

Munster Girls Softball

Manager's Guideline: "How To Conduct A Game" – 10U, 12U

This document attempts to give ideas to the new manager on how to prepare for and conduct games that are efficient and positive for players, coaches and fans.

Season Plan

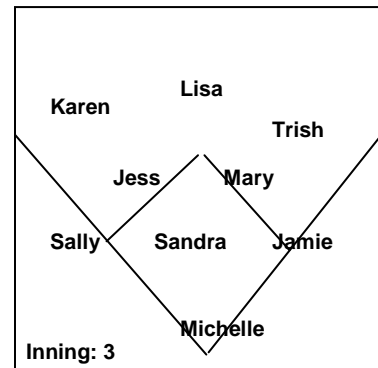
- Have someone collect for concession stand tickets – ensure they are purchased for each game. Remember that the concession stand switches from MGS to MLL in the middle of the season, and generally treat tickets from one are not honored by the other, so you don't want to buy the whole year in advance!
- It's a good idea to have a "Team Mom" – someone to attend to the players needs and also has the responsibility of getting the next batter ready to go.
- Generally, you want each player to gain experience at each position. During each game you should try to get players in both infield and out field positions.
- Recommend moving the players every other inning – gets them use to looking at the drawing of the field, and finding their position.
- Manager and players should show-up 30 minutes before game time to ensure the field is prepared.
- Have a warm-up routine – throw/catch, running in place, stretching, inspection
- It is a great idea to issue some sort of certificate (not a game ball) to a player for exceptional performance.

Game Plan

- Make a game plan – in pencil. Know where you're going to play each player, every inning. You need to get your players onto the field quickly – you can't decide as you go.
- Give your plan to your coaches so they can tell the players where to stand.
- Write up your lineup on line-up cards and give to the opposing team manager well before game time.

Defense

- Have each inning planned in advance. Have a sketch like this one and just write in your players names and locations. The trick is if players don't show up you have to make some quick adjustments. Be mindful of rules regarding players sitting the bench and restrictions on call-up players.
- Talk to fielders constantly, reinforcing the need to plan what they will do with the ball if hit to them and where they will go if hit to others.



Offense

- Batting is continuous order. Make a list of the players in the order they will bat and post it in the dugout. You should never have to remind the players to look at the list – teach them the responsibility of reading the list and being ready to bat on time.
- Courtesy runners are allowed for catchers 10U and above (with 2 outs, the last person to make an out can pitch-run for your catcher so she can get her equipment on).
- Keep on-deck circle far from batter – draw a circle in the dirt and enforce staying in it.
- Don't allow the players to hold the bats in the dugout – you pick up your bat and run out to the plate.
- Have coaches on first and third – talk to your runners continuously. It is important that they learn that the offensive coaches are standing by first and third.
- Encourage batters to swing, discourage walks.

When the Game is over

- Positive cheering for your team should be encouraged. Negative cheering against the opponent or Umpire should never be allowed. Any cheer whose goal is to undermine the success of the opponent is improper.
- Line up your players and shake hands at home plate. Thank the umpires.
- Pick up litter in the dugout
- If you're the last game, put away bases, etc.
- Winning manager must record the win on-line.