



PO Box 1337

Ramseur, NC 27316

www.theplayersleague.us

Dear Mayor and City Council,

My name is Reggie Allred and I'm the COO of The Players League. The Players League is the parent company of the Old North State League in North Carolina, as well as the Greater Northeast Collegiate Baseball League, and other leagues across the US. The Old North State League is the 2nd largest college summer league in the United States, with 22 teams this past summer. The Greater Northeast Collegiate Baseball League has teams in Maine, but we are looking to expand, and would love to talk about expanding into Concord.

We have talked briefly with David Gill, the Parks and Recreation Director and it sounds like Concord could be a great fit. We like to bring family fun experiences to communities so they can enjoy collegiate baseball in the summer. We also want to help our players get better at the game, whether they want to play at the next level or not, and to enjoy their experience. Finally, we want to have community support from businesses, so there can be direct and indirect economic benefits to the communities that we play in.

We would like to use Warren Doane Baseball Field at Memorial Field as our home field and to host 15 – 18 games in 2025 and we do not need time for practices. We work with local host families to house players that aren't local. Our goal is to work around existing baseball leagues using the field as its very important to support the growth of baseball at all levels. To play in the GNCBL, players must either be currently playing in college or have signed to play in college (including just graduated high school seniors).

The Old North State League website is linked to The Players League website and is also here www.oldnorthstateleague.com

The Greater Northeast Collegiate Baseball League website is linked to The Players League website and is also here www.gncbl.com

I look forward to hearing from you soon on the next steps to bring a team to Concord, NH.

Sincerely,

Reggie Allred

COO-The Players League