

TEAM DEVELOPMENT REPORT

Capital District Gators

Fall 2026 · Record 21-2

From your season stats to a coaching plan — leaderboards, player roles, awards, practice priorities, focus players, lineup guidance, and a 30-day development plan.

◆ GENERATED FROM YOUR SEASON STAT EXPORT

RECORD

21-2

TEAM AVG

.328

TEAM OBP

.443

TEAM OPS

.924

TEAM ERA

5.28

TEAM WHIP

1.83

◆ WHAT'S INSIDE

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Weaknesses

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◆ Focus Players

◆ Lineup & Pitching Notes

◆ 30-Day Development Plan

◆ Team Scout Board

Players sorted by OPS. Role and development labels are coaching prompts — adjust for attendance, effort, and game context.

RECORD 21-2		TEAM AVG .328		TEAM OBP .443		TEAM OPS .924		RUNS 215		STOLEN BASES 112		TEAM ERA 5.28		TEAM WHIP 1.83							
HITTING														PITCH · FIELD				COACHING NOTES			
#	PLAYER	GP	PA	AVG	OBP	OPS	SLG	SB	ERA	FPCT	ROLE	PRIMARY STRENGTH		DEVELOPMENT FOCUS							
4	Ryan Maloney	23	73	.516	.575	1.560	.984	17	3.61	.984	Two-way contributor	Table-setter profile		Keep building two-way consistency							
14	Hunter Fariello	23	68	.377	.441	1.244	.803	6	7.88	.941	Pitching contributor	Pitching efficiency		Build innings							
12	Brian Rich	22	60	.388	.500	1.214	.714	15		.952	Run producer	Plate discipline strength		Keep setting the table — your plate discipline lifts the lineup							
99	Nick Tatko	23	73	.411	.548	1.066	.518	5	5.36	.970	Two-way contributor	On-base strength		Keep building two-way consistency							
28	Evan Moran	20	55	.318	.455	1.023	.568	3	4.00	.959	Two-way contributor	On-base strength		Keep building two-way consistency							
27	Finley McTighe	17	54	.383	.463	.931	.468	6	3.89	.923	Pitching contributor	Pitching efficiency		Build innings							
29	Jackson Smith	23	75	.355	.467	.838	.371	15	6.53	.900	Pitching contributor	Pitching efficiency		Build innings							
22	Trevor Glaser	23	66	.306	.485	.791	.306	15	7.24	.950	Two-way contributor	Table-setter profile		Keep building two-way consistency							
3	Derek Redgrave	18	49	.293	.408	.750	.341	12		.857	On-base asset	On-base strength		Maintain plate discipline							
5	Colin Warren	20	53	.227	.358	.677	.318	7		.895	Speed contributor	Speed contributor		Baserunning reads — expand your leads and first-to-third aggression							
18	Deacon Asner	23	62	.212	.339	.569	.231	9	7.00	.810	Pitching contributor	Pitching efficiency		Pitch command focus							
24	David Keenan	23	62	.151	.274	.425	.151	2	2.00	.955	Defensive contributor	Defensive reliability		Defensive routine confidence							

◆ Leaderboards

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Top performers per category. Rate stats require the minimum PA/IP set in Setup. Rankings are tie-safe — each player appears once per category.

◆ HITTING LEADERBOARDS

Batting Average

1	Ryan Maloney	.516
2	Nick Tatko	.411
3	Brian Rich	.388
4	Finley McTighe	.383
5	Hunter Fariello	.377

On-Base Machine

1	Ryan Maloney	.575
2	Nick Tatko	.548
3	Brian Rich	.500
4	Trevor Glaser	.485
5	Jackson Smith	.467

OPS Leader

1	Ryan Maloney	1.560
2	Hunter Fariello	1.244
3	Brian Rich	1.214
4	Nick Tatko	1.066
5	Evan Moran	1.023

Run Producer

1	Ryan Maloney	31
2	Hunter Fariello	28
3	Nick Tatko	19
4	Brian Rich	17
5	Evan Moran	14

Speedster

1	Ryan Maloney	17
2	Jackson Smith	15
3	Trevor Glaser	15
4	Brian Rich	15
5	Derek Redgrave	12

Extra-Base Hit Leader

1	Ryan Maloney	14
2	Hunter Fariello	10
3	Brian Rich	6
4	Nick Tatko	5
5	Evan Moran	5

Quality At-Bat Leader

1	Brian Rich	56.7%
2	Ryan Maloney	52.0%
3	Hunter Fariello	51.5%
4	Evan Moran	50.9%
5	Nick Tatko	50.7%

Clutch Hitter

1	Ryan Maloney	.500
2	Finley McTighe	.478
3	Brian Rich	.450
4	Hunter Fariello	.440
5	Jackson Smith	.435

Walk Leader

1	Nick Tatko	16
2	Trevor Glaser	16
3	Jackson Smith	10
4	Deacon Asner	10
5	Evan Moran	9

◆ Leaderboards

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Pitching & defense leaders. Lower ERA and WHIP are better; higher K, Strike%, FPS%, K/BB are better.

◆ PITCHING LEADERBOARDS

Ace	Workhorse	Strikeout Artist
1 David Keenan 2.00	1 Ryan Maloney 31.0	1 Ryan Maloney 58
2 Ryan Maloney 3.61	2 Evan Moran 21.0	2 Evan Moran 25
3 Finley McTighe 3.89	3 Trevor Glaser 19.1	3 Trevor Glaser 14
4 Evan Moran 4.00	4 Nick Tatko 15.2	4 Hunter Fariello 14
5 Nick Tatko 5.36	5 Jackson Smith 15.0	5 Nick Tatko 13

Strike Thrower	First-Pitch Strike	Command Leader
1 Finley McTighe 65.8%	1 Finley McTighe 71.0%	1 David Keenan 2.50
2 Jackson Smith 61.8%	2 Jackson Smith 68.4%	2 Ryan Maloney 2.15
3 David Keenan 61.2%	3 Nick Tatko 64.9%	3 Nick Tatko 1.62
4 Nick Tatko 60.1%	4 Deacon Asner 56.1%	4 Hunter Fariello 1.56
5 Trevor Glaser 56.9%	5 Trevor Glaser 54.5%	5 Finley McTighe 1.50

◆ DEFENSE LEADERBOARDS

Gold Glove Watch	Assist Leader	Putout Leader
1 Ryan Maloney 0.984	1 Derek Redgrave 2	1 Evan Moran 71
2 Nick Tatko 0.970	2 Hunter Fariello 1	2 Nick Tatko 64
3 Evan Moran 0.959	3 Nick Tatko 0	3 Ryan Maloney 60
4 David Keenan 0.955	4 Jackson Smith 0	4 Brian Rich 40
5 Brian Rich 0.952	5 Evan Moran 0	5 Jackson Smith 36

◆ Pitching Staff

All pitchers ranked by innings pitched. Role reflects pitching profile (strike-throwing, command, and effectiveness).

		WORKLOAD				RESULTS				COMMAND			ROLE	
#	PITCHER	IP	GP	GS	BF	ERA	WHIP	K	BB	STRIKE%	FPS%	BB/INN	ROLE	
4	Ryan Maloney	31.0	8	8	137	3.61	1.39	58	27	56.1%	54.0%	0.87	Rotation arm — throws strikes	
28	Evan Moran	21.0	6	5	115	4.00	1.81	25	22	51.4%	51.3%	1.05	Rotation arm — developing command	
22	Trevor Glaser	19.1	7	4	101	7.24	2.22	14	15	56.9%	54.5%	0.78	Rotation arm — developing command	
99	Nick Tatko	15.2	5	2	74	5.36	1.28	13	8	60.1%	64.9%	0.51	Rotation arm — throws strikes	
29	Jackson Smith	15.0	5	1	76	6.53	1.73	9	8	61.8%	68.4%	0.53	Relief innings — developing	
27	Finley McTighe	9.0	4	1	38	3.89	1.33	6	4	65.8%	71.0%	0.44	Reliable reliever — K arm	
14	Hunter Fariello	8.0	5	1	45	7.88	2.75	14	9	52.8%	53.3%	1.12	Relief innings — developing	
24	David Keenan	7.0	3	0	32	2.00	1.43	5	2	61.2%	53.1%	0.29	Reliable reliever — K arm	
18	Deacon Asner	7.0	4	1	41	7.00	2.57	6	11	49.3%	56.1%	1.57	Relief innings — walk rate focus	

◆ STAFF SUMMARY

TEAM ERA
5.28

TEAM WHIP
1.83

TOTAL K
150

TOTAL BB
106

AVG STRIKE%
57.3%

AVG FPS%
58.5%

Awards & Season Recap

Season awards auto-picked from your stats, each with a one-line reason. The recap and story write themselves from your data.

SEASON AWARDS

BATTING CHAMP Ryan Maloney Led the team at the plate, hitting .516 on the season. .516	ON-BASE MAGNET Ryan Maloney Reached base at a .575 clip — a constant problem for pitchers. .575	TOTAL THREAT Ryan Maloney Posted a team-best 1.560 OPS — power and patience in one bat. 1.560
RBI MACHINE Ryan Maloney Drove in a team-high 31 runs when it counted. 31	SPEED DEMON Ryan Maloney Swiped 17 bases — a one-player wrecking crew on the basepaths. 17	MR. QUALITY AB Brian Rich Battled in 56.7% of plate appearances — the toughest out in the order. 56.7%
THE ACE David Keenan Anchored the staff with a 2.00 ERA over qualifying innings. 2.00	STRIKE ZONE KING Finley McTighe Attacked hitters — 71.1% first-pitch strikes all year. 71.0%	GOLD GLOVE Ryan Maloney Was a wall in the field at a .984 fielding percentage. .984

SEASON RECAP

TEAM AVG	TEAM OBP	TEAM OPS	RUNS	SB	TEAM ERA	TEAM WHIP
.328	.443	.924	215	112	5.28	1.83

THE STORY OF THE SEASON

This season — 21-2 — the team hit a combined .328 with a .443 on-base percentage and a .924 team OPS. Getting on base was a real strength — this lineup made pitchers work and kept innings alive. The team scored 215 runs and ran aggressively with 112 stolen bases, using speed to manufacture offense.

On the mound, the staff posted a 5.28 team ERA over qualifying innings. That is a workable number, with command and first-pitch strikes the clearest path to lowering it. Defensively, the team fielded .925. Solid in the field, with routine-play consistency the next step. Quality at-bats came in at 45.1% across the lineup; building that rate is a great team-wide goal.

Coach's Executive Summary

A stat-based coaching read of your team — the few things that matter most from this export, and where the next month of practice pays off.

SCOUTING OVERVIEW

This is a stat-based coaching read of Capital District Gators from the Fall 2026 season export — what the numbers say about how the team scores runs, prevents runs, and where the next month of practice pays off most.

Offensively, the club gets on base at a strong clip (.443 team OBP), and drives the ball for impact (.153 ISO). The pages that follow translate that into a specific plate-discipline and ball-striking plan.

The staff posted a 5.28 team ERA, 1.83 WHIP, 106 walks. That profile points to innings being extended by command misses as much as hard contact — the single biggest lever on this roster.

The recommendations are organized as priorities, focus players, lineup and pitching notes, and a 30-day development plan. Every item ties a number to a cause, a cause to a drill, and a drill to the players it will help most.

WHAT MATTERS MOST FROM THIS EXPORT

1

Reduce free passes and unstable innings

The staff shows 5.28 ERA, 1.83 WHIP, 106 walks, 58.5% first-pitch strikes.

That points to too many innings being extended by command misses rather than hard contact alone.

2

Win the routine play

Team fielding % is .925.

Routine plays are converted unevenly. Tightening the routine play shortens innings and protects the offense's leads — the cheapest runs to save.

3

Finish hitters once you're ahead

Staff strike% is 57.3% with 150 K.

The staff throws enough strikes — the gain is finishing hitters once ahead instead of letting two-strike at-bats reset to even counts.

SEASON AT A GLANCE

TEAM AVG	TEAM OBP	TEAM OPS	RUNS	STOLEN BASES	TEAM ERA	TEAM WHIP
.328	.443	.924	215	112	5.28	1.83

◆ Team Strengths & Weaknesses

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What's working, what needs attention, and which players each read is based on.

◆ STRENGTHS TO LEAN ON

◆ The lineup controls the strike zone

.443 team OBP · QAB% near 45%

This club does the hardest thing to teach — it gets on base. That's a foundation to build run production on, not a problem to fix.

PLAYERS: [Ryan Maloney](#) [Nick Tatko](#) [Brian Rich](#)

◆ Real extra-base impact in the middle of the order

.153 team ISO (slug minus avg)

The team doesn't just make contact, it drives the ball — that's what turns baserunners into runs.

PLAYERS: [Ryan Maloney](#) [Hunter Fariello](#) [Brian Rich](#)

◆ A front-line bat to build around

1.560 OPS · .575 OBP

Every good plan protects its best at-bats. This is the bat the lineup should be built to get to the plate the most.

PLAYERS: [Ryan Maloney](#) [Hunter Fariello](#) [Brian Rich](#)

◆ The team pressures defenses on the bases

112 team stolen bases

Speed manufactures runs when the bats go quiet and forces defensive mistakes — a weapon to keep using.

PLAYERS: [Ryan Maloney](#) [Brian Rich](#) [Jackson Smith](#)

◆ WEAKNESSES TO ATTACK

◆ Free passes are extending innings

1.83 WHIP · 106 walks · 58.5% first-pitch strikes

More strike-one command can shorten innings, reduce pitch stress, and give the defense cleaner innings to finish.

PLAYERS: [Deacon Asner](#) [Hunter Fariello](#) [Evan Moran](#) [Ryan Maloney](#)

◆ Routine-play defense is inconsistent

.925 team fielding%

Converting more routine plays shortens innings and protects leads. Unconverted plays give opponents extra chances and stretch the innings any command issues are already extending.

◆ Top Practice Priorities

The single discipline of these pages: the numbers show this → here's what it means → here's the practice remedy → here are the players it helps. Priorities are ranked by impact on this roster.

◆ WHERE THE NEXT MONTH OF PRACTICE GOES

1 Reduce free passes and unstable innings

The staff shows 5.28 ERA, 1.83 WHIP, 106 walks, 58.5% first-pitch strikes.

→ That points to too many innings being extended by command misses rather than hard contact alone.

IN PRACTICE

- Open every bullpen with a **first-pitch-strike block**: 10 hitters, one pitch each, score it strike or ball out loud. Pitchers don't move on until they hit 7 of 10.
- **Competitive bullpens with a count**. Start each hitter at 1-1 and play the at-bat to a result; a walk is a loss, a strikeout or weak-contact zone is a win. Keep score across pitchers — command improves when it's competed, not just thrown.
- **Command ladder**: glove-side corner x3, arm-side corner x3, down x3. Must hit the target lane before advancing. Builds the ability to throw a strike *where you want*, not just over the plate.
- **Strike-one conditioning**: any ball-one in live work costs the staff a short sprint. Ties the walk problem to a felt consequence without piling on volume.

PLAYERS AFFECTED: Deacon Asner Hunter Fariello Evan Moran Ryan Maloney

TRACK: First-pitch-strike % climbing toward 60%+ and walks-per-inning trending under 0.45.

2 Win the routine play

Team fielding % is .925.

→ Routine plays are converted unevenly. Tightening the routine play shortens innings and protects the offense's leads — the cheapest runs to save.

IN PRACTICE

- **Routine-play circuit ('100-ball')**: high-volume routine ground balls / fly balls at game tempo with a throw to a base every rep. Track conversions — the goal is converting the play you're *supposed* to make, every time.
- **Footwork & funnel**: field through the ball, funnel to the center, replace feet to the target — slow-tempo then game-tempo, so the throw starts from a balanced base.
- **Pre-pitch routine**: every defender takes a ready-hop on every pitch in team defense. Most youth errors are late, flat-footed first steps — the routine fixes the step before the ball.
- **Accuracy throwing game**: partner throws to a chest-high target; misses cost the pair points. Throwing errors are conversion errors too.

TEAM-WIDE

TRACK: Fielding % climbing toward .940+ and fewer extra outs / extended innings handed to the staff.

3 Finish hitters once you're ahead

Staff strike% is 57.3% with 150 K.

→ The staff throws enough strikes — the gain is finishing hitters once ahead instead of letting two-strike at-bats reset to even counts.

IN PRACTICE

- **0-2 / 1-2 put-away reps**: in every bullpen, pitchers throw 8 two-strike pitches to a defined chase or expansion zone (down, or just off the plate) — not a get-me-over strike.
- Add a **second weapon** for ahead-in-count situations (change or breaking ball to a target), trained in catch-play before it's used live.
- **Compete the at-bat**: live ABs that start 0-2 — pitcher must record the out in three pitches or the hitter 'wins.' Trains conviction with two strikes.

TEAM-WIDE

TRACK: More 2-strike swings-and-miss / weak contact, fewer at-bats that reset to even counts.

◆ Focus Players

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A handful of players where one targeted fix unlocks the most value — the read on each, and the specific plan to develop it.

◆ HIGHEST-LEVERAGE INDIVIDUAL DEVELOPMENT

Trevor Glaser

TWO-WAY CONTRIBUTOR

.485 OBP / .306 SLG, 66 PA

THE READ

Already one of the best on-base bats on the roster. The next unlock is turning more of that contact into extra-base damage.

THE PLAN

Attack-angle tee work + a daily 'damage' BP round. Keep the great swing decisions and add gap power on top of them.

Deacon Asner

RELIEF INNINGS — WALK RATE FOCUS

7.0 IP, 7.00 ERA, 11 BB (1.57 BB/inn)

THE READ

Has the arm to take real innings. The next unlock is more consistent strike-one command — the walks will follow it down.

THE PLAN

First-pitch-strike block + command-ladder bullpens. Compete strike one before adding anything else.

Finley McTighe

RELIABLE RELIEVER — K ARM

9.0 IP, 3.89 ERA, 71.0% first-pitch strikes

THE READ

Already pitches ahead in the count — a trustworthy arm for the highest-leverage innings.

THE PLAN

Add a reliable two-strike put-away pitch so ahead-in-count at-bats end in outs.

Ryan Maloney

TWO-WAY CONTRIBUTOR

.516 AVG / .575 OBP, 73 PA

THE READ

Keep building two-way consistency

THE PLAN

Daily QAB-scored rounds with a clear plan per count — turn good at-bats into a habit, then layer in impact.

Hunter Fariello

PITCHING CONTRIBUTOR

.377 AVG / .441 OBP, 68 PA

THE READ

Build innings

THE PLAN

Daily QAB-scored rounds with a clear plan per count — turn good at-bats into a habit, then layer in impact.

◆ Lineup & Pitching Notes

Data-backed lineup construction and a development order of operations for the staff.

Data-backed starting points, not a fixed order. Adjust for matchups, handedness, availability, and who is swinging it well this week. The numbers support a simple principle: get the highest-OBP bats more trips and surround impact bats with traffic.

◆ LINEUP CONSTRUCTION

LEADOFF	Ryan Maloney Highest on-base profile on the roster. The leadoff job is to create traffic for the middle of the order. .575 OBP · 17 SB
2-HOLE	Nick Tatko Strong on-base with quality at-bats — can handle the bat, move the runner, and extend the inning to the middle. .548 OBP
3-HOLE	Hunter Fariello Top extra-base impact — positioned to drive in the table-setters. .803 SLG · 28 RBI
CLEANUP	Brian Rich Top extra-base impact — positioned to drive in the table-setters. .714 SLG · 17 RBI
5-HOLE	Evan Moran Top extra-base impact — positioned to drive in the table-setters. .568 SLG · 14 RBI

◆ PITCHING STAFF RECOMMENDATIONS

- 1

Define the top of the staff
Ryan Maloney, Evan Moran, and Trevor Glaser have carried the workload. Protect them with pitch-count discipline and rest, and build the next tier behind them so the season doesn't ride on three arms.
- 2

Make strike one the staff standard
Every bullpen opens with first-pitch-strike work and a competitive, scored format. Pitching ahead is the fastest path to lower WHIP and shorter innings for this group — it's the staff's #1 development item.
- 3

Highest-leverage innings to your best strike-thrower
Finley McTighe throws the most first-pitch strikes — give him the innings that decide games, and develop a two-strike put-away pitch so ahead-in-count at-bats end in outs.

◆ 30-Day Development Plan

A four-week block that sequences the priorities into practice — foundation, compete, convert, integrate. Adjust volume for your schedule.

◆ THE NEXT FOUR WEEKS

WEEK 1

Foundation — strike zone on both sides of the ball

Top priority this month: **Reduce free passes and unstable innings.** Strike-throwing for pitchers and swing decisions for hitters. Establish the daily warm-up games that run all month.

DRILLS

- First-pitch-strike bullpen block (every pitcher, every pen)
- Swing-decision take/chase game as round one of BP
- Routine-play catch & throw accuracy game

Win the week: Baselines logged: FPS%, QAB% scored daily.

WEEK 2

Compete — put pressure on the new habits

Competitive, scored bullpens with a count, and count-leverage hitting rounds. The skills from Week 1 get tested under pressure.

DRILLS

- Competitive bullpens starting 1-1, walks count against
- Count-leverage hitting (2-0/3-1 hunt vs 0-2 battle)
- Plus/minus QAB scoring in every live round

Win the week: Walks-per-inning trending down; QAB% up vs Week 1 baseline.

WEEK 3

Convert — defense, baserunning, and impact

Win the routine play, take the extra base, and turn contact into damage. Tighten the run-prevention and run-creation margins.

DRILLS

- 100-ball routine defensive circuit at game tempo
- Attack-angle tee + 'damage' BP round for impact
- Primary/secondary lead + first-to-third reads

Win the week: Fielding % up; more extra-base hits and bases taken in scrimmages.

WEEK 4

Integrate — situational & game-speed execution

Put it together in controlled scrimmages with everything scored. Two-strike approaches, ahead-in-count put-aways, situational hitting and defense.

DRILLS

- Controlled scrimmage with QAB + command scoring live
- Two-strike approach round (hitters) + 0-2 put-away (pitchers)
- Situational team defense & first-and-third reps

Win the week: Habits show up unprompted in games — the real test of the month.