

# POUGHKEEPSIE



## BASEBALL

### Committee/Event leader fact sheet

**Event/Project Name: Minors/Majors Division Coordinator**

**Event/Project Description:**

Collect and distribute manager contact information (phone numbers, e-mail); work with information officer. Working with Board, determine how many teams in division and how many players/team. Things to consider: less players/team provides more opportunities for the kids while causing possible staffing problems for the managers. Work with Board, Coaching Committee to identify managers. Recruit managers if more are needed. Oversee the team player selection (draft). Take into account pitcher equity, manager/coach pairings, manager/sponsor kids, personality issues, etc. Working with UIC, determine game schedule concept (how many games for each team, season dates, etc.).

Work with UIC during season to keep track of rain outs, scheduling make-ups, etc. Our goal is that 100% of games are played. Mediate and resolve any disputes that arise during the season. Work with the Playoff Scheduler to assist where needed in that area.

Examples of global things that get communicated to all managers via email:

- Practice schedule
- Regular season schedule
- Playoff schedule
- Manager's meeting
- The draft – date and process; distribution of evaluation data
- Equipment pick-up
- Equipment return
- Tournament team (All Star) selection process
- Rule clarifications
- Concession stand
- Batting cages

Practice Schedule: A practice schedule is created immediately following the draft. A spreadsheet is created with this information. In 2009, we attempted to schedule

additional practices during the season when fields were open. A schedule is created and distributed. Of course, if fields are needed for make-ups, they take priority and a scheduled in-season practice can be bumped.

Eteamz: <http://www.eteamz.com/topsll>

All game results are posted on the eteamz web site. The DC posts the game schedule onto eteamz (granting administrator access is beneficial). The DC keeps the game schedule up to date due to rain-outs, reschedules, etc. The DC is checking the scores and standings for accuracy. The DC checks the results to ensure supplemental information is posted (e.g. innings pitched by players, pool players used, recognition events (home run), etc.). It is imperative to the success of the division that this information is up to date and accurate.

Player pool: Since we promote smaller rosters to allow more player opportunities, there are times when a team cannot field 9 players. To help with this, we created the concept of the player pool.

12u player pool – this is initially made up of the top 3-rounds of players taken in the 10u draft. As 10u managers learn their players, they can add more from their team to the pool.

Intent:

The intent of the player pool is two-fold:

1. To ensure each 12u team can field a team of 9 players
2. To allow many of the top-tier 10u players opportunities to play in more competitive games

Rules:

1. The list is presented sorted based on initial evaluations.
2. The player pool operates on a rotation. Once a player has participated in a 12u game, he moves to the bottom of the list, and should not be asked to participate again as to allow other players the opportunity.
3. 12u managers needing a player should work their way down the list, starting at the top. The players 10u team is listed so you can skip players who are playing the same time as the game you are looking to fill.
4. Once a pool player has been utilized two (2) times, he should not be called until other eligible pool players are called first.
5. When a pool player is utilized three (3) times, he is removed from the eligible player pool.
6. In order to keep the list accurate, you are required to list player pool players used when updating eteamz, \*AND\* email the Division Coordinator.

10u player pool – The initial player pool is other 10u players that are not on the initial 12u player pool. During the season, the 10u DC works with the Rookie (8u) DC to identify rookie players that are physically able to play at the 10u level. The idea then is

to offer those identified rookie players the opportunities. In 2009, we even promoted players from rookie to 10u during the season. This is a practice we would encourage to continue.

Recognition pins: We have pins to award players for:

1. Home run
2. Grand slam
3. No hitter

These pins are then awarded by either the DC or a board member to the players at the beginning of one of their games in a brief ceremony at home plate.

For both pool players and recognition pins, it is too much for the DC to be checking the eteamz web site. Managers are required to email this information to the DC. This information was tracked and posted to eteamz: <http://www.eteamz.com/topsll/handouts>

**Amount of time devoted and when:**

This is a significant time commitment, beginning in February/March working with the Board and Manager Committee to determine # of teams and managers, then working with the UIC to develop the schedule concept.

During the season, expect to spend between 5-15 hours per week communicating with managers, maintaining eteamz, re-scheduling rain-outs and make-ups, ensuring things run smoothly, resolving disputes, etc.

The responsibility ends with the conclusion of the 12u Championship game.

**Costs involved in this project/event:**

**Notes:**