

POINTS OF EMPHASIS

Pitchers ejections/replacements: If a pitcher is ejected the relief pitcher will get as many warm-ups as needed to get loose. If a pitcher is moved to another position and comes back to pitch in the same inning he will get 5 warm up pitches.

Malicious Contact:

Runners should be instructed to slide or avoid contact, p66 rules bk. It can be caused by the offense or defense. The starting point for considering malicious is:

1. Intentional excessive force.
2. Contact above the waist.
3. Intent to injure.
4. Penalty: Dead ball, eject, place runners at time of malicious contact.

Coaching attire: Varsity must be in team uniforms, sub varsity be lenient but have them in some type of baseball looking clothes.

Pace of the Game: Use all possible rules to make sure the game keeps moving at a quick pace.

Coaches: Make time outs concise and to the point. When umpires come out to end conferences end it quickly. Conferences between innings should not involve:

Defensively: The pitcher and catcher.

Offensively: The upcoming batter or on deck hitters.

Umpires: Time conferences: 30 seconds from time coach makes contact with team.

- Limit warm-up pitches to rulebook max.
- Hustle between outs; do not hold up the game.
- After third outs let teams know to hustle in and out.
- Get on deck hitters chasing balls right off the bat.
- Be ready for rain situations: Have home team helping with balls, have towel ready, extra balls, speedy dry in ball bag, towel ready to do plate.

MPA BASEBALL

State Interpreter/Coach Clinic

2014



State Interpreter-Dan Deshaies

ddeshaies@auburnschl.edu

Cell Phone #: 576-5835

Home Phone #: 926-5106