

**East Meadow
Little League**



**MANAGER
Handbook
Spring - 2018**

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THE TEAM

IMPORTANCE OF THE MANAGER

This section is included in this manual to assist new managers and to establish guidelines for the existing managers of EMLL. It is highly recommended that first year managers consult with managers in the Major Division, as these individuals have been involved with the league for a number of years. Major Division managers are encouraged to aid new managers by advising them in areas when they request assistance.

The Little League Manager is probably the most important factor in determining whether a player has a successful Little League experience. Everyone is aware of the potential benefits that can be earned by players who participate in Little League Baseball.

TEAM MANAGER RESPONSIBILITIES

1. All Managers will have a complete understanding of the rule of Little League play as set forth in the official regulations and playing rules set forth in this section and the Official Little League rulebook.
2. All Managers will be responsible for maintaining discipline both on the field and among the spectators, and will encourage good sportsmanship at all times. Harassment from one team or spectator(s) toward another team or player will not be allowed. Any player, coach, or manager who throws or kicks any equipment in an obvious display of anger is subject to immediate ejection. Umpires have the right to eject managers, coaches, player and spectators from the area around the playing field.
3. Managers will allow no one in the dugout during the game except team members one coach and a scorekeeper (second coach) with the exception of rookies 7 division. Players shall remain in the dugout unless participating in the game.
4. Without exception, all managers will inspect and make certain that all players wear and use protective gear as prescribed in the Official Little League rulebook for the current year.
5. Managers, along with all others in the dugout, will refrain from using tobacco in any form. No manager or coach shall be under the influence of intoxicants or use profanity or conduct himself or herself in any manner detrimental to EMLL while acting in this capacity.
6. All managers are responsible during the game to see that bats, helmets, balls, and loose equipment are kept off the playing field and properly placed in the dugout.
7. Each manager will submit to the opposing manager, at least five minutes prior to the start of any game, a complete lineup on a form approved by EMLL. The lineup shall include the first, last name and player number of all players on the roster as we have a universal batting order. Managers shall provide the official scorekeeper and opposing manager with notice of changes and/or substitutions during the game.
8. Each Manager will have a minimum of eight (8) eligible players ready to play at the

- scheduled starting time. If a team is unable to field nine players, the manager will contact the Player Agent stating conditions 24 hours before game time. There are no forfeits, therefore players may be brought up from a younger division or used from the opposing teams' roster, however the team with fewer than 8 players will take a loss in the standings.
9. All Managers and coaches will be responsible for attending all pre-season clinics and meetings and any other periodic meetings called during the season. Attendance is based on the sign in log distributed at the beginning of every meeting.
 10. Managers and Coaches are expressly prohibited from: cursing in front of players or spectators; man-handling any Little Leaguer; being overly critical of a player in front of his teammates, or violating any official Little League Rule. Umpire protests are prohibited.
 11. Penalty for violating any EMLL or local rules is described as follows:
 - a. First Offense: The offending party will be warned in writing by the League President and/or suspended at the discretion of the Board.
 - b. Second Offense: The offending party will be given a hearing before the Board and informed, in writing, of their penalty. Penalties can include suspension for one or more games up to the entire season or from EMLL entirely.
 12. Managers must have a definite pre-announced start and stop time for practices and follow this schedule closely. They need to inform parents of the need to drop off and pickup their children on time and be available 10 minutes before the end of practice. Also, Managers are expected to finish practice by the pre-announced time. Courtesy is a two-way street.
 13. Managers are responsible to make sure that all players are headed for home on their bikes or have been picked up by their parents at the end of practice. Under no circumstances is the Manager to leave the practice area while a player is alone waiting for a ride.
 14. Scores shall be tracked by each division's player agents. The winning manager will submit the final score of the game with the date of game, time of game, field name, team names and winning team name. In addition, each manager will submit to the player agent pitch counts for that game. Please include all of the game info, pitchers full name, innings pitched (one pitch thrown in an inning constitutes an inning pitched) and number of pitches thrown.

MANAGER & COACH CONDUCT

The men and women who manage Little League Teams are almost always people of outstanding character. They reflect the following characteristics:

1. Reflects an understanding of the team's age group.
2. Is aware that they are an example to the players on their team.
3. Demonstrates that they have an understanding of the philosophy of Little League Baseball.
4. Shows by example, that they respect the judgment and position of authority of the umpire. Instills in their players a respect for the authority of adult leaders in the League.
5. Exercises their leadership role, but leaves the ballgame in the hands of the players.
6. Follows Little League rules and helps each player participate.
7. Encourages their players at every opportunity.
8. Instills a desire to win and to improve, striving to impart as much baseball knowledge as possible to each player.
9. Encourages good health habits, good grooming, and care of uniforms.
10. Is instrumental in shaping acceptable behavior patterns whether the team wins or loses.
11. Knows the playing rules and regulations of Little League and is able to interpret them correctly. Plays by the rules and adheres to their intent, instilling in their players a respect for the rules of the game.
12. Managers are required to be at games 30 minutes prior to start to inspect field condition.
13. Is well acquainted with the player selection system used in the League and selects players according to their abilities.
14. Has knowledge of first aid and safety. Managers must maintain a First Aid Kit for the team. See your player agent.

NOTIFICATION OF PLAYERS/TEAM PARENTS

The Manager should notify all players of their selection to a team, within 48 hours of the Draft. Selection to a team is a moment of great anticipation to a player and occasionally to his parents. This is very important for managers.

TEAM PARENT MEETING

Each Manager will hold a team meeting with the parents of the players on his team. This meeting should be held as soon after the draft as practical. The purpose of this meeting is to get acquainted with the parents and to let them know what is expected of them and the players. To provide them with information about our League and the events planned by the League during the coming year. Suggestions for a successful team parent meeting are

presented below (be prepared with notes and an agenda):

1. Introduce yourself, your Coach, and your backgrounds.
2. Have a copy of the team roster for every child with you and your Coach's phone numbers and each player's address, phone number and parents name
3. Present practice locations and start and finish times. Point out that the Manager is required to never leave the practice area until all of his players ride their bikes for home or are picked up. Make sure the parents are aware of what you will do when they are late. Stress the importance of attending all practices. Baseball is a team game and skills must be practiced with the other players in their positions. If someone misses a practice, then the team suffers. Explain your discipline procedures for missed practices, etc.
4. Distribute rules to all parents and encourage parents to review the rules with the players.
5. Explain special Little League Rules such as minimum playing time, pitching limitation, etc.
6. Explain and discuss parent and player conduct.
7. Equipment needed for practices: Gloves, shoes, hats, long pants, helmets, Cups and other safety equipment. Require clean and complete uniforms for every game. Explain field cleanup schedule.
8. Recruit Team Parent, Scorekeeper, Snack Parents, etc.. **GET PARENTS INVOLVED.**
9. Explain fund-raisers and the need for money above sign-ups
10. Explain the use of the website for team information, rainouts and league updates.
11. Question and answer period

If you have done this properly, this meeting will get you off to a great start with your kids and their parents. If you look prepared, they will respect you and go along with your plans.

The following material goes into a little more detail on some of the subjects to be discussed at the team meeting:

1. Little League is a parent supported and directed organization and the parents are expected to volunteer full cooperation when called upon to assist. Functions and positions requiring parent assistance include Coaches, Team Parents, Scorekeepers, Field Maintenance and cleanup, and Board of Directors assignment. Parents are invited and encouraged to attend League Meetings.
2. A Team Parent (probably the most important person after the Manager and Coaches - good teams have great team parents) helps the Manager with phone duties and snack schedules.
3. Each team will need an official Scorekeeper for all games. If your Scorekeeper needs some scorekeeping instructions, call your Player Agent.
4. The conduct of parents, when in contact with Managers, Coaches, players or umpires, shall be that of a responsible adult above reproach at all times. Problems between Managers and parents shall be discussed away from players, preferably away from the ball field. Parents should remember that no one is perfect and that

almost everyone is an unpaid volunteer who is trying their best to help the children. Parents should be reminded of the importance that children need encouragement, not criticism and that they should congratulate winners and encourage losers, and above all, they should enjoy the game and the children striving.

SCOREKEEPER:

Both teams shall provide a Scorekeeper who is responsible for the accurate recording of the game including pitch count as defined by the supplemental rules. They will maintain agreement throughout the duration of the game. (Time may be called for this purpose.) The Scorekeeper for the home team shall be designated as the official Scorekeeper and should use the Official Score Book that has been distributed with the equipment bags.

PRACTICES

Practice is where the player acquires and develops the fundamental skills. Games are nothing more than demonstrations of the learned skills. Managers should continue practices right up to the end of the season. Running effective practices is a real art and the Managers need to try to improve their skills at every opportunity.

EQUIPMENT

Equipment will be issued to the Managers, who will be responsible for its return at the end of the season. Managers will be asked to sign for all equipment issued by the Equipment Manager. Equipment that is broken or damaged during the season must be repaired or exchanged with the Equipment Manager. Damaged safety equipment such as batting helmets and catching gear shall not be used. All players must wear an official Chest protector and throat guard. Boys and girls playing the position of catcher in games and practice must wear a protective cup. This is considered personal equipment and is not provided by the League. Do not leave ice packs in the bottom of the equipment bag or they will break open, eat out the bottom of the bag, and destroy any equipment, including your car that it comes in contact with. The liquid in the bag is more than a little bit caustic. Never apply a leaking ice pack to a player's skin.

UNIFORMS

Uniforms will be issued to all registered players. The uniforms will consist of the following: Intramural Hat, Shirt, Pants, & Socks. These are for the child to keep. Uniforms are expected to be clean before each game. EMLL will furnish all of the above for the players to keep. Each Child is expected to be in uniform for each game. The first time out of uniform they will be warned. The second offense they will not be allowed to play until the "out of Uniform" is corrected. Players are not permitted to wear Travel Uniforms during intramural or games.

EMERGENCY PROCEDURES

1. In the event of accident or injury:
 - a. Use available first aid and secure medical assistance as quickly as possible. First Aid Kits should be maintained by the Manager.
 - b. Secure the assistance of the East Meadow Fire Department 542-0576 or call 911.
 - c. Notify a member of the Board. (The President, Vice President or Player Agent & Safety Officer.)
 - d. Complete the necessary accident Claim Report (Forms can be found at the snack stand)

PLAYING RULES

GENERAL & SUPPLEMENTAL RULES

Little League Supplemental Rules	
All Division (Rookies, Farms, Minors, and Majors)	
1	Team players, Managers and two adult coaches are the only personnel allowed in the dugout area. (Exceptions: Rookies 7 division may have one additional adult coach).
2	Rainout information will be available on the website
3	Line-ups, including first & last name with uniform #s must be exchanged before each game.
4	A game can be played with minimum of 8 players. The official game begins when the first pitch is thrown.
5	Each actively participating player must play a minimum of 4 innings on the field in each game except when the home team is winning after 5½ innings or the game is shortened by the 15 run rule, darkness or weather conditions. If a player shows up late, they will go to the bottom of the lineup after the line-ups have been exchanged.
6	In the event a Manager determines a player should play less than the minimum number of innings the case will be referred to the player agent. Managers will not enforce this rule without the approval of the LL Board.
7	Free substitutions of players are permitted—except pitchers.
8	All players should be in full uniform; shirt must be tucked into pants. An intramural hat and shirt must be worn on the field.
9	All players must bat consecutively during the game, whether they are playing the field or not (universal batting order).
10	All batters, player coaches and base runners must wear a batting helmet.
11	A) <i>Intentionally Thrown Equipment</i> : The offending team will receive a warning from the umpire at the time of the infraction. A second infraction will cause the removal of that player. B) <i>Unintentionally Thrown Equipment</i> : The offending team will receive a warning from the umpire at the time of the infraction. A second infraction will result in the player being called out.
12	Twice in an inning or third visit to the same pitcher will cause the removal of that pitcher.
13	If a pitcher hits 3 batters in an inning, he or she must be removed from the mound.
14	There will be a 15 run rule. In the event a team develops a lead of 15 runs and the trailing team has had 4 full at bats. Both teams get equal at bats.
15	Pitcher in jeopardy of reaching the pitch count may finish pitching to the player at bat. But at the end of that players at bat, a new Pitcher is to be brought in.
16	Days of Rest - Pitchers are required to follow the days of rest schedule below: Pitch Count (1-20) - 0 Day of rest between outings Pitch Count (21-35) - 1 Day of rest between outings Pitch Count (36-50) - 2 Days of rest between outings

	<p>Pitch Count (51- 65) - 3 Days of rest between outings Pitch Count (66 to Max) - 4 Days of rest between outings Rookie 8 Max- 50 pitches Minors Max- 75 pitches Farms Max- 75 pitches Majors Max- 85 pitches</p> <p>A pitcher who delivers 41 or more pitches in a game cannot play the position of Catcher for the remainder of that day. A player playing the position of Catcher, can only catch a MAXIMUM of 3 innings to be eligible to pitch in that game (Majors max 4 innings). If he catches more than 3 innings he is not eligible to pitch in that game.</p>
17	Majors, Minors and Farms: Intentional walks are prohibited.
18	There is no on-deck batter, and there will be no swinging of bats in the dugout—no donuts.
19	Traditional batting practice and pitcher warm-up is not permitted on the infield before games.
20	There is no leading in any division.
21	There will be a 14 Game Schedule. Final Standings will be determined by the least number of games played for a given team within the division. (ex: Team A plays 14 games, team B plays 12, the standings will be determined by the first 12 games played)
22	No inning of a game can begin after 2 hours from the start time. Should a new inning begin before the cutoff is reached, then the inning is played until completion. There is no drop dead time limit. The score will be presented based on the last complete inning.
Rookie Division	
1	Defensive team will consist of 10 players including 4 outfielders.
2	There is no bunting, stealing or infield fly rule.
3	There is no advancing after the catch of a fly ball (tagging up). Base runners are in jeopardy.
4	If there is an overthrow to any base, the runner will get that base and is entitled to try for the next base. All base runners are in jeopardy. However, only one overthrow will be permitted per batted ball.
5	Adult coaches must be used at first and third bases.
6	One adult coach may be placed at a strategic location on the outfield grass during play.
7	There is a 5 run per inning rule. No team may score than 5 runs except in the last inning.
8	Batters have 5 pitches to put the ball in play. After the 5th pitch, the batter is declared out. This applies even if the pitch is a foul ball. There are no walks. (Where machine is used)
9	If a batted ball hits the machine, the ball is declared dead. The batter is entitled to first base and all base runners advance one base. No one is in jeopardy.
10	On a batted ball, if a thrown ball hits the machine the ball is declared dead. Base runners advance one base. No one is in jeopardy. When ball is sent back to pitcher, the ball is dead.
11	If the catcher is on base with two outs, he must be substituted with the last player out so the Catcher can suit up.
12	Rookie 8 Division will have a 50 pitch count per game and limited to 2 innings per game with a maximum of 4 innings per week (Sunday to Saturday). A single pitch thrown in an inning constitutes an inning pitched.

13	If a Pitcher walks 4 (Consecutive) batters in an inning the batting team's coach will pitch the remainder of the inning.
14	Rookie 8's will use a pitching machine until May 1 st regardless of how many completed games.
Farms Division	
1	Defensive team will consist of 10 players including 4 outfielders.
2	Bunting is permitted and there is no infield fly rule in effect.
3	Adult coaches must be at first and third bases; there is No outfield coach.
4	There is a 5 run per inning rule. No team may score than 5 runs except in the last inning.
5	Farm Division will be a 75 Pitch Count per game and limited to 2 innings per game and a maximum of 4 innings a week (Sunday to Saturday). A single pitch thrown in an inning constitutes an inning pitched.
6	If there is an overthrow to any base, the runner will get that base and is entitled to try for the next base. All base runners are in jeopardy.
7	There is no stealing of home or second base. This includes wild pitches and passed balls. A runner is still in jeopardy until he returns to the base he left. Note: If a runner attempts to steal 3B and the Catcher overthrows 3B, the runner is not permitted to advance home (Catcher gets a free throw). The runner is still in jeopardy until he returns to the base.
8	There is no delay stealing of any base. Once the ball is being thrown back to the pitcher from the Catcher, the runner can no longer advance. A runner is still in jeopardy until he returns to the base he left.
9	If an 8 year old player needs to be called up, the Rookie 8 Player Agents must be contacted (include the Farms Player Agents) to make the arrangements. 8 year olds CANNOT pitch in the game and MUST bat last. They are allowed to play any position, again, with the EXCEPTION of pitcher.
Minors Division	
1	There will be only one successful steal of home plate allowed per inning (non-batted ball). Note: A runner who advances to home on an overthrow from stealing 3B counts as a steal because the advancement occurred on a non-batted ball. If second runner attempts to steal, the runner is in jeopardy. If he reaches home, he is sent back to 3B.
2	There is no infield fly rule.
3	Pitchers cannot pitch more than 3 innings per game and 6 innings per week.
4	Minors - Full season of a 75 Pitch Count per game. 3 innings per game max and 6 innings per week (Sunday to Saturday). A single pitch thrown in an inning constitutes an inning pitched. Any Curve ball thrown, designated by an official umpire, will be called a Ball. 1 st time = Ball & warning 2 nd offence = Automatic Walk. 3 rd time = Pitcher is removed. Batter is walked. If Curve Ball is hit, it is a fair ball. But the above warnings remain.
5	A Manager may come out ONCE an inning to visit with the pitcher, if he comes out a

	second time in the same inning, the pitcher MUST be removed. A Manager may come out TWICE a <i>GAME</i> (in different innings) to visit with the pitcher, if he comes out a THIRD time during the game, the pitcher MUST be removed. If a Manager comes out to talk to his defense, this counts as a mound visit to the pitcher. A player removed as pitcher may not return to the game in the position of pitcher. If a Manager comes out to check on an injured player/pitcher this will NOT count as a mound visit.
6	If a 9 year old Farms player needs to be called up, the Farms Player Agents must be contacted (include Minors Player Agents) to make the arrangements. 9 year olds CANNOT pitch in the game and MUST bat last. They are allowed to play any position, again, with the EXCEPTION of pitcher.
Majors Division	
1	There is no limit on the number of 12 year olds who may pitch. 13 year olds are not eligible to pitch.
2	Games will be 7 innings in length.
3	Uncaught 3 rd Strike in effect.
4	Majors - First half of the Intramural Season, Pitchers will be limited to a Pitch Count of 85 pitches. 3 innings per game and 6 innings per week* (Sunday to Saturday). A single pitch thrown in an inning constitutes an inning pitched. Any Curve ball thrown, designated by an official umpire, will be called a Ball. 1 st time = Ball & warning 2 nd offence = Automatic Walk. 3 rd time = Pitcher is removed. Batter is walked. If Curve Ball is hit, it is a fair ball. But the above warnings remain.
5	*A player who pitches for Woodland MS (or any other MS) may not pitch a Majors game once the Middle School pitching staff has been announced. Once the Middle School season ends, Pitchers can pitch up to 6 innings in a game but is still limited to a Pitch Count of 85.
6	If a Minors division player needs to be called up, the Minors Player Agents must be contacted (include the Majors Player Agents) to make the arrangements. Only 11 year old players can be called up. They must bat last and CANNOT pitch. They can play any other position on the field.
7	Majors Division: A Manager may come out ONCE an inning to visit with the pitcher, if he comes out a second time in the same inning, the pitcher MUST be removed. A Manager may come out TWICE a <i>GAME</i> (in different innings) to visit with the pitcher, if he comes out a THIRD time during the game, the pitcher MUST be removed. If a Manager comes out to talk to his defense, this counts as a mound visit to the pitcher. A player removed as pitcher may not return to the game in the position of pitcher. If a Manager comes out to check on an injured player/pitcher this will NOT count as a mound visit.
All-Star Game	
1	All players must play at least 4 innings in the field.
2	The length of the games shall be 7 innings for the Rookies, Farms, Minors, and Majors.

3	A pitcher removed from the mound for any reason other than injury, must play or has played at some position a total of 4 innings.
4	There is a 1-inning limit per pitcher in all divisions.

CONTACT INFORMATION

BOARD MEMBERS

Title	Name	Email address
President	Todd Koehler	toddk@embsa.net
Vice President	Alan Haber	alanh@embsa.net
Secretary	Mike Catalano	mikec@embsa.net
Director	Mike Catalano	mikec@embsa.net
Director	Matt Kemler	mattk@embsa.net
Director	Roger McQuillan	rogerm@embsa.net
Director	Ray Schwabe	rays@embsa.net
Director	Rob Wakely	rewakley@verizon.net
Director	Matt Francis	mattf@embsa.net

PLAYER AGENTS

Player Agents		
Rookies 7	Matt Francis	mattf@embsa.net
	Ray Schwabe	rays@embsa.net
Minors	Matt Kemler	mattk@embsa.net
	Roger McQuillan	rogerm@embsa.net
Rookie 8	Alan Haber	alanh@embsa.net
	Vic Cassano	viccassano@yahoo.com
Majors	Todd Koehler	toddk@embsa.net
	Rob Wakely	rewakley@verizon.net
	Mike Catalano	mikec@embsa.net

Team Information:

EMLL Spring 2018 Teams

Majors

LL1 - Stein
LL2 - Dachile
LL3 - Cronin
LL4 - Flynn
LL5 - McQuillan

Minors

LL11 - Viveiros
LL12 - Brewer
LL13 - Komis
LL14 - Iliopoulos
LL15 - Schwabe
LL16 - Francis
LL17 - Haber
LL18 - Augustyn

Rookie 8

LL 31 Cassano
LL 32 Levinson
LL 33 Cialone

Rookie 7

LL41 - Pashnick
LL42 - Skoros
LL43 - Ackerman
LL44 - Cecala
LL45 - Sanderson
LL46 - Provitera

LITTLE LEAGUE UMPIRE - COORDINATOR'S

Committee Lead

	E-mail Address	Cell Phone
Mel Kong	mel@embsa.net	

SCHEDULE INFORMATION

Visit www.embsa.net

BOARD MEETINGS

The second Wednesday of each month

WINTER CLINICS

Visit www.embsa.net for a complete schedule.

DRAFT DAY

East Meadow Little League uses a draft process to create teams in the Farms, Minor, and Major Divisions. All Managers will be notified by the Player Agents regarding draft date, location, and time. The draft picks are limited to 2 minutes each per round. Managers may invite one Team Coach to attend.

Draft Schedule

Division
Majors
Minors
Farms
Rookies (Mtg. Only)

Draft rules for All Divisions

Rookies

- NO Draft. The Player Agent and Division Representative create the teams.
- Siblings will be placed on the same teams.

Farms, Minors & Majors

- All teams are redrafted from scratch each season.
- Each Manager will Receive a Draft Package which includes:
 - a. Welcome back Letter
 - b. Draft Selection Sheet
 - c. Little League Team Roster (Blank)
 - d. Supplemental Rating Sheets (Managers Versions from the clinics) "To be returned at the end of Draft Night"
 - e. League Rating Sheets (Previous Season's Managers Ratings) "To be returned at the end of Draft Night" - This Rating Sheet ascending order by rating.
 - f. Insurance Forms
 - g. Field Permits
 - h. Managers Handbook
 - i. Just a little boy Story
- Each Manager & Coaches kids ratings will determine the draft order - the lower the combined rating number - the lower they will land in the draft order.
- Player Agent will determine the draft order regarding Lockouts based on the initial seeding of the Manager and coach's player's ability (i.e. Managers with a top 10 player may be locked out of the first round).
- Managers and one Coaches" child is placed on the team. No other player can be "protected" in the draft.
- Sponsor kids are guaranteed to a team and only one per team.

- Siblings must be announced prior to the draft, but can be drafted separately.
 - Late registration kids will be placed in draft order by the player agent.
 - Managers will be handed a rating on the day of the draft 15 minutes prior to the draft.
 - Each round is limited 2 minutes; failure to make a selection within 2 minutes will result in the Player Agent selecting the next available player for that team.
 - No phone use permitted during the draft.
-
- There are two mandatory ratings clinics where a manager or coach must attend.
 - a. They will be handed a player list and it must be returned to the player agent prior to leaving the rating clinic. Failure to do so will result in forfeit of the management duty.
 - b. Ratings exist for many players; the managers' individual rating will be supplemental to the existing ratings and will be made available on Draft Day.

SEASON SCHEDULE

Season Begins April, 2018 - see schedule for various times

OPENING DAY PARADE

When: Saturday, 4/21/18

Where:

Starts at Prospect Park pool.

Head East on Prospect Ave.

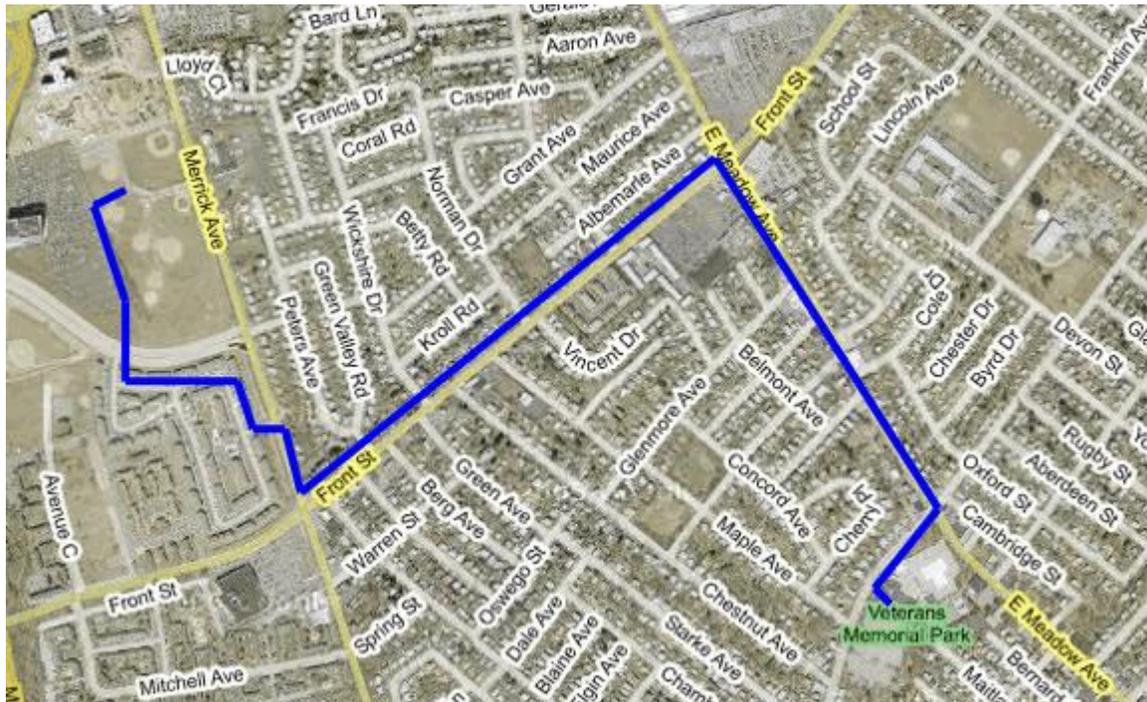
Make a left onto East Meadow Ave. Continue on East Meadow Ave until Front St.

Make a left onto Front St. Continue on Front St. until Merrick Ave.

Make a right onto Merrick Ave.

Make a left into the senior living complex. Continue towards the Complex crossing over Glenn Curtis Blvd. and through the parking lot.

Arrive at the Complex.



How: Team Line ups will be determined at a later date..... be sure to ask your Player Agent prior to the parade.



What: After the Parade we stay at the Complex for some words from our many helpful politicians and enjoy the many fundraiser activities for the League.

EQUIPMENT PICK UP

Equipment pick up will take place at the Complex - date to be determined by the Equipment Manager.

Complex Open Day

Saturday, 4/7/18

Hit Catch & Pitch Competition

TBD

Photo Day

5/5/18 and 5/6/18

PICNIC

TBD

ALL STAR DAY

TBD

TRAVEL TEAM TRYOUTS

Travel Team Tryouts for 9U and 10U will be held before Memorial Day Weekend. More information to follow.

IMPORTANT FORMS

REGISTRATION FORM

The Registration Form can be found in the following location

<http://embsa.net/registration>

VOLUNTEER APPLICATION

The Volunteer Application Forms (first time and returning) can be found in the following location. Either forms must be completed and returned with a copy of Driver License. First time volunteers must include Social Security Number.

<http://embsa.net/registration/com-fastball-locations-menu/volunteer-form-first-time>

<http://embsa.net/registration/com-fastball-locations-menu/volunteer-form-returning>

INSURANCE CLAIM

The Insurance Claim Form can be found at the snack stand.