

Notes for LL Managers

This spreadsheet provides two models that will allow you to get through five days of play, including a double-header on Day 5

They are not the only two ways to do this - they are just examples.

The data is based on some research done in 2005 for the U/12 State Cup Finals weekend. It assumed a 2-hour game, 5 innings, and 119 pitches per game

Little League is only 75 minutes, which means we shouldn't expect more than 3 innings/game. The LL standard is probably lower than State Cup, which also means we will need more pitches per game to get through the outs

Therefore, let's assume that a LL game will run a maximum of 3 innings and involve somewhere between 75 and 95 pitches.

The two worksheets in this workbook show how a game can be managed within those parameters, and presents models involving both 7 and 6 pitchers for the most difficult time:- the first week of competition from January 15th - 19th.

All six LL teams have at least seven players who have declared themselves as "Pitchers" in some capacity. Although that might be optimistic, it means that all LL teams have at least 7 players who think they can throw strikes. That's OK for now. Work with them.

Those rep coaches will already know most of this, so these words are for the others ...

First, consider only your pitchers for planning purposes. Ignore the rest of the players for now.

Second, work out when they are available at all. You have some of this data already in the material provided to you for the Draft, but it's worth checking with families to ensure you know who is available to pitch on which days

Third, cross-check with Greg about which pitchers are in the Hills camp that week. They will be working on pitching at least some of the time and this might shut some of them down for LL games. Player protection restrictions are in force for all activities.

Finally, it really is worthwhile writing all this down somewhere, perhaps in a format like the other worksheets in this workbook. Knowing who can pitch, and when, is critical to managing a tight schedule like this one. You won't have time on game-day to make this stuff up on the run.

Once you're comfortable with your basic plan, consider the detail of the restrictions

Have a contingency plan. Always have one pitcher in reserve "just in case". He doesn't have to be on the bench (you can take a pitcher from the field, unlike in reps) but at least identify who you might use if Plan A comes unstuck. Make sure he's available on the day(s) that you might need him.

Also, note that any reliever needs to be properly warmed up. You can't just put a fielder on the mound and expect him to start his assignment after the mandatory eight pitches allowed in our Rules. The umpire will not allow it if s/he feels the player is not sufficiently warm, and might penalise your team in these circumstances. Avoid the problem by planning ahead and taking a reliever off the field to throw 10 or 15 pitches in the bullpen before naming him as the pitcher of record.

Note that the larger assignments (Substantials, Majors and multiple Minors) involve periods of rest afterwards. Therefore, if you do have to use somebody unexpected, try to make sure he only throws a single Minor, or you might burn him for tomorrow or the next day.

Designate the larger assignments first. There's no point in planning to use three pitchers for Minors and then close with somebody throwing a Substantial, because the game might not go that long. Use your "horses" first and bring in the Minor pitchers behind them.

Don't be afraid to throw your better available pitchers for Majors where you can. They'll eat up 65 pitches each and probably go most of the game, keeping your next-string relievers in reserve for tomorrow's game.

Always keep the Hills "128-pitch in 5 days" rule in the back of your mind. It will only affect you if you're trying to get two Majors out of a pitcher in five days:- however, it is a rule and needs to be applied.

Having said all that, it's advice intended for the heavy period of mid-January. Later in the season, where the workload is lighter, try to give everyone a go on the mound who wants it. This experience needs to be fun for the kids or it won't be worth the effort. Also, your rep pitchers are likely to be unavailable in February and early March, so find others to step up instead.

The models included in this workbook are intended to show you that *it is possible* to get through the LL schedule with only six pitchers, and it gets easy with seven. With eight or more, there should be no reason why any team would experience difficulty.

How to get through January using 7 pitchers ...

Player	Tues	Wed	Thu	Fri	Sat 1	Sat 2	Total
1	Sub	Rest	Rest	Minor	Sub	Rest	112
2	Minor		Minor			Major	113
3	Minor		Minor	Sub	Rest	Rest	92
4		Sub	Rest	Rest	Sub	Rest	88
5	Minor		Sub	Rest	Rest	Rest	68
6				Minor		Sub	68
7		Sub	Rest	Rest			44
8							0
9							0
10							0
11							0
12							0
13							0
14							0
Total Pitches	116	88	92	92	88	109	

Legend:

- = Able to pitch
- = Playing a non-battery field position is allowed
- = Cannot field at all (batting is allowed)
- = Field players & catchers

Note:- this model doesn't define the order of pitching
 In most cases, the player with the larger assignment precedes the others

Allowable Combinations ...				
Minor				
Minor	Minor	Rest	Rest	
Minor	Sub	Rest	Rest	Rest
Sub	Rest	Rest		
Major	Rest	Rest	Rest	

How to get through January using 6 pitchers ...

Player	Tues	Wed	Thu	Fri	Sat 1	Sat 2	Total
1	Major	Rest	Rest	Rest	Major	Rest	130*
2		Sub	Rest	Rest		Major	109
3		Sub	Rest	Rest	Minor	Minor	92
4		Minor		Major	Rest	Rest	89
5	Minor		Major	Rest	Rest	Rest	89
6	Minor		Minor	Sub	Rest	Rest	92
7							0
8							0
9							0
10							0
11							0
12							0
13							0
14							0
Total Pitches	113	112	89	109	89	89	

*Note:- The second Major above must only involve 63 pitches, not 65. This is to comply with Hills Rule 8.1, which mandates a maximum of 128 pitches in any 5-day period.

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Note:- this model doesn't define the order of pitching
 In most cases, the player with the larger assignment precedes the others

Allowable Combinations ...				
Minor				
Minor	Minor	Rest	Rest	
Minor	Sub	Rest	Rest	Rest
Sub	Rest	Rest		
Major	Rest	Rest	Rest	