Mission of Rosemount Traveling Softball: Our mission is to create an enjoyable and memorable experience for girls, which encourages them to play softball through their high school years and beyond. We provide training and instruction through all levels of fastpitch softball. Our players gain personal confidence, stay active and develop leadership and team building skills.

Guiding Philosophy of Coaching:

1) The game of softball should always be fun. When it stops being fun for the kids, a change needs to be made.
2) Every decision a coach makes should be based on a) what's best for the kids: development of skills/knowledge & psychological well-being; b) what's best for the team: the whole comes before one; and c) what will make us competitive while still having a positive experience.
3) Our goal for each and every player and team is development and improvement from the beginning of the season to the end.
4) Communication is important. We expect coaches to clearly and frequently communicate their philosophy around coaching decisions to parents, players, and assistants. We want coaches to remember that HOW you communicate is as important as WHAT you communicate. Do your best to frame things positively.
5) We choose the best coaches we can and trust them to make good decisions based on our philosophy and guidance.

Team Levels:

We create teams based on skill level to give girls the chance to play with similarly skilled teammates, to give each player a competitive experience according to her level. Coaches are supported in their efforts to push each girl to improve and to develop a lineup that helps the team to be successful, whether that means winning championships or improving each game. As girls grow in their skill level and level of play (A, B, C), winning becomes more of a focus for the team but never overshadows learning and enjoyment of the sport.

Developmental	Intermediate	Advanced
All 8U **10 C and B**	**10A** **12 B and C** **14 C**	**12 A** **14 A and B**
Players: Beginning softball skills and knowledge. **Focus:** Coaching and opportunity to learn basic skills and grow in those skills throughout the season. Try all positions, coach may identify top 2-3 positions for each player during season. **Playing time:** Roughly equal to the best of the coach's ability. All kids should sit some- even P/C. **Positions:** Chance to try all (with exception of pitcher unless meet guidelines). All 8U should be given opportunity to practice pitching during practices as time allows.	**Players**: Good general knowledge of the game and have sufficient skills to be competitive against many other teams. **Focus:** Beginning to understand team strategy and execution. The team strives to be competitive and improve as the season goes on, with a goal of winning tournament games. P/C are specialized, but should also sit some. **Playing Time:** Roughly equal except for some high-competition end-of-season tourney games. **Positions:** At least 2, 1 infield & 1 outfield	**Players:** Have begun to execute and understand competitive strategy and have shown an ability to execute higher levels of play. **Focus:** Growth in understanding and execution of advanced strategies and use those strategies with a goal of winning games. **Playing Time:** Roughly equal in beginning of season, may be less so in late season tournaments. P/C are specialized, so will likely have more playing time. **Positions:** About 2+ regular positions

	Developmental	Intermediate	Advanced
General Pitching Guidance	To pitch in a game must attend pitching practice.	To pitch in a game must attend pitching practice.	To pitch in a game must attend pitching practice.
General Catching Guidance	**League games:** All kids who want to can try. **Tournaments:** Use kids who are comfortable catching & have experience.	To catch in a game must attend catching practice.	To catch in a game must attend catching practice.
General League Play Guidance	For all levels, league play is a time for development. This is a good time for coaches to experiment with lineups, try new plays or skills, and get kids who may not play as much in tournaments an opportunity to play in their preferred positions. **Batting:** Coaches should snake the lineup from game to game to give all girls roughly equal at-bats during league play. At higher levels, this may only be from game 1 to game 2 vs. all league games continuous snaking. **Fielding:** Equitable amount of time on the bench, and between infield and outfield (see exceptions for pitchers and catchers.) **Pitchers:** Find time for all of your pitchers to get some time on the mound. **Catchers:** Find time for all of your catchers to get some time (and for developmental level, for new girls to try.)		

	Developmental	Intermediate	Advanced
Tournaments: Early Season	***All tournaments before league qualifier*** **Batting:** Bat entire lineup, snake in pool play **Play Time:** Equal (may differ for pitchers/catchers) with even play between infield & outfield positions. **Pitching/Catching:** Equal innings as much as possible.	***First 2-3 tournaments*** **Batting:** Bat entire lineup (don't have to snake) **Play Time:** Equal (may differ for pitchers/catchers) with even play between infield & outfield positions. **Pitching/Catching:** Equal innings as much as possible.	***First 1-2 tournaments*** **Batting:** Bat entire lineup (don't have to snake) **Play Time:** Roughly equal. **Pitching/Catching:** Coach discretion, with the goal of getting each position player innings.
Tournaments: Late Season	***League Qualifier and Beyond*** **Batting:** Bat entire lineup, no need to snake **Play time:** No one may sit out for more than one inning in a row or 2 innings per game. The amount of outfield/infield can differ, around 2:1 inning ratio. **Pitching/Catching:** Use 2:1 ratio for $1^{st}/2^{nd}$ pitchers at most. Try to get other pitchers/catchers time.	***3^{rd}-4^{th} Tournament and Beyond*** **Batting:** Entire lineup **Play time:** No one may sit out for more than one inning in a row or 2 innings per game. **Pitching/Catching:** Use 2:1 ratio for $1^{st}/2^{nd}$ pitchers at most. Try to get other pitchers/catchers time.	***2^{nd}-3^{rd} Tournament and Beyond*** **Batting:** Entire lineup, bat 9, or DP/flex as allowed by rule- coach discretion **Play time:** Not equal, but all kids should get in the game at some point. Players can be limited to one position during the game at coach discretion. **Pitchers/Catchers:** Coach will play the players who give the team the best chance to be competitive/win.