

How We Build Teams at EBSA

Coach Assignments Come First

Each team has one official Head Coach. If two people sign up to coach together, one will be designated as the Head Coach (on paper), and the other as an Assistant.

We usually assign Head Coach status to the person with more experience. If that's unclear or equal, we may contact both coaches to confirm who should take the lead role. This helps with league communication, roster setup, and administrative tracking.

Want more kids playing more often? Consider coaching. The more coaches we have, the more teams we can form — which means smaller rosters and more playing time for every player.

Coach Pairings

If two coaches request to work together, we do our best to honor that — as long as both are officially registered and the pairing fits within team limits.

Coach & Player Placement

Any player whose parent is registered as a Coach or Assistant Coach in the same division will be placed on that parent's team. If a parent is coaching or assisting in multiple divisions, they must register separately for each coaching role in the corresponding division.

Assistant Coaches & Their Kid

If a head coach requests assistant coaches, we check to see if those assistants have officially registered. If they haven't signed up, we do not chase them down or assume they're coaching. We send out multiple reminders to all EBSA families, but every year we run into issues with coaches who assumed they were on a roster without completing registration.

To be clear: If you're not officially signed up, you're not part of the coaching staff — and your child may not be placed with that team.

It is your responsibility to make sure you and your assistants are registered by the deadline.

Why Limit It to 3 Coaches?

Limiting teams to one head coach and up to two assistants helps us form more teams, which means smaller rosters and more playing time.

We're always in need of coaches, and this structure helps stretch our coaching pool and keeps things manageable.

Smaller teams also give us flexibility to add the many late registrations that come in every season.

Want to help make this work? Sign up to coach! We'll support you every step of the way...

Friend & School Requests

We prioritize **mutual player requests** — where both players request each other. These are the only requests we can reliably honor.

Non-mutual requests are considered when possible, but they're not guaranteed.

We also try to group classmates and schoolmates together in the younger divisions. In older divisions, we mix things up more to maintain competitive balance and help kids meet new teammates.

How Player Requests Work

Each player can request up to **2 other players** — and we prioritize **mutual requests** (where both players list each other). This helps us build fair, connected teams without causing imbalance.

Limiting requests to 2 keeps “request chaining” under control. Without that limit, one player’s request can trigger long chains that make team-building nearly impossible.

Why Do We Limit to 2 Requests and Prioritize Mutuals?

Request chaining is when overlapping player requests form a long chain — sometimes looping through a dozen kids. For example, Player A requests B and C, B requests C and D, C requests D and E, and so on.

If we honored every single request, we’d end up placing 10, 12, or more players on the same team — just to keep the chain intact. That breaks our team size limits and makes it impossible to build fair, balanced rosters.

Allowing 3 or 4 player requests would make this worse. More requests mean bigger groups, more overlap, and nearly unbreakable chains — making balanced team formation impossible.

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Travel Players & Age Balance

In MIDDLE34, MAJOR56, and PONY, we work to evenly distribute travel players across teams. This gives each travel player a chance to lead and helps keep competition balanced. We also aim to balance age groups within each team to avoid teams being too young or too old.

Sibling Pairings

Siblings in the same division are always placed on the same team — unless a parent specifically requests otherwise.

Roster Size

Team sizes generally range from 12–14 players, depending on the division. We aim to stay within these ranges to ensure fairness and more playing time for everyone. However, rosters aren't locked at 14. Based on the number of coaches and how the teams shake out, some rosters may end up with 15 or even 16 players. That said, 16 is the absolute max, because that's the number of uniforms each team receives. The lower the roster size, the more playing time each kid gets. That only happens when more parents step up to coach. If you want your child — and others — to play more, coaching is the most impactful thing you can do. Even if you've never coached before, we'll support you with resources, team leads, and more. If you're willing, we'll help you succeed.

Final Checks

Once teams are built, we run a final review for competitive balance — checking travel player distribution, age mix, school clusters, and request fulfillment. We make adjustments as needed to ensure everything feels fair and consistent. As you can see, team formation at EBSA is a thoughtful, multi-step process — a mix of structure, flexibility, and a lot of behind-the-scenes effort. It's not always perfect, but we're committed to making it fun and fair for every player, family, and coach. And we can't stress this enough: If you're considering coaching — do it. We need you. The kids need you. And it will make this season better for everyone. Thanks again for stepping up to coach. We truly appreciate your time, energy, and passion for giving kids a great baseball experience...

Let's have a great season,
EBSA HOUSE BASEBALL