



New Parent Orientation Meeting: 2-27-10

- Welcome / Thanks for Coming
- Review Agenda
 - Philosophy of Stewards of the Game
 - Level – Setting on Expectations
 - Conduct at Practices / Games
 - Stance on Playing Time
 - Volunteer Opportunities
 - Logistical Questions (Skills Week, Uniforms, Challenge Play, etc.)

Prayer

PHILOSOPHY: Raising the Bar: What parents & kids can expect from a league & coaches...what coaches can expect from a league in terms of instruction & support

Life Lessons: Preparing kids for life

- Hard Work, Teamwork, Sacrifice, Perseverance, Sportsmanship, etc.
- Life Lessons will take precedence over WINNING! (Throwing bats, not showing up for practice...walking off the field....will earn players a spot on the bench.....even if it means losing the game)
- Not all lessons are fun...some are tough...for players, coaches and parents. Frankly, SOTG is as much about more about reconditioning parents than players. Player will go where we lead them....we just have to lead them to the right place....in the right way. Parents....tougher challenge....like turning a battleship
- "Everlasting" Life Lessons: Redefining Faith-based Sports
 - Image of being "weak"....nothing "weak" about Christ....drawing strength from Christ.....
 - Fought hard to keep Jesus in the middle of the program.....share your faith
 - Everlasting lessons: Share our faith with kids
 - Team devotionals/prayers: Baseball Parables
 - Pre-game prayers on the foul line: Ok with our teams...more subtle with others
- **TAKING IT TO THE FIELD...**So what does this look like on the field??? **HANDOUT**

FUNDamentals: "The Ripken Way"

- Make it FUN
- Focus on Skill Development vs. "Winning" at all cost
- Repetitions of "Age -Appropriate" Fundamentals: The "Right Way" vs. The "Easy" Way
 - Teach kids the "right" way to play the game at an early age...no short-cuts
 - More concerned with swing vs. hit....two-handed attempt at a catch vs. "the catch"
 - Give every player every opportunity to reach their God-given ability
 - Middle school & high school coaches won't have to "undo" bad habits of Stewards of the Game kids
- Building Muscle Memory through... Repetitions...Repetitions...and more Repetitions
- Coach's Clinics: Ongoing & Cooperative

Community/Diversity

- Reaching out to kids who couldn't otherwise afford to play
- Playing Time Philosophy: Rewarding Effort, Sportsmanship, Team Play...and "Showing-Up"

EXPECTATIONS: Raising the Bar

- Parent Expectations
 - Attendance....practices & games...Need your help in getting your player to all practices and games
 - Attendance is a huge factor in playing time.....more about playing time in a moment
 - On-Time for practice....one hour early for games....PREPARATION
 - If you're going to miss a game...give me 24 hours notice so I can adjust the line-up
 - Parent's Role at a GAME:
 - **Encouragement**...both teams
 - We don't allow screaming and hollering at games....at players or umpires.
 - We don't allow coaches to do this....we don't allow players to do this.....so we don't expect parents to do this either. (RESPECT)
 - Umpires
 - Let coaches will deal with umpire calls.
 - We will respectfully challenge umpires when appropriate...no point in challenging an umpire's judgment call. Badgering umpires only makes them madder...and the calls just get worse for your team. If you think the umpire has misinterpreted a "rule"...then calmly tell one of the coaches.
 - Leave the instruction to the Coach...no dugout visits for instructional tips....players don't need juice every inning, etc.
 - Players don't need 10 people behind the fence telling them how to swing....it's hard enough to hit as it is.
 - We don't need a parent screaming at a player because they let a strike go by...we may have given them the take sign!!!
 - Safety....Kids turns around to listen to mom and dad....and gets beamed in the head.
 - If you see something that you think your son is doing that is fundamentally incorrect...point it out the coach after the game...or better yet, at practice. If we agree, we'll work on it with them
 - Cheer FOR the kids...not against anyone.
 - Playing Time: Playing Time Guidelines on the Parent Info tab on the website
 - While we have minimum play rules...we do NOT legislate equal playing time
 - Again we're trying to prepare kids for life...and life is just not like that
 - Determined by Attendance, Level of Effort & Team Play, Skill level
 - We work hard to reinforce to kids the true biblical meaning of teamwork...putting others before yourselves...in this case, putting the TEAM's interests before your own as a player.
 - Having said that, we do have a rule that says no player can sit on the bench defensively two consecutive innings...unless he's being disciplined for something.
 - So...every player will at least play every other inning in the field. But some might play 3 innings...and others might play six. At this age level, all other things being equal, skill level will play a factor in that decision. Again, helping players focus on putting the TEAM first. If a player is on the bench...they have an important job. That job is to encourage their teammates. Whining about not being in the field doesn't help themselves or the team
 - Positions
 - Same teamwork concept...what's best for the team. Of course, we'll move kids around some. But in tight games where the TEAM has a chance to win...we'll play kids in the position where they can best help the team.
 - Every player has different skills. If a player doesn't throw well, we won't put him at pitcher. It's not fair to the player...or the team
 - Reinforce....ALL positions are important
 - Concerns....bring to attention to coach AFTER the game....or phone call....or before or after practice....but NEVER during a game....only embarrasses the player

AP Baseball Program: Advanced Play Opportunities

- Filling the niche between a pure rec program & a pure select program....all within the same league
- Affording advanced players the opportunity to test their skills against stiffer competition....while also allowing them to play with less skilled players and lift them up
- "Strengthening the weak....without weakening the strong"
- Teams selected at beginning of season by respective age-level coaches
- Challenge Team **not** necessarily the All-Star Team at the end of the season
- Challenge Tourney Coordinator to connect coaches to tournaments and provide guidance
- Parents can review Challenge Guidelines on the website for more information
- Elite Teams: 13 and up advanced teams now practice & play as a unit all season and compete in advanced division of Charlotte Queen City Babe Ruth League. Less advanced players compete in a recreational division

Volunteer Needs: WE NEED VOLUNTEERS

- As a true non-profit, we depend entirely on volunteers.we have no paid volunteers. We all have day jobs....and we do this because we have a passion for developing kids.
- We are committed to maintaining the QUALITY of the program. In order to do that, we MUST build our Volunteer Base.
- Volunteer Teams.... introduce Team Leads
 - Teresa Sharp: Outreach
 - Beth Naspinski: Registration
 - Amy Murray: Special Events
 - Opening Night
 - Davidson College Night
 - Home Run Derby
 - Celebration of Champions - Usually 1st week of June where we:
 - Hold raffle
 - Recognize Christian Character Winners, Academic All-Stars, All-Star Teams
 - Majors Championship Game
 - Tony Tascione: Equipment
 - Bob Schaffer: Uniforms
 - Scott Crosbie: Merchandising

Logistical Questions:

- Playing Up / Playing Down: Approval Form on Website
 - Must be approved by ALC from both age divisions
 - Only Allowed if player will dominate....or good chance they will injure someone
- Skills Week: March 1st – March 13th...look for email from Coach Sharp
- Uniforms...explain home & away uniforms AND that we MUST get them back at season end
- SOTG Merchandise available for Team Parents at Opening Night, Celebration of Champions, etc
- Challenge Play / All-Stars
- Raffle Tickets
 - Should receive them after Skills Week
 - Sell them and keep the proceeds
 - Raffle held at Celebration of Champions Event: Usually first week of June