



RED RIVER VALLEY BASEBALL.
GRAND SLAM BASEBALL (9U) - 2025 INFORMATION HANDOUT
www.redrivervalleybaseball.ca

Grand Slam is the official 9U program for Baseball Manitoba. This Baseball Canada Program is designed to develop skills in our young players by reducing team sizes and encouraging touches of the baseball through practice and game situations. The Grand Slam Program is designed to promote physical development of children through the game of baseball. The program helps develop physical literacy by using a modified game to teach the basic baseball skills to children and ensure success.

GRAND SLAM GOALS

1. Create a healthy environment in which children of various levels of ability find pleasure in learning baseball.
2. Initiate or pursue the development of basic baseball skills and strategies for players.
3. Teach and develop sportsmanship in the context of healthy competition.
4. Develop and promote self-esteem in children.

OVERVIEW

- a) Teams shall consist of a combination of 8 and 9-year-old players (players born in the calendar year of 2016 and 2017).
- b) The purpose of the Grand Slam Division within Red River Valley Baseball is for player and coach development in basic baseball skills and an understanding of the game. Encourage player and parent participation and success, while preparing players for competitive baseball at the 11U division.

ROSTERS

- a) All players must be registered with RRVB through his/her respective Community Club
- b) Completed rosters will be sent to each Head Coach for review and approval back to the Grand Slam Convener and League Registrar

COACHES

- a) It is mandatory that **ALL COACHES** on the roster have completed the following NCCP Coach Certification Requirements: 1) On-Line Respect in Sport (Cost – Free)
- b) It is mandatory that **THE HEAD COACH** have completed the following:
 - 1) On-Line NCCP Initiation in Sport (Cost - \$37.45)
 - 2) On-Line NCCP Initiation in Baseball – Fundamentals (Cost – Free)
- c) All coaching certifications will be checked by the RRVB prior to the beginning of the season
- d) For more information on coaching certification requirements and upcoming coach's clinics

visit <https://www.baseballmanitoba.ca/content/coach-training-and-certification>

e) Coach Screening Requirements

Please visit <https://www.baseballmanitoba.ca/content/Coaching-Requirements>

e) All coaches are expected to conduct themselves in a manner conducive to their position and are expected to be attired in suitable clothing (**No cut-offs, shorts or muscle shirts**)

FIELD DIMENSIONS

- a) Home team will supply bases and setup the diamond
- b) Coaches will pitch from 40ft but may adjust closer as batters skills require.
- c) Base paths are set up at 60ft home to 1st base, 84ft 10 ¼ inches home to 2nd base
- d) If a pitching machine is used, setup is at 40ft from home

EQUIPMENT

- a) Rubber cleats only are permitted. NO METAL CLEATS
- b) Rawlings ROTB1 Flexi ball or other Flexi balls are used. HARD BALLS ARE NOT PERMITTED
- c) Bats cannot exceed 32 inches in length, or a diameter of 2 ¾ inches
- d) Double Ear Flap batting helmets are mandatory. Applies to all batters, baserunners and on-deck hitters e) Catchers are required to wear full equipment provided by the community club (mask, chest protector, shin guards, cup). This includes practice and warm-up situations.
- f) A pitching machine or batting tees if available may be used

GAMEPLAY

Length and Structure

- a) Nights of play are Tuesday and Thursday starting at 6:00pm. League games can be rescheduled if the coaches and grand slam convener can come up with a suitable alternative.
- b) 6:00pm to 6:15pm is reserved for warm up
- c) Game will start at 6:15pm and be a maximum of 5 innings. No new inning will start after 8:00pm
- d) Each game will have 3 teams consisting of 5 players each.
- e) The teams will rotate through each of the positions outfield to infield, infield to hitting, hitting to outfield. Their hitting will end when each player on the team has batted and then everyone will rotate. A full inning will end once all teams have batted.
- f) NEW to Grandslam for 2025 - Each game will be provided with one clinician to assist in these ways
 - Educating players on base skill improvement during team rotations eg. proper technique for fielding ground balls
 - Ensuring game play is running as smooth and efficiently as possible
 - Help Parents Assist Coaches during game play
 - Assisting coaches in player management and rotation
 - Educate coaches on coaching techniques and how to continue player development and,
 - Answer all any questions from coaches, players, parents and umpire with regards to game play, player/ coach development and other baseball related aspects

Umpires

Depending on umpire availability the RRVB Umpire Assignor will assign a first-year level 1 umpire to each scheduled Grand Slam game. Each umpire will be working the bases during game play.

The intent of assigning an umpire to Grand Slam games is to provide first year umpires with a low-stress, fun learning environment where they can have positive interactions with coaches and players, while working on everything they learned at their first umpire clinic. It is incumbent on all coaches and parents to ensure a positive experience for the umpires throughout the season.

Fielding

- a) There will be one team in the infield and one team in the outfield
- b) The outfielding team will have 4 players evenly spaced in the outfield, the 5th player will be participating in a skills station
- c) The infielding team will have one player at each of the following positions: 1st base, 2nd base, Short Stop, 3rd base, and catcher
- d) Each inning players will rotate positions in the infield and the outfield as per the positional rotation on the line card.

Batting / Pitching

- a) All players on the team are placed in a continuous batting order
- b) An inning will end when all players have batted
- c) Players arriving late are to be inserted at the bottom of the batting list
- d) If a pitching machine is not available then the coaches will pitch overhand to their own team at a reasonably fast pace (no lobbing the ball)
- f) Each batter will receive 4 hittable pitches and if they have not put a ball in play, a tee will be brought in to play for them to hit. For the purpose of development there will be no strikeouts or walks.

TEE PLACEMENT

Most Tees are placed incorrectly, with the ball in the middle of the plate. The ball should be placed on the front of home plate, so the batters are hitting the ball out in front of the plate.

- g) **No bunting of the ball is allowed**
- h) **Fouls** are to be called by clinician, umpire or head coach
- i) The batted ball is declared dead if it hits the pitching machine. The batter is credited with a hit and the base runners advance one base. The speed setting must be fixed at the beginning of the game by the clinician.
- j) If the ball is hit at the coach who is pitching, the coach will lobe the ball into play. The coach should NEVER make the play.
- k) The coach feeding the pitching machine or pitching may declare a "no Pitch" if in his/her opinion the ball is outside the normal hitting area (pitching machines allow for more control of the strike zone however it may take one or two pitches of "dial in" the strike zone). The normal hitting area is designated as above the knees, below the armpits and over the plate. The pitching coach should strive to send the ideal pitch at belt level and over the middle of the plate to encourage hitting.

Baserunning

- a) **No Stealing** is permitted. Base runners may **NOT** leave the base until the ball has been hit. Base runners will be "**Given a warning**" for leaving the base early.
- b) **No Lead Offs**, runners must stay on their base until the ball crosses home plate.
- c) Base runners must stay or return to the last base they touched once the play is declared dead.
- e) There is no limit for outs in an inning as all players bat once an inning, however if a play is called out they must still leave the field of play