

NCGSL Starting Up A Team

Enrolling teams and setting up summer League play involves a carefully orchestrated chain of time critical events.

Once you have submitted your rosters and other documentation, the League must then construct schedules, secure insurance certificates, publish field locations & directions, and publish rosters.

1. Ascertain availability of fields with town and whether the Town requires a Name Specific insurance certificate. (Also obtain the address which will appear on the certificate.)
2. Determine budget-see Coaches Guide
3. Review League Rules
4. Recruit players, **HAVE THEM FILL OUT AN "AVAILABILITY CALENDAR"**, and **compile e-mail list**. NOTE: If you do not have a viable pitcher and a viable catcher available for every game, and at least 2 of each for the tournament, please apply to the "At Large Pool" for additional players.
5. Obtain registration information and birth certificates for players. (Birth Certificates for players who played in the League prior to 2013 are of file with the League.)

Note: **Team viability** requires on average 13 players, including 2 catchers, 2 pitchers (capable of throwing 50% and preferably 60%+ strikes).
6. **Before official schedule published**, based on League's stated game nights, i.e. Mon-Wed or Tues-Thurs. **determine player availability**. Watch out for school events such as graduation, sports night, dances.
7. Find a sponsor?(Optional)
8. Order uniforms or t-shirts-numbers req'd.
9. **Attend League June Sign-up meeting and notify Division Director of any schedule conflicts.**
10. **48 HR TURNAROUND TIME: Immediately Review** and distribute to players and families, League's draft schedule. Based on any conflicts, contact opposing coach for re-schedule and notify your Division Director of changes.

Jack Miller, June 10, 2014

