players are more engaged and having fun. Baseball traditionalists may not agree with the modifications, but the number one reason children stop playing a sport is because it's not fun and / or they're bored. There tends to be a lot of standing around both offensively and defensively in baseball, so for young players it's necessary to modify the game while still teaching them the fundamentals to ensure they are ready to move up to the Mosquito division.

There is a show called **Blue Jays in 30** that shows you the highlights / action only from a Blue Jays game earlier that day. To emphasize the amount of downtime in the game of baseball, consider the fact that most Blue Jays games last 3 hours (180 minutes) yet they're able to summarize the actual action from a 3 hour game to just 30 minutes. Now take out the commercial breaks during the 30 minute episode and you'll probably only watch about 20 minutes of action from a 3 hour game.....that's 160 minutes (89%) of waiting / downtime. Using this same ratio for a 45 minute Rookie ball game without any modifications, that means there is only about 5 - 6 minutes of total player engagement as most action lasts 5 - 10 seconds within the game (eg. players hits a ground ball and runs to first base = approx. 5 seconds)

## **Game Modifications / Rules**

#### 1. Home / Visitor & Scorekeeping:

Home and visitor can be decided by a glove flip / coin toss. Score will not be kept.

#### 2. Defensive Positions:

Players will be placed in the following defensive positions LF, CF, RF, 1<sup>st</sup>, 2<sup>nd</sup>, SS, 3<sup>rd</sup>, catcher and pitcher (5 steps behind the coach that is throwing to the hitters) for a total of 9 positions. The pitching and catching positions are optional for all teams but teams that plan to utilize a catcher must bring their own catching gear. For teams that aren't going to have a catcher, the player in the pitching position or a coach can cover this position for plays at home plate. If teams have more players then the above positions, please see #3 Rotate Defensive Positions for further information.

#### 3. Rotate Defensive Positions:

Participants will rotate one defensive position clockwise after every 2 batters, except the catcher as this player will remain in this position for the defensive half of the inning (LF to CF, CF to RF, RF to 1<sup>st</sup>, 1<sup>st</sup> to 2<sup>nd</sup>, 2<sup>nd</sup> to 3<sup>rd</sup>, 3<sup>rd</sup> to P, P to LF or bench). For teams that have one more player then the positions listed above, they are allowed to play with a 4<sup>th</sup> outfielder.

For additional players (beyond 10), coaches can rotate players in from the bench during the inning. When it's time to rotate, the player in the pitcher position will rotate to the bench and a bench player will rotate to LF. This ensures that teams have a fair amount of players on the field defensively and that no player has to sit out a full inning from playing defense.

#### 4. Bases Loaded:

The team that is batting will start with the bases loaded (one runner on each base). Same concept as if the first 3 batters of the game got walked and it instantly engages 3 extra players beyond just the hitter and on-deck hitter.



#### 5. Extra Base Hits:

If a player hits the ball far enough and can get a double, triple or homerun they are encouraged / allowed to, with the base runners in front of them also advancing. Once the play stops, celebrate / acknowledge the great hit by the batter and reload the bases with the batter that just hit going to 1<sup>st</sup> base and the 2 base runners in front of them returning to 2<sup>nd</sup> and 3<sup>rd</sup>. This will also result in all 3 of them getting additional base running experience and keeps more players engaged.

#### Outs:

"Outs" will be called (eg. thrown ball beats the runner to first base, runner is tagged when not on a base, etc.). The participant that is "out" will just return to their bench and this baserunner position will remain empty.

#### 7. Stealing / Advancing on Overthrows / Lead-offs:

Participants are not allowed to steal bases or lead-off. They can advance one base on overthrows, but at the end of the play they will return to the necessary base to load the bases.

#### 8. Everyone Bats:

The offensive team will bat every participant, there is not 3 "outs". Once each participant has hit, the teams will switch.

#### 9. Helmets:

Helmets are mandatory for all hitters, on-deck batters and base runners.

#### 10. Maximum # of Pitches Per Batter:

In order to keep the game moving along, each batter will receive a maximum of 5 pitches from their coach, either underhand or overhand at the coach's discretion based on the participant's ability. If they have not made contact after 5 swings, a ball will be placed on a batting T for them to hit.

#### 11. Game Balls:

The Easton Soft Stitch Incredi-ball will be utilized as the game ball (see picture below). As the coaches pitch to their batters from such close proximity, using these balls provides a safety factor when coaches get hit with a line drive / hard ground ball. This also encourages players to get in front of the ball and not just hold their glove out to the side of their body when attempting to field or catch a ball. These will be provided by the Lacombe teams for each game.

#### 12. Base Distance

Thrown down bases will be set up 15 - 16 regular walking steps (approx. 45 - 50 feet) apart.

#### 13. On-deck Circles

To ensure the on-deck batters remain a safe proximity to the batter, a hoola hoop will represent the on-deck circle at each diamond.



# I am a youth athlete. I am brave and strong and talented. But I'm still just a kid. I am not perfect. I am a work in progress. I need you to be patient while I test the limits of my body and work through the emotions that come with success and failure. When I make a mistake. I wonder if you'll be disappointed. When I reach my goals, I look to

I test the limits of my body and work through the emotions that come with success and failure. When I make a mistake. I wonder if you'll be disappointed. When I reach my goals, I look to see if you are watching. I am a youth athlete. I love my sport. You call it competition. I call it playing the game. I want to win and have fun. I am a youth athlete. I am YOUR youth athlete. Winning feels great but your praise feels infinitely better. Please remember these things, and I promise to do my best to make you proud.





## Pool A

- 1. Lacombe Dark Green Dodgers
- 2. Leslieville Kodiaks
- 3. Lacombe Grey Dodgers
- 4. Innisfail Rookies

Diamond: Essex Park

10:00am: 2 vs. 1

11:00am: 3 vs. 4

12:00pm: 4 vs. 2

1:00pm: 1 vs. 3

2:00pm: 4 vs. 1

3:00pm: 2 vs. 3

Your kids success or lack of success in sports does not indicate what kind of parent you are... But having an athlete that is coachable, respectful, a great teammate, mentally tough, resilent and who tries their best is a direct reflection of your parenting. (unknown)

## Pool B

- 1. Lacombe Yellow Dodgers
- 2. Red Deer Hornets
- 3. Lacombe Orange Dodgers
- 4. Eckville Eagles

Diamond: Wilsons Park

10:00am: 2 vs. 1

11:00am: 3 vs. 4

12:00pm: 4 vs. 2

1:00pm: 1 vs. 3

2:00pm: 4 vs. 1

3:00pm: 2 vs. 3

# Pool C

- 1. Lacombe Light Blue Dodgers
- 2. Blackfalds Pirates
- 3. Lacombe Red Dodgers
- 4. Red Deer Black Panthers

Diamond: Michener Park

Diamond #16

10:00am: 2 vs. 1

11:00am: 3 vs. 4

12:00pm: 4 vs. 2

1:00pm: 1 vs. 3

2:00pm: 4 vs. 1

3:00pm: 2 vs. 3

SPORTS COACH TIP NO. 18

YOUTH SPORTS ISN'T JUST
ABOUT SPORT.
IT'S ABOUT KEEPING
THE FUN IN THE
GAME AND TEACHING
YOUR ATHLETES LESSONS
THEY CAN TAKE
WITH THEM IN LIFE.
-COACH JOHN BURNS

#SPORTSCOACHTIP COACHGRAY.COM/SPORTSCOACHTIP

## Pool D

- 1. Lacombe Light Green Dodgers
- 2. Red Deer Orange Crush
- 3. Lacombe Blue Dodgers
- 4. Drayton Valley Giants

Diamond: Lacombe Christian School

**East Campus** 

10:00am: 2 vs. 1

11:00am: 3 vs. 4

12:00pm: 4 vs. 2

1:00pm: 1 vs. 3

2:00pm: 4 vs. 1

3:00pm: 2 vs. 3



# **Diamond Name & Location / Address**

- 1. Essex Park 58<sup>th</sup> Street and Northstar Drive. There is a playground at this location.
- 2. **Wilsons Park** Turn north off of HWY 12 /  $50^{th}$  Avenue onto  $56^{th}$  Street and go one block north. There is a playground at this location.
- 3. **Michener Park Diamond #16** HWY 12 / 50<sup>th</sup> Avenue and 63<sup>rd</sup> Street (south at the Petro-Canada). This diamond is located in the furthest south part of Michener Park. There is a playground and skateboard park located in Michener Park but they are not located right next to Diamond #16.
- 4. Lacombe Christian School East Campus Park 53<sup>rd</sup> Avenue and 57<sup>th</sup> Street. There is a playground at this location.

# **City of Lacombe Maps**

Copy and paste the following links into your search engine:

http://www.lacombe.ca/how-do-i-/find-/maps

https://www.google.ca/maps/@52.4647626,-113.7284142,17z