

Monday, April, 23,2018
Legacy Management Meeting Minutes

Attendees:

C. Krieger, J. Myer, S. Hagen, C. Pettich, D. Crainshaw, G. Wesoloski, J. Sidberry

Agenda

Review sponsors monies and how to correctly spend amounts to under \$1500 no team building lunches or dinners are to be spent on wife and girl friends, However, at the end of the season each team, if funds allow may hold an event where wives and girl friends can participate.

- Review team sponsor monies and how to spend it
 - Legends \$1801.00
 - Carolina Bay \$1279.00
 - Jiffy Lube \$ 478.00
 - Champions \$1097.00
- Following team not credited with 2018 Sponsor fees
 - Legends
 - Jiffy Lube
 - Champions

The season has only just begun and several questions have come up regarding the rules. This meeting has attempted to address and resolve any know issues.

- Rules review
 - 3.1 Base runner
 - 3.2Curtsey Runner
 - 3.4Over running bases
 - 1.4A Home run rule

The managers were informed that several of the umpires have left their positions and may not be returning, At the moment Charlie Brackis has been moved from a mangers position to that of an umpire at the moment there is no firm details available about this move.

- Umpire issues

After 4 weeks of play the following stats are a matter of record

- Review team standings

- Jiffy Lube 4-0
- Legends 3-1
- Carolina Bay 1-3
- Champion 0-4

Develop method to keep teams competitive is to early to develop, however, all agreed that the division should remain balanced and may require each team to make adjustments in the future

Discussion regarding team headcount found the majority of managers feel 15 is the target while 16 could be made to work

- Team Head count is currently 14

Addition of new players shall follow the existing format, where playing 1 full game per team before a placement on a team is possible will assess new players ability.

- Adding new players - June 8 the Coastal Division is schedule to make adjustments to team balance and players may be transferred to Legacy for placement on teams It was explained we would require 4 players be available before they could be placed. A player pool will be created until the player are assigned to any team
- Other issues – none