Wooster Youth Baseball

Coaches Handbook for Little League Minors Division (10U)

**The Mission of Little League (in part):** ...Through proper guidance and exemplary leadership, the Little League program assists youth in developing the qualities of citizenship, discipline, teamwork and physical well-being. By espousing the virtues of character, courage and loyalty, the Little League Baseball program is designed to develop superior citizens rather than superior athletes.

**INTRODUCTION**

Congratulations! Coaching youth baseball is an exciting and rewarding experience. While many people know the fundamentals of baseball, it is not always easy to teach those skills to 9 and 10 year olds.

Coaches for 10U teams can often become overwhelmed or have reservations regarding their new responsibilities. This is not surprising because coaching at this level is the first entrance into competitive baseball. It involves preparing the players physically and mentally to compete fairly and safely in the sport of baseball and to provide them with a positive role model.

We hope this handbook will guide you as a coach and that you will experience the many rewards of coaching youth baseball. This handbook will familiarize you with Wooster Youth Baseball’s (WYB) responsibilities for a 10U coach and to describe the overall approach to coaching kid pitch baseball. *The WYB Board of Directors appreciates your support and involvement and thank you for your time.*

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**Wooster Youth Baseball - Minors Division Specific Rules (Ages 10 & Under)**

*The following rules supplement the official Little League rule book which is published annually. If a team does not comply with the rules, the board of directors will review and determine appropriate disciplinary action.*

1. A regulation game is 6 innings. Games halted due to weather, darkness, or time limit are considered a regulation game, as long as four (4) or more innings have been completed. (3.5 if the home team is ahead) (LLI 4.10)
2. Round robin batting shall be used. A player who cannot bat in his assigned position due to illness or any other reason shall be skipped without penalty. (LLI 4.04)
3. Players present at the game’s start will play at least six (6) consecutive outs on defense and bat at least once. If a manager violates this rule, the player plays for the entire next game. Exceptions to this rule, because of injuries or disciplinary reasons, must be mutually agreed upon by both managers prior to start of the game. (LLI Reg IV-i)
4. No new inning shall start after 8:00pm on school nights, or two (2) hours after start time if a game follows.
5. If one team leads by ten (10) or more runs after four (4) complete innings or 3 ½ innings if the home team is ahead, the game is to be called complete. This is mandatory. (LLI 4.10(e))
6. During the first five (5) innings, when the batting team scores five (5) runs, or acquires three (3) outs (whichever is first), they shall move to the field. After the fifth inning, there is unlimited scoring for both home and away teams. The half inning ends when three (3) outs are acquired. (LLI 5.07)
7. A batter receiving four (4) balls will be awarded first base, and may advance at their own risk. (WYBL Supp)
8. If a batter receives three (3) strikes, they are considered out whether the third strike is caught or not caught by the catcher. (LLI 6.09)
9. If the batter becomes a runner on a wild pitch (typically, a walk), the batter-runner is entitled one base. However, the runner can advance at their own risk if the ball remains in play. (LLI 7.05 i)
10. Base runners shall not leave their bases until the ball reaches the batter (note: this includes 2nd base). (LLI 7.13)
11. No leading off or balks. If a runner leaves early, the umpire will instruct the player to return to the base they left from, or to the next available base (if the ball was put in play by the batter). (LLI Reg)
12. Runners may not slide “head first”. They aren’t required to slide, but must avoid contact when a play is being made on them at a base. (LLI 7.08)
13. The Infield Fly Rule should be called under the following conditions: a) there must be less than 2 outs; b) there must be runners on 1st & 2nd OR 1st, 2nd, & 3rd; c) the fly ball cannot be a bunt or a line drive; and d) An infielder must be able to catch the ball with ordinary effort.
14. Little League Pitch Count Rules will be followed. Pitch tracking and game score book are to be retained by team managers. The game book is subject to review by the league in the event of a dispute. The Field Umpire will keep the official pitch count for each half inning, and will report it to both teams. (See Pitching Rules Sheet)
15. Managers may call timeout to consult with their pitcher. Pitchers must be removed on the third trip to the mound in an inning, or on the fourth visit to the mound for that same pitcher for the game. (LLI 8.06)
16. There is NO ON DECK AREA for practice swings. On-deck players must remain in the dugout. Practice swings may only be taken near the batter’s box. (LLI 1.08 & WYBL Supp)
17. The HOME team shall prepare the field prior to the game, including the lining of the field. The AWAY team shall empty the trash cans on their field (both dugouts). Both teams are responsible for cleaning their dugout and making sure it is ready for the next team. (WYBL Supp)
18. If a team doesn’t have enough players to play, the coach may recruit a player from the division below. That player must play at least two (2) defensive innings. For regular season games, teams may recruit a player from another team in the same division only if there isn’t a player available from the division below. (WYBL Supp)
19. League approved pool player(s) can only be used as directed by the player agent.

**Little League Rule Manual – Section VI (PITCHERS)**

(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher. Junior, Senior, and Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

|  |  |
| --- | --- |
| League Age | Pitches Per Day |
| 17-18 | 105 |
| 13 -16 | 95 |
| 11 -12 | 85 |
| 9-10 | 75 |
| 7-8 | 50 |

**Exception:** If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

**Note:** A player that has been catcher in any part of 4 innings cannot be pitcher for the rest of the day – Reg IV(a)

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

* If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
* If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
* If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
* If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
* If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

**PLAYER SUBSTITUTES**

If a team doesn’t have enough players to play, the coach may contact the Player Agent for a list of on-call players who have signed up to be a pool player. Players will be selected from the division below the team requesting the pool player. That player must play at least two (2) defensive innings. For regular season games, a pool player may come from another team in the same division, but only if there isn’t a player available from the division below. League approved pool player(s) can only be used as directed by the player agent. As a general rule, a pool player should bat last and should play in the outfield. (WYBL Supp)

**COACHING MINDSET**

Coaches must remember that young children are physically and cognitively different than their older counterparts. Patience is vital when working with 9-10 year olds. Coaches should focus on three key principles:

* Safety First
* Keeping It Simple
* Work in Small Groups & Short Time Periods

**SAFETY FIRST**

When teaching children, it is paramount they feel safe and capable of performing the tasks without injury. Your first responsibility is to make sure there are enough adults to keep an eye on each child. It is encouraged to ask parents to participate at each practice, and even to help during games (when appropriate).

Further, coaches should make sure special attention is given to the following activities:

1. Throwing – make sure the players are paying attention to where they are throwing. If they are throwing with a partner (even an adult), make sure the “catcher” is showing a READY position. In other words, the player must be facing the “thrower” and hands in position to catch.
2. Catching – As mentioned above, players catching a baseball should be in a READY position to catch. They need to have their hands out in front of them and in front of their face. Worst case scenario, the hands should protect the face.
3. Hitting – Make sure players waiting to hit are not performing warm-up swings. A best practice is to have a “bench coach”, whose job is to direct the players on the bench and to make sure bat safety is maintained. For players up to bat, remind them to not throw the bat.

**KEEPING IT SIMPLE**

When preparing for each practice, try to get players focused on one or two concepts. Practice should begin with concepts from last week’s practice. Come up with easy to understand terminology to explain the new concept.

In many cases, each new concept will need to be covered 3-4 separate times before it takes hold. As such, coaches should take the approach of:

* Tell Them What You Are Going to Tell Them (Talk about the concept; show them how to do it);
* Show Them (Practice the concept through drills and/or game-based activities);
* Tell Them What You Told Them (Review the concept, and have them practice it again the next practice)

**WORK IN SMALL GROUPS & SHORT TIME PERIODS**

Children have very short attention spans. As such, try to keep things fast moving and interactive. The best way to do this is to run 2-4 stations at the same time. This will require multiple assistant coaches, or parents, to run the stations for 5-8 minutes at a time. Another key to stations is a lot of repetitions for each child. Having 5-6 kids standing around while 1 player learns will not go well for you. Finally, make sure you are celebrating both learning AND effort (not just those who are best at playing; remember trying hard is one of our key tenets).

**ADDITIONAL TIPS FOR COACHES**

Below is some advice from coaches who have been in your shoes:

1. ***Develop a plan before for your practices and game situations.*** Make sure you come to each practice with a plan for what you are going to do with the players. There is an enormous amount of information on the internet regarding hitting, fielding, pitching, and throwing. Little League University includes training videos. A really strong resource that provides practice plans is the Baseball Positive website: <http://www.baseballpositive.com/coaching-guide-1/>. They emphasize player movement as a key component for keeping the game interesting for all your players.
2. ***Don’t assume anything. Go over all the basics.*** For children at this age, you could have a wide disparity in their knowledge of the game. For kids who have played a lot, they may only need a brief refresher. For others, this is their first introduction to the game. You might want to consider organizing players in small groups with similar abilities, so you can teach “101” and “201” concepts where appropriate. Even with your experienced players, though, you will want to go over proper mechanics of fielding, throwing, and hitting.
3. ***Prepare your child about the difference between “dad” and “coach”.*** One of the most difficult things a coach has to do is coach their own child. Many coaches find it helpful to sit down with their child and explain the need to be fair to all players. If possible have your assistants instruct your son or daughter to avoid conflicts.
4. ***Ask for help at the very first communication.*** Coaches will need the help of their players' parents. Parents are normally willing to help out but are usually reluctant to come forward unless asked to assist. If you give them specific things to do, they will be more comfortable.
5. ***Review the rules of the game.*** You may watch a lot of baseball and you may even be an expert on the rules that govern the major leagues. However, there are key differences between the “big leagues” and the rules used for 10U. Make sure you review the official Little League rule book, as well as the Wooster Youth Baseball supplement (included in this packet). This information is also available on the WYB Website.
6. ***The game:*** A best practice is to assign a “bench coach”, who organizes the players on the bench and to make sure they aren’t running all over the place. The bench coach typically manages the lineup and can log the score book. Remember, Little League rules prohibit an on-deck circle.
7. ***Keep the parents informed as much as possible.*** It is helpful to send a welcome message to the parents, which includes a schedule of practices and games, the times and location. Make sure you include your phone number and email. Collect email and cell phone numbers, and create distribution lists so you can either email or text team information. Also, consider sending reminders at the beginning of the week regarding game times and when players should arrive. Ask parents to call if their child cannot be at a game.

**MANAGER’S LEAGUE RESPONSIBILITIES**

Being a coach in the Minors includes additional responsibilities beyond teaching the game to the players. Your role is both player coach and team manager. Wooster Youth Baseball encourages you to delegate these responsibilities where possible, but realize the league holds you accountable for ensuring these responsibilities are carried out by each team:

1. **PLAYER DRAFT** – Each year, the league will hold a player draft for new players in each division. The following rules govern the draft process:
   1. Existing players typically remain on the same team until their age eligibility runs out. In rare circumstances, a parent may request their player be re-entered into the draft pool. These requests must be made to the league’s player agent 48 hours in advance of the draft.
   2. The league’s Player Agent will distribute a list of eligible players with their names, age, and skill assessment scores from the player tryout.

**MANAGER’S LEAGUE RESPONSIBILITIES (CONTINUED)**

**PLAYER DRAFT (CONTINUED)**

* 1. Draft order will be the reverse order from how teams finished in last year’s regular season standings. The last place team will draft first in every round and the first place team will draft last in every round to ensure that the weaker team receives the most competitive players.
  2. Head Coaches with a draft-eligible child will automatically use their team’s 4th Round pick to ensure their child is assigned to their team. The same rule applies if a head coach has a child already on the team, and they have a younger sibling who is now draft eligible for that division.
  3. There are no pre-determined assistant coaches. An assistant’s team assignment will be based off their child’s draft selection.
  4. Players with a sibling in the same division’s draft will be considered a single “paired” pick.
  5. When the draft is complete, team managers will inform the families of kids they drafted on their team. The league’s Player Agent will notify any younger players who have been recommended to remain in Farm League (8 and under).

1. **COMMUNICATION TO FAMILIES** – Team managers are responsible for communicating league information to the families assigned to their team. This includes game schedules, league required deadlines, concessions and fund raising promotions, and weather-related messages. In some cases, the league will use their text and/or messaging system to distribute league-wide information. Managers are encouraged to reiterate these messages, providing context for their team. It is a widely accepted process for managers to create an email distribution list and/or a text message group to distribute information quickly and efficiently.
2. **ORDERING AND DISTRIBUTING UNIFORMS** – Team managers will be given the uniform sizes provided by each family at registration. The league has made arrangements for a standard hat and shirt to be provided to players as part of their registration. Teams have the option of customizing that order, but will be required to pay for the customization on their own. Typical customization includes names on the back of the jersey, numbers on back of hat, and ordering team socks. Minors and Majors divisions order their uniforms from **Blaine Carmichael Sports**, located at 135 N. Bever St Wooster (Phone: **330-262-1544**).

Once your team roster is finalized, it is suggested to confirm the uniform sizes with the parents. Parents may want to visit the store to verify their player’s sizes are correct. In addition, teams have the option of ordering coaches shirts and hats. Coaches are no longer charged a volunteer fee, *but are expected to pay for their own shirts/hats.* Uniforms take up to 3 weeks, so make sure your order is submitted promptly. Carmichael’s will contact you once your team’s uniforms are ready for pickup. Make sure you distribute your uniforms prior to opening day.

1. **FIELD DAY­ –** Teams are asked to recruit families to assist with the league’s annual Field Day. Wooster Youth Baseball is a completely volunteer-driven organization. As such, the league asks volunteers to assist with preparing the fields and facilities at Miller Field. Teams will be assigned specific field and/or building responsibilities so they can work together as a group. Activities typically include weeding the baselines, removing debris, mulching the fan/bleacher areas, painting and/or cleaning buildings, etc.

The WYB Board of Directors will identify team activities for Field Day. The manager’s responsibility is to gather as many volunteers as is possible. The event typically starts at 9:00am and runs until around noon. Volunteers may need to come and go, in between their weekend activities.

**MANAGER’S LEAGUE RESPONSIBILITIES (CONTINUED)**

1. **PROMOTING THE LEAGUE FUND RAISER** – League Registration fees cover the general expenses at Miller Fields, such as player uniforms, baseballs, field maintenance supplies, Little League fees, etc. Wooster Youth Baseball typically holds an annual fund raiser to support any capital improvements that need to be made to the facilities. Items such as new scoreboards, fences, lawnmowers, etc are typical investments made with the additional funds.

Managers are asked to distribute the fund raiser information to their teams, and promote each family’s desired minimum sale amount. More information will be distributed once the fund raiser for this year is finalized.

1. **SCHEDULING PRACTICES** – Prior to the season’s start, the league will maintain a Google doc where coaches can reserve times either at Miller Field or at Timken Field (see website for a map). Coaches are encouraged to reserve times early to avoid any potential conflicts. A link to the Google doc will be emailed to each manager.

Teams may also find alternative locations to hold practice, including indoor facilities, on their own. Wooster Youth Baseball is not responsible for any usage fees or incidents outside of the Miller Field facilities. Once games begin, time slots are very limited. Coaches are encouraged to find practice time, either at Miller Field or somewhere else, to work on their player’s skills. It is up to each team’s manager to secure field time.

1. **CONCESSION STAND STAFFING** – Each Minors and Majors team is expected to staff the Miller Field Concession Stand at least three nights per season. Managers are encouraged to assign a Parent Representative to work with the Concessions Manager (Brenda Fleming).
2. **FIELD SETUP AND CLEANUP** – The HOME team is expected to prepare the field for play, which includes chalking the baselines and batters boxes, as well as clearing water or debris form the infield. The VISITING team is expected to close out the field once the game concludes. This includes emptying the field’s garbage cans when full and making sure the dugouts are clean.
3. **REPORTING GAME SCORES & PITCH COUNTS** – Upon completion of each game, each manager is asked to submit the game’s final score and the pitch count for each pitcher used in the game. This can be done on the league’s website. Please contact the website administrator if you have trouble entering the game’s information ([Cheryl.Boyer@gmail.com](mailto:Cheryl.Boyer@gmail.com)).
4. **UMPIRING** – Each team’s coaching staff will be responsible for providing umpires for 5-6 additional games per season. An umpire schedule will be posted on the league website. Teams will provide 2 umpires per game assigned; a home plate umpire (mainly responsible for calling balls/strikes and rule interpretations), AND a field umpire (mainly responsible for pitch counts and base running calls). At least one of the umpires must come from your team’s coaching staff. Make sure to arrive no later than 15 minutes before the scheduled game time.

The umpire chest protector and mask is located in the equipment shed, while the hand counters, balls, and plate brush is located inside the concession stand. Also, the concession stand should have a first aid kit to take to your assigned field. When collecting baseballs, make sure you have 1 new ball and 1 used. Coaches who will be the home plate umpire are encouraged to acquire an athletic supporter and cup to protect sensitive areas.

1. **PICTURE DAY** – The league sponsors an official picture day for your division. Make sure each family receives a picture order form, so they can order team and/or individual photos. Also, assemble your team 15 minutes before their assigned picture time to make sure everyone has their form filled out (if they want to order) and to make sure the photographer has everyone organized in an orderly fashion for the team picture.

**MANAGER’S LEAGUE RESPONSIBILITIES (CONTINUED)**

1. **EQUIPMENT** – Coaches will be provided a team equipment bag, consisting of batting helmets, catcher’s gear, and other relevant items. Further, coaches will be provided a key to the Miller Field equipment sheds, so they can access any field supplies they may need (ie. rakes, chalk, etc).
2. **ALL-STAR NOMINATIONS AND VOTING** – Each year, Wooster Youth Baseball sponsors All-Star teams to participate in tournaments following the regular season. Coaches will be asked to distribute an eligibility form to the parents on your team. Parents are asked to submit the form if they want their child to be eligible for the 2 teams (Williamsport & Hometown). Once the league has collected the names of all eligible players, head coaches are asked to vote for the players they think most deserve selection to these teams. Interested coaches may also be selected to assist with these All-Star teams. Please let the league president know if you are interested in helping with All-Stars.

**COACHING GUIDELINES**

**PRACTICE GUIDELINES**

* Practice as much as possible, make it fun, stress fundamentals, have a plan.
* Keep your practices moving, utilizing multiple stations, small group drills, and additional parent helpers.
* Establish a supervised throwing routine, ending with long toss with good form.
* In cold weather, focus on activities that keep the players moving.
* Plan each practice with an ultimate goal/skill in mind.

**GOALS FOR LITTLE LEAGUE COACHES**

* Be a mentor. Get to know your kids and help them develop a passion for the game.
* Educate yourself in the art of coaching the game at the level you’re at.
* Practice age-appropriate fundamentals and remember, it’s a developmental process.
* Build-up, don’t tear down players. You control the experience, make it a good one.
* Develop all the players. Give them a chance at various positions throughout the season. Make everyone feel they are a part of the team.
* Be a coach of character, a coach that players are proud to have. Remember, they will model your behavior.
* Remember, your success as a coach depends on your players’ overall experience, not the win-loss record.
* **Teach the philosophy … “Baseball is a Game of Movement”.** Show the kids where to move on defense to avoid standing around. See the Coaches Corner on the WYB website for more tactical details.
* Bottom line … remember baseball is a game, focus on making the experience a fun one.

**COACHES DUTIES AND RESPONSIBILTIES TO YOUR PLAYER**

* As a Little League Coach, your primary responsibility is to teach the players about the game of baseball. Teaching lessons of the “game” involves the teaching of these life-related skills:
* The development of physical skills.
* Mental alertness and thinking skills.
* The emotions of winning and losing.
* Social growth within the team and/or their peer group.
* The “team effort” concept – working for a cause greater than self. Cooperation and mutual support.
* Respecting other players, umpires, opponents and the integrity of the GAME.
* Personal growth – learning about their potential and individual talents.

**COACHING GUIDELINES (CONTINUED)**

**COACHES DUTIES (CONTINUED)**

* A second area of responsibility of the Little League Coach is that of controlling the Little Leaguers behavior. Your ball players must be properly disciplined, or they will miss much of what is to be learned through their Little League experience. Examples include:
* Behavior and attentiveness during practices.
* On-field behavior during the game. Staying alert. Focus on Safety.
* Appropriate dugout behavior. No taunting of other team. Focus on supporting their teammates.
* Suggested off-field behavior. Good sportsmanship. Positive attitude.
* Remember that your Little League team will typically model your behavior. If you strive to make games and practices positive and encouraging, the kids will follow suit. If you are unorganized or overly critical, the kids will model that behavior as well. Remember, Little League Baseball is focused on skill development and developing a love for the game. Not winning the World Series. If you keep it fun and organized, everyone should leave with a great experience.

**PITCHING & CATCHING GUIDELINES**

* Pre-game – stretches, shoulder circles, bullpen warm-ups (give the pitcher a warm-up routine).
* Coaches must follow the Little League guidelines for pitch counts and pitcher eligibility:
  + 7-8 year olds have a maximum pitch count of 50/day
  + 9-10 year olds have a maximum pitch count of 75/day
  + 11-12 year olds have a maximum pitch count of 85/day
  + A pitcher who reaches their limit having thrown at least one pitch to the current batter may continue to pitch until that batter becomes a runner, is put out, or the inning ends (whichever comes 1st).
* Pitchers are required to follow the prescribed rest period, based on the number of pitches thrown:
  + 66 pitches and above – 4 days
  + 51-65 pitches – 3 days
  + 36-50 pitches – 2 days
  + 21-35 pitches – 1 day
  + 1-20 pitches – no rest needed
  + A day’s rest is a full calendar day (not a period of 24 hours). Examples: A pitcher who throws 30 pitches on Friday is not eligible Saturday but is eligible Sunday. A pitcher who throws 70 pitches on Saturday is next eligible on Thursday.
* Players who pitch & catch in the same day must follow these rules
  + A player who has pitched 41 or more pitches may not play as catcher for the rest of the day.
  + A player who has played as the catcher in four or more innings may not pitch for the rest of the day. Receipt of a single pitch as catcher in an inning constitutes catching in that inning.
* Remember pitchers still play other positions – be careful they don’t over throw from position play after pitching.
* Pitchers should focus on controlling their fastball and developing a change-up.
* Do not encourage curve balls before age 13; And then only if the pitcher is physically mature for his age.
* For more information, refer to the Pitch Smart website (<http://m.mlb.com/pitchsmart> )
* Catchers are required to wear an athletic supporter with cup, as well as their mask must have a catcher’s flange to protect the neck area. Umpires will halt an inning’s start until the catcher has the appropriate equipment.

**COACHING GUIDELINES (CONTINUED)**

**CONDUCT REVIEW PROCESS**

If inappropriate conduct is reported to or witnessed by the Wooster Youth Baseball Board of Directors, a review of the facts and possible next steps will occur with the coach, the division director and someone from the Board. Those involved in the process and the corrective action outlined below is just a guideline and each situation will be reviewed and on an individual bases.

* 1st violation could be up to a two game suspension and probation for the current year and the following year.
* 2nd violation will be immediate removal as coach.
* Any board member who also volunteers as a coach who behaves inappropriately will lose their position on the board at the first infraction.

**WEATHER & RE-SCHEDULE POLICY**

The WYB Board of Directors will determine league-wide weather cancellations, and will communicate through the league’s text messaging system. Make sure you are signed up before the season starts. Further, encourage your team’s parents to sign-up as well. Coaches may choose to cancel or suspend a specific game, if conditions create an unsafe environment for the players.

If a game is cancelled, it is the coach’s responsibility to find a time and location to play the game. Consult the league’s website to identify open fields. If the game occurs within 2 weeks of the end of the season, coaches can agree to not re-schedule the game.

**PLAYER SUBSTITUTES**

Any team that will be short players may contact the Player Agent for a list of on-call players who have signed up to play additional games. If the player shortage is not identified until the game’s start time, the team may locate a registered Wooster Youth Baseball player from the division below without pre-approval. Finally, a player from the same division can play in the game as long as the opposing team has no objection.

All "borrowing" of players between teams of the same division, or call ups from a lower division, must be reported to the Player Agent (Tom Montelione) by email within 24 hours of occurrence.

**POST-GAME SNACKS**

Most teams collect money at the beginning of the season, so the players can walk-up to the Miller Field concession stand and receive the standard post-game snack and drink offering. Check with the Concession Stand Manager (Brenda Fleming) for prices and options. Make sure to factor in at least one playoff game to your counts, when calculating costs.

**KEY LEAGUE CONTACTS**

|  |  |  |  |
| --- | --- | --- | --- |
| President | Brian Ritchie | [buckeyeofbg@yahoo.com](mailto:buckeyeofbg@yahoo.com) | 614 301 9198 |
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