



SRVLL + TVLL AA Baseball Coaches Handbook



Getting Started

SRVLL & TVLL are committed to providing a place for every player to learn, grow, and thrive. Whether a player is excelling or still developing their skills, baseball offers lessons that go beyond the field. Each child has the opportunity to face challenges, experience triumphs, and build confidence—valuable life skills that only a team sport like baseball can teach. Our focus is on developing the person, not just the player.

Coaches and parents play a critical role in creating a positive environment for all participants. Coaches are encouraged to uphold the rules in the spirit of fairness and simplicity, avoiding over-analysis or seeking loopholes. Clear, consistent rules ensure that every player has a chance to enjoy the game, learn, and succeed.

As league volunteers, we are all part of "the League" and share responsibility for creating a strong, supportive community. By keeping our focus on what's best for the players, we can ensure a rewarding experience for everyone involved.

Please feel free to contact me anytime.

Play Ball!
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League Structure

Enrollment #s across the league are at an all-time high. Everyone who has volunteered time in past seasons deserves kudos for this groundswell of baseball growth in our community. Let's keep it rolling!

- We anticipate 12 teams in AA Division. 8 SRVLL + 4 TVLL. ~12 players per team
- Machine pitch for the first 6-8 games, then transition to kid-pitch.

- 18 regular season games, then playoffs
- This is a “development” league -> We will keep score, we will maintain standings (pitching machine games count), manage pitch counts, etc. However, the focus is not on winning and losing, but on player development

Key Dates

Events	Date
Tryout weekend 1	Sun, Jan 5
Tryout weekend 2	Sat, Jan 11
Coaches Meeting	Thurs, Jan 9
Draft	Thu, Jan 16
Rosters are Final	Weds, Jan 22
Equipment Pick-Up	TBD - End of Jan
Uniform Pick-Up	TBD - End of Jan
Practices Start	Mon, Feb 3
Preseason Game 1	Sat, Mar 1
Opening Day	Sat, Mar 8
Convert to Kid-Pitch	TBD: Around Mar 29
Spring Break	Fri, Apr 4 to Sun, Apr 13
TVLL Carnival	Sat, Apr 19
Playoffs	Thu, May 15 to Tue, May 27
TOC's (estimated date)	Fri, May 30 to Sun, Jun 1

Coaches Meeting

Let's get together on Thursday, January 9 from 7:30 - 8:30pm at Round Table Pizza in Alamo.

Agenda for the meeting:

- Review league format, rules and what to expect
 - Get to know other coaches off the field
 - Tryouts and Draft night expectations
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Tryouts

The tryouts are a critical step in ensuring balanced teams and a great experience for all players.

- Try-outs are on Saturday, January 4th and Saturday, January 11th. [Link to Form](#). (Note: I'll be out of town January 4)
 - Coaches can attend and take notes on players. The league will be running the tryouts and will keep things efficient and objective.
 - Try-out process and evaluation criteria consist of:
 - Infield: 3 ground balls and throw to first
 - Outfield: Flyballs throw to 2nd/3rd/Home
 - Batting: BP w/ Coach pitch
 - Pitchers (optional)
 - TVLL + SRVLL Board members will provide independent, objective evaluation with projected "slotting" into rounds
 - Coach's kids will be slotted into rounds based on this criteria and that will be their assigned draft slot (head coach and one assistant coach)
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Draft

- Draft night is Thursday, January 16. 6-9pm. Location at Round Table in Alamo. Please block you calendar.
 - Head coach should be in attendance. Assistant coaches optional.
 - Snake draft format
 - Draft order will be a pick out of the hat
 - 10 year-olds not picked for AAA must be drafted in AA
 - Kids of Head Coach and Assistant Coaches auto picked into assigned slots
 - If you have other parents you'd like to coach with, you need to pick the kids to get the dads
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Coaching Roster

Head	Email	Assistant	Email
Chris Buchanan	chris.buchanan@gmail.com	Julio Loera	julioloera03@gmail.com
Brett Nicol	brettnicol5@gmail.com	Nash Robertson	nashrobertson@gmail.com
Jeff Brummett	jeffbrummett@gmail.com	Eric Ebert	eebert28@gmail.com
Alex Geche	alexgeche@hotmail.com	Andy Kloos	akloos@desilvagates.com
Kory Altheide	kory@altheide.net	Brendan Kane	brendonrkane@gmail.com
Brandon Scripps	BScripps@sensiba.com ; scrip16@aol.com	Andrea Hairston	drea.w.hairston@gmail.com
Jimmy Jhanda	jimmyj@goventurepitch.com	Dennis Pimentel	dpimente@comcast.net
Chad Burns	cw3burns@aol.com	Darren Brazil	darrenbraz@gmail.com
Carl Nastro	cnastro24@hotmail.com	Riley Graetz	rmgraetz@gmail.com
Syed Pasha	pashaa.407@gmail.com	Scott Jackson	scottjackson@rpm-mtg.com
Ozzy Hernandez	Oswaldo.Hernandez@etrade.com	Rich Wodehouse	rich.wodehouse@gmail.com
Dan Franklin	danfranklin9@gmail.com	Andrew Kaskanlian	kaskanlian@gmail.com

Other Key Roles for Each Team:

- Each team will need a **Volunteer Liason** for the league
 - Each team will need a **head scorekeeper** managing GameChanger, especially when Home team
 - **3rd assistant coach**
 - **Pitching machine coach** - Remember this parent is not allowed to instruct from the field
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Season Schedule

Overview

- [Here is the link to the season schedule](#)
- The entire season’s schedule has already been built, and will be shared at the draft to help you plan accordingly.
- Games will be held at Los Cerros (skin infield), Sycamore Turf, and Sycamore field 6
- Here’s a sneak peak:

AA Season Schedule

Date	Time	Home	Away	Field	Duration	Game #
Sat, 3/1/25	9:00 AM	AA 01	AA 02	Los Cerros 2	150	1
Sat, 3/1/25	9:00 AM	AA 03	AA 04	Sycamore 3 (Turf)	150	2
Sat, 3/1/25	11:30 AM	AA 05	AA 06	Los Cerros 2	150	3
Sat, 3/1/25	11:30 AM	AA 07	AA 08	Sycamore 3 (Turf)	150	4
Sat, 3/1/25	2:00 PM	AA 09	AA 10	Los Cerros 2	150	5
Sat, 3/8/25	10:30 AM	AA 10	AA 07	Los Cerros 2	150	6
Sat, 3/8/25	10:30 AM	AA 05	AA 04	Sycamore 6	150	7
Sat, 3/8/25	1:00 PM	AA 01	AA 02	Los Cerros 2	150	8
Sat, 3/8/25	1:00 PM	AA 03	AA 06	Sycamore 6	150	9
Sat, 3/8/25	3:30 PM	AA 09	AA 08	Los Cerros 2	150	10
Tue, 3/11/25	4:30 PM	AA 06	AA 05	Los Cerros 2	150	11
Tue, 3/11/25	4:30 PM	AA 07	AA 09	Sycamore 3 (Turf)	150	12
Tue, 3/11/25	7:00 PM	AA 08	AA 01	Sycamore 3 (Turf)	150	13
Wed, 3/12/25	4:30 PM	AA 02	AA 03	Los Cerros 2	150	14

Game Schedule

- [Here’s the link to the game schedule](#)

Practice Schedule

- [Here’s the link to the practice schedule](#)
- For preseason, practice days/times will rotate across teams.
- For regular season, teams will have a Sunday practice slot with rotating times and a weekday slot that will remain the same throughout the season. The grid below are the weekday practice slots. I've assigned teams to each slot. Let me know if any of these need to be swapped. FYI, a few exceptions are made to some practice days due to special events creating a conflict (ex. Friday Night Lights games in April).

Mondays	4:00 PM	AA 01	Green Valley 1
Mondays	4:00 PM	AA 02	Los Cerros 2
Mondays	4:00 PM	AA 03	Sycamore 3 (Turf)
Mondays	4:00 PM	AA 04	Sycamore 2 (Turf)

Mondays	5:30 PM	AA 05	Green Valley 1
Mondays	5:30 PM	AA 06	Los Cerros 2
Mondays	5:30 PM	AA 07	Sycamore 3 (Turf)
Mondays	5:30 PM	AA 08	Sycamore 2 (Turf)
Fridays	4:00 PM	AA 09	Green Valley 1
Fridays	4:00 PM	AA 10	Los Cerros 2
Fridays	4:00 PM	AA 11	Sycamore 3 (Turf)
Fridays	4:00 PM	AA 12	Sycamore 2 (Turf)

Batting Cage Schedule

- Lastly, additional batting cage slots are available for the coaches to sign up, as well. [Sign up here.](#)
 - Coaches have access to sign up for cage slots themselves.
 - Limit one slot per team per week.
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Uniforms

UNIFORMS ▶ AA

HAT TYPE: MLB-650 # OF HATS PER TEAM: 16

JERSEY
TYPE:
(03Q4 MLB
VAPOR
V-NECK)

SIZES PER
TEAM:
4 YS
7 YM
2 YL
1 YXL



Chicago Cubs
03Q5-974G-EJ-DM9
03Q4-974G-EJ-DM9
Team Bright Royal

Chicago White Sox
03Q5-968G-RX-DM9
03Q4-968G-RX-DM9
Team Base Gray

AA Division Rules

Overview

- An overview of AA rules, and how these rules compare to other divisions can be found [here](#).

- **Division Focus:** The AA Division is a developmental league designed to help players advance their skills in pitching, hitting, fielding, baserunning, and game strategy. The emphasis is on player development and enjoyment, not solely on winning games.
 - **Game Format:**
 - 6 innings or time limit. No new inning may start within 15 minutes prior to 1:45 time limit (eg: no new inning can start 90 mins after first pitch).
 - Important for coaches to mutually “declare” the last inning
 - Games are machine-pitch for the first half of the season (until Spring Break) and transition to kid-pitch thereafter.
 - 5-run inning rule for pitching machines. 3-run inning rule for kid-pitch. Last inning of the game has unlimited runs.
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Pitching Rules

- **Machine Pitch:**
 - We will have on-field coaches tutorial in Feb
 - The Machine will be placed on the mound to mimic the release location of the kid pitcher.
 - Setting will be a bit faster than the average pitcher once kid pitch starts. We want players to feel like Kid Pitch is slower than what they had been facing.
 - Coaches must not alter machine settings during the game without agreement from both coaches.
- **Kid Pitch** (convert week of March 29, prior to Spring Break)
 - Little League pitch count rules apply:
 - League Age 8: Max 35 pitches per game (50 after April 7).
 - League Age 9-10: Max 50 pitches per game (75 after April 7).
 - League Age 11: Max 60 pitches per game (85 after April 7).
 - No pitcher may throw more than 3 innings in a game or pitch in 3 consecutive days.
 - Rest Days:
 - 66+ pitches: 4 days rest.
 - 51–65 pitches: 3 days rest.
 - 36–50 pitches: 2 days rest.
 - 21–35 pitches: 1 day rest.
 - 1–20 pitches: No rest required.

Fielding Rules

- 9 players on the field at all times. Outfielders must remain on the grass.
- All players must play at least 4 innings in the field during a 6-inning game, with at least 2 innings in the infield. Catcher does not count as an infield position.
- No player sits twice until all players have sat once.

Hitting Rules

- Continuous batting order.
 - A half-inning ends with 3 outs or run limit (5 runs scored on pitching machine, 3 runs scored on kid-pitch), whichever comes first. Last inning has unlimited runs.
 - Batters have 3 strikes to put the ball in play (machine pitch). No walks will occur during Machine Pitch.
 - (USA stamped bats only) - No illegal bats (USSSA, etc.). Umpires will check. Coaches reinforce.
 - No bunting allowed for 2025 season
 - If batted ball hits the pitching machine, bucket or pitching coach, it is considered a dead ball.
 - Dead ball rule: Batter takes first base. If there's an existing runner on first base, that runner advances to second base. If there is a runner on 2nd or 3rd but not 1st, those runners do not advance.
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Baserunning Rules

- **No Advancing on Passed Balls:** Runners may not advance on a passed ball or wild pitch.
 - **Overthrows:** You may advance as many bases as possible until the Pitcher has the ball in hand within the vicinity of the mound (5ft radius). This promotes kids getting the ball into the infield or to their pitcher as will be the rule in the upcoming Divisions (AAA and Majors). You may score on an overthrow. If the player has left the base they may continue, if not in the pitcher's hand and within the pitcher's circle.
 - **No Leads, Secondary Leads Allowed:**
 - Runners are not allowed to take leads before the pitch is delivered.
 - Secondary leads are permitted once the pitch crosses the plate. Runners may take a few steps off the base to prepare for advancement but must remain alert to return quickly if necessary.
 - **Play Stoppage:** The ball is considered dead, and play stops when:
 - The pitcher has control of the ball in the Pitcher's Circle.
 - Runners who have not left their current base may not advance.
 - No head first slides.
 - If batted ball hits the pitching machine, bucket or pitching coach, it is considered a dead ball.
 - Dead ball rule: Batter takes first base. If there's an existing runner on first base, that runner advances to second base. If there is a runner on 2nd or 3rd but not 1st, those runners do not advance.
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Coach Behavior Rules

- **Code of Conduct:**
 - Coaches are expected to model good sportsmanship at all times. Unsportsmanlike conduct (e.g., arguing calls, intimidating umpires, or berating players) will result in a warning or ejection.
 - Coaches may not leave the dugout to argue judgment calls with umpires. Only the head coach may calmly request rule clarifications.
 - Rushing or intimidating youth umpires is strictly prohibited and will result in immediate ejection.
 - **In-Game Responsibilities:**
 - Offense:
 - 1 coach to operate the pitching machine.
 - 1st and 3rd base coaches to guide baserunners.
 - Remaining coach must stay in the dugout.
 - Defense:
 - Coaches must remain in the dugout. Defensive coaching from the field is not allowed.
 - Lineup Cards: Coaches must provide two copies of their lineup card (including first/last name, jersey number, and position) to the opposing team and umpire 10–15 minutes before game time.
 - Home team is responsible for official GameChanger app
 - Pitching machine operator is not allowed to instruct from field
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Safety Rules

- **Protective Gear:** All batters, runners, and pitchers must wear approved helmets.
 - **Pitcher Safety:** If a batted ball hits the pitching machine during the machine-pitch portion, the ball is considered dead, and the batter is awarded first base.
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Game Procedures

- **Dugouts:** Home team is 3rd base dugout. Visiting team is 1st base dugout.
- **Pre-Game:**
 - Home team is responsible for field setup, including chalking and dragging the field.
 - Away team is responsible for putting away bases and cleanup after the game.
- **Warm Ups:**
 - Home team takes infield 25 mins prior to first pitch
 - Visiting team takes infield 15 mins prior to first pitch

- Last 5 mins prior to first pitch used to organize teams and players
 - **Post-Game:**
 - Home team submits final scores and pitch counts for both teams within 24 hours.
 - **Umpiring:**
 - Paid umpires will be provided for Home Plate and the Field. If neither appear for the game, coaches or designated parents will serve as umpires for the game.
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Playoffs

- Playoff seeding is determined by regular season win-loss records. Tiebreakers include:
 - Head-to-head record.
 - Fewest runs allowed.
 - Most runs scored.
- All playoff games will complete 6 innings unless shortened by the mercy rule.

AA vs. A Rules

Comparison w/ Progression Goals

The following table highlights continuity and progression between Single A and AA rules:

Category	Single A (A Division) Rules	AA (AA Division) Rules	Progression Notes
Pitching	Entire season machine pitch, up to 7 pitches/batter. Strikeouts count after April 7.	Machine pitch until week before Spring Break, then transitions to kid pitch. Pitch counts and rest requirements apply.	Progression introduces kid-pitching while preserving the structured development of machine pitch early in the season.

Game Length	6 innings or 1 hour 30 minutes.	6 innings or 1 hour 45 minutes.	Longer time limit reflects higher game complexity.
Batting	Continuous order, 5-run max per inning.	Continuous order, 5-run max per inning. 3-run limit during Kid Pitch.	Consistent structure to ensure continuity across divisions.
Base Running	No leading or secondary leads. One base on overthrows, no advancement to home.	No leads, secondary leads allowed after pitch crosses the plate. Runners may advance on overthrows.	Secondary leads and more realistic baserunning opportunities enhance progression.
Fielding	10 players on the field, optional catcher.	9 players, mandatory catcher.	AA aligns with standard baseball fielding positions.
Player Rotation	All players must play 4 innings (2 infield), no player sits twice until all players sit once.	Same as A Division.	Continuity ensures equitable playing time remains consistent.
Inning End	3 outs or 5 runs scored.	Same as A Division.	Rule continuity keeps the game structure familiar.

Coaching Roles	Parent/coaches act as umpires.	Umpires are provided. Coaches must model good sportsmanship and follow stricter behavioral expectations.	Expanded coach behavior guidelines prepare for higher-level competition.
Stealing and Leads	Not allowed.	Stealing still not allowed, but secondary leads are introduced.	Encourages skill development in base running strategy.
Play Stoppage	Play stops when the ball reaches the infield dirt and is controlled.	Play stops when the pitcher controls the ball in the Pitcher's Circle.	Enhanced play stoppage rules improve game flow and realism.
Protective Gear	Standard Little League helmet rules.	Same as A Division, with emphasis on pitcher safety during machine pitch.	Continuity with an added focus on safety during transition phases.

Observations on Progression:

1. **Gradual Complexity Increase:** The transition to kid pitch in AA introduces complexity while retaining elements like controlled baserunning and continuous batting, ensuring players develop confidence and skills step by step.
2. **Enhanced Realism:** Secondary leads and kid-pitching rules simulate higher levels of baseball while maintaining developmentally appropriate safeguards, like pitch counts and no advancing on passed balls.
3. **Continuity:** Key rules such as the 5-run limit, equitable player rotation, and inning-end conditions are retained, providing consistency across divisions and easing transitions for players.

FAQs

AA Division FAQ (2025 Season)

General Questions

Q: What is the focus of the AA Division?

A: The AA Division emphasizes player development and enjoyment. It is designed to help players improve their skills in pitching, hitting, fielding, baserunning, and game strategy. While the league keeps score and standings, the priority is on learning and growth, not just winning games.

Q: How is the AA Division structured?

A: The season begins with machine pitch to help players develop confidence and skills. After Spring Break, the league transitions to kid pitch, allowing players to build on their fundamentals in a more competitive environment.

Pitching Questions

Q: Why does the season start with machine pitch?

A: Machine pitch ensures players get consistent strikes to improve their batting, fielders have more opportunities to handle balls in play, and young pitchers avoid frustration early in the season. This approach builds confidence before transitioning to kid pitch.

Q: What are the rules for kid pitching?

A: Little League pitch count and rest requirements apply:

- League Age 8: 35 pitches/game (50 after April 7).
- League Age 9–10: 50 pitches/game (75 after April 7).
- League Age 11: 60 pitches/game (85 after April 7).

Rest Days:

- 66+ pitches: 4 days rest.
 - 51–65 pitches: 3 days rest.
 - 36–50 pitches: 2 days rest.
 - 21–35 pitches: 1 day rest.
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Baserunning Questions

Q: Are runners allowed to lead off the bases?

A: No, runners are not allowed to lead off the bases. However, secondary leads are permitted after the pitch crosses the plate, helping players prepare for future levels of play.

Q: Can runners advance on passed balls or wild pitches?

A: No, runners cannot advance on passed balls or wild pitches to maintain game balance and development focus.

Q: What happens on overthrows?

A: Runners may advance one base on an overthrow but cannot advance to home.

Game Structure Questions

Q: How long are games?

A: Games are 6 innings or a maximum of 1 hour and 45 minutes. No new inning may start after this time limit.

Q: When does an inning end?

A: A half-inning ends when either 3 outs are recorded or 5 runs are scored, whichever comes first.

Q: How is the season scheduled?

A: The schedule includes 18 regular season games, followed by playoffs. Playoff seeding is based on regular season win-loss records, with tiebreakers including head-to-head results and runs scored.

Fielding and Hitting Questions

Q: How many players are on the field?

A: Teams field 9 players. Outfielders must remain on the grass, and catchers are mandatory.

Q: What is the batting order?

A: A continuous batting order is used, allowing every player to bat each game.

Q: What are the rules for machine pitch?

A: Players receive up to 7 pitches per at-bat. If the 7th pitch is fouled off, the at-bat continues until the ball is put in play or the batter strikes out.

Coaching Questions

Q: What is expected of coaches during games?

A: Coaches are responsible for modeling good sportsmanship and ensuring a positive experience for players. They must follow these guidelines:

- Only the head coach may calmly request rule clarifications from umpires.
- Rushing or intimidating youth umpires is prohibited and will result in ejection.
- Coaches on offense may occupy the pitching machine, 1st base, and 3rd base. Defensive coaching must occur from the dugout.

Q: How are umpires managed in AA?

A: Games use parent or coach umpires. Coaches must fulfill umpiring duties (e.g., monitoring plays at bases).

Playoff Questions

Q: How are playoffs structured?

A: Playoff seeding is determined by regular season records. Games follow the same rules as the regular season, but no time limits are enforced. Playoffs culminate in a championship game.

Q: Are there tiebreakers for playoff seeding?

A: Yes, tiebreakers include:

1. Win percentage.
 2. Head-to-head record.
 3. Fewest runs allowed.
 4. Most runs scored.
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Safety Questions

Q: What safety measures are in place?

A: All players must wear approved helmets, and pitchers must adhere to strict pitch counts and rest requirements. During machine pitch, if a batted ball hits the machine, it is considered dead, and the batter is awarded first base.

Additional Development Questions

Q: How does the league develop pitchers and catchers?

A: The league offers clinics for pitchers and catchers, led by experienced coaches. During practices, coaches focus on teaching proper mechanics and fundamentals to prepare players for kid pitch.

Q: What happens if my child excels and is ready for more competition?

A: Players demonstrating advanced skills may be eligible for AAA (9–12 years old) or Majors (10–12 years old) divisions, depending on age and ability.