

# 2021 Tournament Preparation Kit

**#SoMuchMoreThanBaseball**



***PLEASE READ IN FULL***

The information contained in this kit is up to date as of the time of publication. From time to time updates may occur. Please check our web site [ballparksofamerica.com] for latest updates.

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# **WELCOME**

**Dear Coach,**

**Baseball is a great game. It is a game that is symbolic of life itself - one hit, one catch, one pitch - any of these can change the outcome of a game. The same player can go from the hero, to the goat, to the hero again - in the same game. The ups, the downs, frustration and failure, strike-outs, and home runs all make the game of Baseball the greatest game.**

**We all know that the past year has been a year like no other. While the experience at Ballparks can't fix everything that we have dealt with, we hope it will be a place to get away from everything else for your players and your families.**

**Our mission at Ballparks of America is to provide a world-class tournament and vacation experience, allowing players, coaches, and families to create lifelong memories.**

**We are excited that your team and your families have chosen to make lifelong memories at Ballparks of America. Our team is excited to get to know your players and families and to create memorable on-field and off-the-field experiences.**

**We have provided the enclosed Coaches Preparation Kit to help you in answering questions - your questions, your coaches' questions, and your players' and families' questions. We hope you find it helpful!**

**Let's Play Ball!!**

**The Ballparks of America Team**





# CAMPUS MAP



3	Public Restrooms	12	Public Restrooms Bullpen Concessions Laundry Room
4	Dugout Concessions Arcade Batting Cages Emergency AED	13	The Clubhouse The Sweet Spot
10 Bottom	Public Restrooms Registration Pro Shop Photography Double Play Cafe	14	Team Suites Emergency AED
10 Upper	Puzzle Parlour : Escape Rooms Operation Laser Tag		

# TEAM DASHBOARD

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- Upon registration, your Team Dashboard portal was created and is accessible through [eventconnect.io](https://eventconnect.io).
- Players, parents, and affiliated parties should be added via email to the Team Dashboard for access to lodging options, special offers, attraction tickets, tournament updates, and more
  - When adding a player, guardians will be attached to the athlete
- Log-in to your Team Dashboard at [eventconnect.io](https://eventconnect.io)
- If you need help accessing your Team Dashboard, contact your team's manager or Brad at [bmargolin@ballparksofamerica.com](mailto:bmargolin@ballparksofamerica.com)

# FORMS & AGREEMENTS

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***\*\*All forms and agreements should be submitted online through your EventConnect Team Dashboard\*\****

**Players** - Guardian attached to player will submit forms

- Player Waiver
- Age Verification

**Coaches**

- Coaches Code of Conduct

**Team** - Can be submitted by a coach or team manager

- Team Logo
- Certificate of Insurance - More info on page 6
- Team Roster

# **TEAM INSURANCE VERIFICATION**

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**Each team is required to carry general liability insurance with minimum coverage of \$2,000,000. If the general liability policy does not cover participant injury, minimum accident medical insurance of \$50,000 must also be provided.**

**The certificate of insurance (COI) must list Ballparks of America, LLC and Sports Facilities Management, LLC as additionally insured at our legal address of:**

**Ballparks of America, LLC**

**1000 Pat Nash Dr.**

**Branson, MO 65616**

**Sports Facilities Management LLC**

**600 Cleveland Street, Ste 910**

**Clearwater, FL 33767**

# **WHAT TO BRING**

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**When planning a big trip, there's a lot to remember to bring. When it comes to what your players will need, don't worry! Here's a checklist to make sure your athlete is ready...**

## **Team Suites**

- ☐ **Twin XL linens/Sleeping Bag**
- ☐ **Pillow**
- ☐ **Shower Towel(s)**
- ☐ **Washcloth**
- ☐ **Shampoo/Conditioner**
- ☐ **Soap/Body Wash**
- ☐ **Toothbrush**
- ☐ **Toothpaste**
- ☐ **Deodorant**
- ☐ **Glasses/Contacts**
- ☐ **Medication**
- ☐ **Gym shoes**
- ☐ **Flip flops**
- ☐ **Laundry bag**
- ☐ **Laundry detergent**
- ☐ **Bottle of Febreze**
- ☐ **Sunscreen**
- ☐ **Gold Bond powder or spray**
- ☐ **Comfortable clothes**
- ☐ **Refillable water bottle**
- ☐ **Team cooler**
- ☐ **Snacks/drinks**

## **Baseball Equipment**

- ☐ **Fielding Glove(s)**
- ☐ **Bat**
- ☐ **Uniform(s)**
- ☐ **Belt**
- ☐ **Socks**
- ☐ **Cleats (rubber or molded, NO METAL SPIKES)/Turf Shoes**
- ☐ **Cup**
- ☐ **Helmet**
- ☐ **Practice gear (shorts, t-shirts)**
- ☐ **Baseballs (for practicing)**

## **Entertainment & Extras**

- ☐ **Trading pins**
- ☐ **Phone**
- ☐ **Phone charger**
- ☐ **Video game console**
- ☐ **Video games**
- ☐ **Laptop of movies**
- ☐ **HDMI cable**
- ☐ **Whiffle ball**
- ☐ **Kickball**



# TRADING PINS

Turn your team logo into a custom trading pin

**DIE CUT 2" PIN: 6 WEEK PRODUCTION**

**100 - \$3.12**

**300 - \$2.25**

**Acrylic 2" PIN: 1 WEEK PRODUCTION**

**100 - \$1.75**

**300 - \$1.50**



Custom sizes available! Call or email for details.  
1-800-951-7822 - [bill@bjstrophy.com](mailto:bill@bjstrophy.com)





# Sit back and enjoy the game...

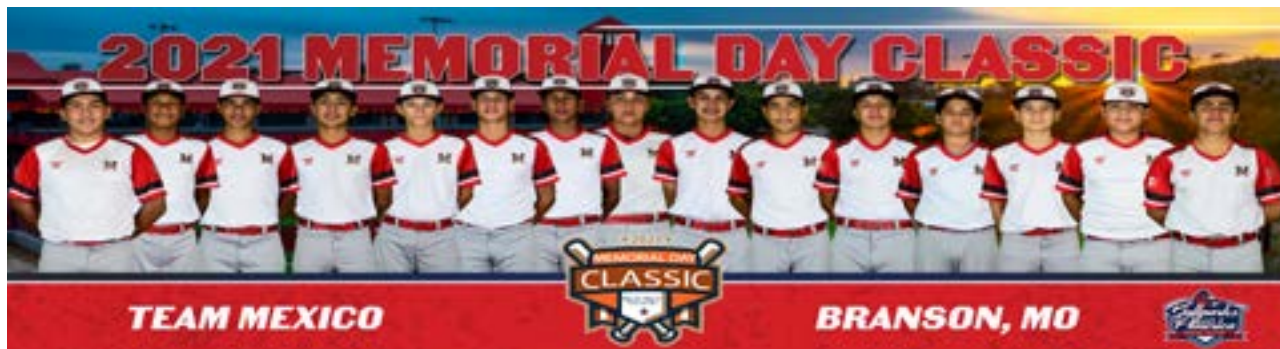
## Our photo team has the action covered.

At Ballparks of America, we have an on-site photography team prepared to capture the best photos of your athlete. Our team offers a variety of products: digital galleries of 50 images, custom player posters featuring up to nine images of your choosing, and - new this year - individual and team panoramics.

Register for your action shots through your Team Dashboard.  
Any additional questions? Email [photography@ballparksofamerica.com](mailto:photography@ballparksofamerica.com)!

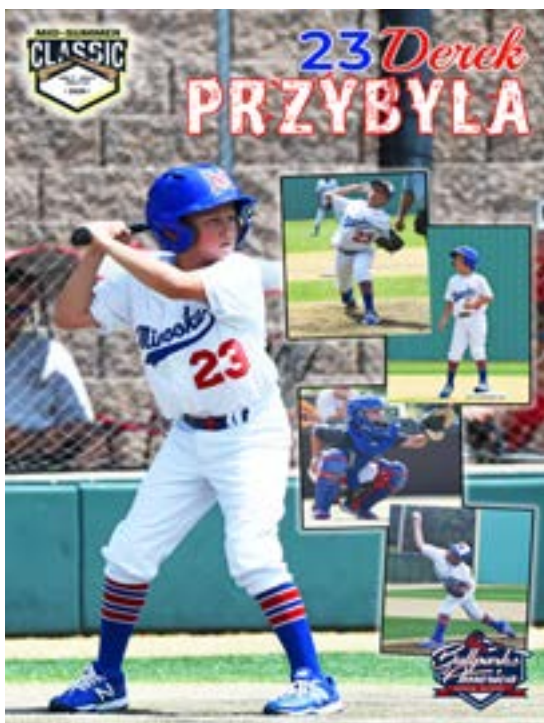
NEW!

### TEAM PHOTO PANORAMIC



### CUSTOM PLAYER POSTERS

INDIVIDUAL PANORAMIC



### DIGITAL PACKAGE W/ 50 IMAGES

# TOURNAMENT ITINERARY

## *Weeklong Tournament*

*June 4 & Aug. 10 12U subject to change. More info to be shared soon.*

### **Friday (Check In / HR Derby)**

**12:00PM - 5:00PM**

**Check in opens**

*Check in is located in **Building 10** (behind home plate of Chicago Field).*

*Only a coach needs to be present to receive paperwork and Team Suite keys.*

**3:00PM - 3:30PM**

**Coaches Meeting**

***Building 13-6***

**4:00PM - 7:00PM**

**Team Media Day**

*The Puzzle Parlour - Upper level of **Building 10** (see page 21 for more info)*

**8:00PM - 8:45PM**

**Opening Ceremonies**

***TBA (see page 21 for more info)***

**6:00PM - 8:00PM**

**Family Feast - BBQ**



***BoA head chef, Steven, will prepare dinner while you hang around BoA before Opening Ceremonies! Teams staying on-site will receive a voucher in their swag bag, while families and other teams will have the option to purchase the meal adjacent to Chicago Field.***

***Pre-purchase meal tickets for \$10 through your Team Dashboard. Limited tickets will be available on-site for \$15. Pre-purchase is highly recommended.***

***Meal includes: salad, BBQ, sides, and a drink.***

## Saturday (Skills Competitions & Pool Play Games)

<b>9:00AM - 12:00PM</b>	<b>Skills Competitions</b> <i>All Fields (see page 22 for more info)</i>
<b>1:00PM - 10:00PM</b>	<b>Pool Play Games</b>

## Sunday, Monday (Pool Play Games)

<b>9:00AM - 10:00PM</b>	<b>Pool Play Games</b>
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### Downtime

Our goal is to schedule games in a way that allows teams to maximize their time in Branson. You will never be waiting around with hours in between games. When you're not playing, go do something fun like riding go-karts at The Track, climbing at Fritz's Adventure, or seeking thrills at Silver Dollar City. If you need help planning your downtime, email Candace, our team concierge at [cfox@ballparksofamerica.com](mailto:cfox@ballparksofamerica.com).

## Tuesday (Pool Play & HR Derby Finals)

<b>9:00AM - 9:00PM</b>	<b>Pool Play Games</b>
<b>6:00PM - 9:00PM</b>	<b>HR Derby Finals</b> <i>Chicago Field (see page 27 for more info)</i> Exact starting times will vary by age/division. More info will be shared as we get closer to the tournament.

<b>5:30PM - 8:30PM</b>	<b>Family Feast - Italian</b>
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*Enjoy a classic Italian meal while watching the HR Derby! Teams staying on-site will receive a voucher in their swag bag, while families and other teams will have the option to purchase the meal adjacent to Chicago Field.*

*Pre-purchase meal tickets for \$10 through your Team Dashboard. Limited tickets will be available on-site for \$15. Pre-purchase is highly recommended.*

*Meal includes: salad, pasta (meat & vegetarian options), pizza, sides, and a drink*



### **Wednesday (Off Day)**

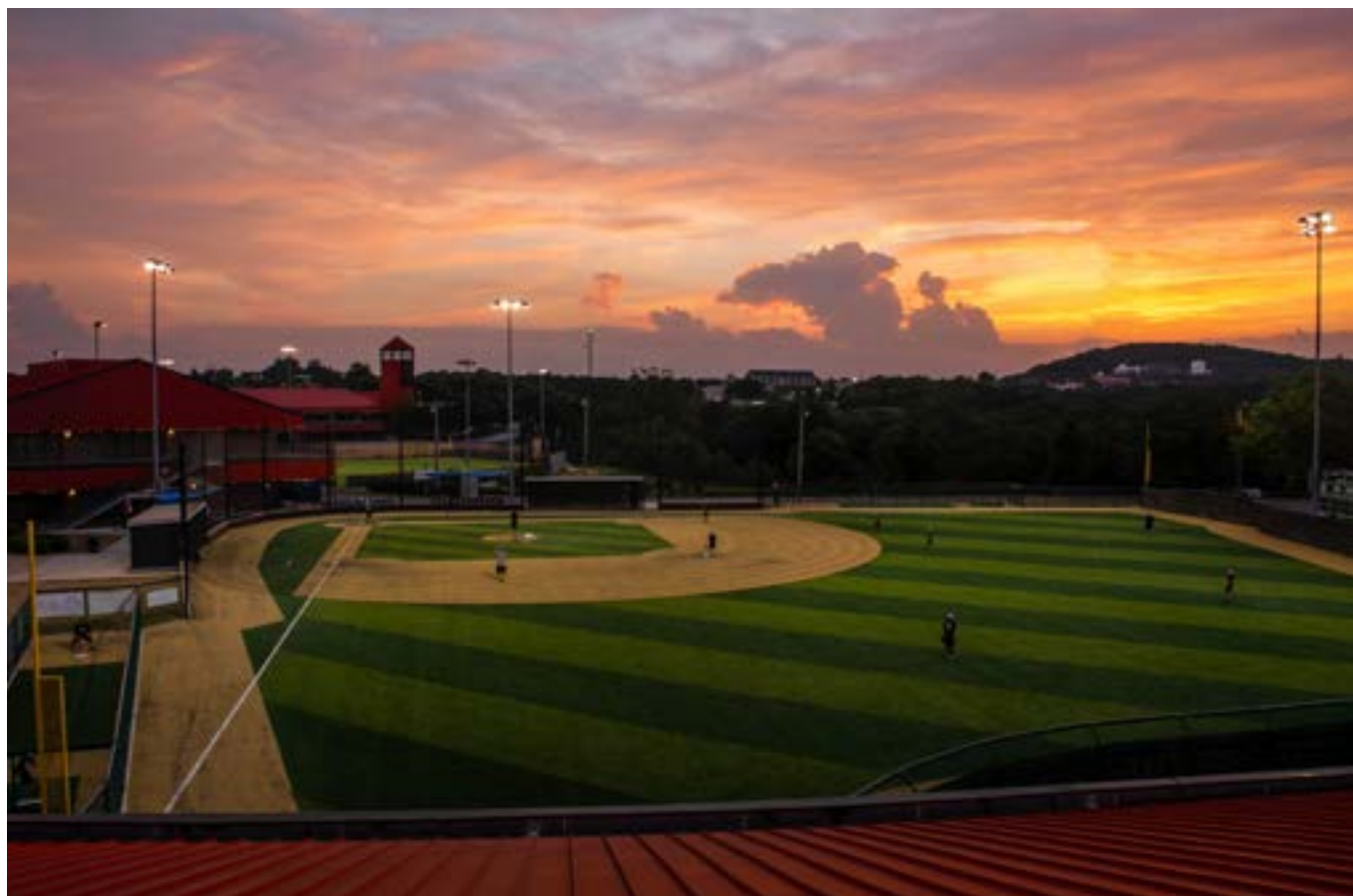
**You've made it through pool play and now it's time to have some fun! With no games, today is a great day to step away from baseball and spend some quality fun with your family and friends. This is the perfect time to head out to Table Rock Lake and visit State Park Marina for some boat or water sport rentals. Or maybe you want to stay closer to the ballpark and cool off at White Water (players receive a free 5-day pass and families have access to exclusive BoA discounts), our immediate neighbor to the south. Our partner attractions have a plethora of adventures waiting your players and families! If you need help planning your off day, email Candace at [cfox@ballparksofamerica.com](mailto:cfox@ballparksofamerica.com).**

**Whatever you decide to do, have fun and enjoy the quality time with your family and team.**

### **Thursday (Bracket Games & Championship Game)**

**9:00AM - 10:00PM**

**Bracket and Championship Games**





# 2021 OFFICIAL RULES

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- **Players may not turn the age above their designation (i.e. 13 for a 12U tournament) before April 30, 2021**
  - **10U Division Players** who turn 11 prior to April 30 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to April 30 will not be eligible. Players who are 10U are eligible for this division regardless of their grade.
  - **11U Division Players** who turn 12 prior to April 30 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to April 30 will not be eligible. Players who are 11U are eligible for this division regardless of their grade.
  - **12U Division Players** who turn 13 prior to April 30 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to April 30 will not be eligible. Players who are 12U are eligible for this division regardless of their grade.
  - **13U Division Players** who turn 14 prior to April 30 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to April 30 will not be eligible. Players who are 13U are eligible for this division regardless of their grade.
  - **14U Division Players** who turn 15 prior to April 30 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to April 30 will not be eligible. Players who are 13U are eligible for this division regardless of their grade.
  - **All grade-based players** must have a copy of their birth certificate, current report card, or official school ID with grade, or any official government document stating the grade.
- **Teams must have a minimum roster size of 9 players**
- **Rosters are limited to a maximum of 18 players**
- **Only players on the team's roster are allowed to play for that team**
- **A player can only play on one team per age division during a tournament, even if the teams are from the same organization**
- **Teams will provide their own uniforms**

# GAME RULES

**The default rulebook for all Ballparks of America Tournaments will be the Major League Baseball Rule Book, with these modifications:**

- **During pool play, a coin flip will decide the home team. For bracket play, the highest seed will be the home team.**
- **Innings:**
  - **6 inning games for 10U—12U**
  - **7 inning games for 13U – 14U**
- **Time Limit:**
  - **Pool Play games will last 1:40. Bracket games will last 1:45.**
- **After the time limit ends, no new inning will start.**
- **After the time limit ends, the current inning will be finished. If the home team is winning, the bottom half of that inning does not have to be played.**
- **The championship will have no time limit. Innings and mercy rules still apply .**
- **Mercy Rule:**
  - **20 runs after 2 innings, or 1 ½ innings (If home team is ahead)**
  - **15 runs after 3 innings, or 2 ½ innings (If home team is ahead)**
  - **10 runs after 4 innings, or 3 ½ innings (If home team is ahead)**
  - **8 runs after 5 innings, or 4 ½ innings (If home team is ahead)**
- **Dimensions:**
  - **46-foot pitching distance and 65-foot bases for 10U**
  - **50-foot pitching distance and 70-foot bases for 11U & 12U games**
  - **54-foot pitching distance and 80-foot bases for 13U games**
  - **60-foot pitching distance and 90-foot bases for 14U games**
- **Bat Restrictions:**
  - **Metal bats - Must be certified BPF 1.15. No size or weight restrictions.**
  - **Wood bats - Composite bats are allowed. No size or weight restrictions.**
  - **Bats cannot be on the USSSA banned bat list.**
    - 1) **If a batter gets on base using an illegal bat, and the opposing team brings it to the attention of the umpire BEFORE the next pitch is thrown, the batter will be considered as an automatic out. Any runners that advanced or scored as a result of the at bat will be sent back to the bases they had previously occupied.**
    - 2) **If a batter strikes out or makes any out while using the illegal bat, the opposing team would in that situation NOT appeal to the umpire, and the batter would be out.**

3) If a batter was up to bat using an illegal bat, and the count was 1-1 for example, and the opposing manager came out to appeal to the umpire, the batter would still bat with the 1-1 count and would have to get a legal bat to continue his at bat in that situation.

- **Base runners are allowed to lead off**
- **Any substitution must be announce to the home plate umpire and opposite team**
- **A Designated Hitter is not allowed.**
- **No one player in a game can assume more than one offensive position.**
- **Extra Player (EP):**
  - **If using an extra player(s), only one (1) player may occupy each EP position per game. You may remove your EP(s) for the duration of the game at any time prior to their at-bat, without penalty. You must notify the plate umpire prior to removal. Extra Players must be announced prior to the start of the game; no mid-game entry is permitted.**
  - **Extra Player spots will be 10 through the end of your lineup.**
- **Prior to each game, field umpires will review the rules and official lineup cards with both head coaches. The home team book is the official game book.**
- **If a player is removed from the game for illness or injury there will be no out recorded for his spot in the batting order. His place in the lineup will be skipped.**
- **Re-entry rule: Starters may re-enter in the same offensive spot once. Substitutes cannot re-enter the game once they have been removed. This only applies if your team is not batting entire roster.**
- **Once removed from the pitching mound, the pitcher can re-enter the game defensively, but not as a pitcher**

*Exception: Whenever a ninth player is needed due to injury or illness, not ejection, and all legal substitutions have been used, removed substitutes can re-enter the game in a different offensive position. In this event, EPs must remain in their current position in the batting order but can enter the game in a defensive position. This change must be announced to the opposing team and to the plate umpire at the time of injury.*
- **In the case of an ejection, a substitute can enter for the ejected player. However, if the entire roster is being batted, the ejected player's position shall be declared an out.**
- **If a team drops below 9 players (with no substitutes on the bench) due to injury or illness, no automatic out is recorded. The player's offensive position will be skipped.**

- If the team drops below 9 players (with no substitutes on the bench) due to an ejection, the ejected player's position in the lineup will be declared an out. You cannot intentionally walk a player to get to the ejected player's spot in the order for the 3rd out. It is the umpire's judgment if it is deemed intentional. If the umpire deems the walk intentional, that spot in the order will be skipped and the next spot in the order will come up.
- If a team drops below 8 players for any reason, the game may be ruled a forfeit by the tournament director. The score for a 6-inning game will be 6-0 and for a 7-inning game, 7-0. The decision of whether to rule the game a forfeit will be at the tournament director's discretion.
- **Pitching**
  - BoA does not keep track of pitches or regulate pitching during the tournament. Unless you receive information from the tournament director to the contrary, BoA expects coaches to take responsibility for managing pitch counts and to use discretion in doing so. BoA encourages coaches to review and familiarize themselves with Pitch Smart and to adopt Pitch Smart's recommended pitching restrictions for pitch counts and days of rest.

## Pitch Smart Recommended Pitching Restrictions (Pitch Count and Days Rest)

Age	Daily Max	0 Days Rest	1 Day Rest	2 Days Rest	3 Days Rest	4 Days Rest
10	75	1-20	21-35	36-50	51-65	66+
11 & 12	85	1-20	21-35	36-50	51-65	66+
13 & 14	95	1-20	21-35	36-50	51-65	66+

- **Balks**
  - Balks will be called following Major League Baseball rules
  - For 10U - Each pitcher will receive one (1) warning per game. The warning will be an immediate dead ball. All balk calls after the warning will be delayed dead balls
- **Courtesy Runner**
  - A courtesy runner can be used for the CATCHER and PITCHER of RECORD ONLY at any time. This is not a substitution and is optional.
  - If not batting the entire roster, the courtesy runner must be a substitute on the bench.
  - If Roster Batting, the courtesy runner is the player with the last recorded batted out (who is not the pitcher or catcher of record). While roster batting, if a courtesy runner is used before a batted out has been made, the last batter in the order will be used.



- **Must slide / avoid contact rule. A player must slide or attempt to avoid contact on all plays (umpire discretion). Attempting to jump, hop or dive over the fielder will be interpreted by umpire(s) as seeking to avoid contact in a safe manner.**
  - **No player can initiate malicious contact. Any player who is deemed to have initiated malicious contact will be ejected. This is up to the umpires' judgment.**
  - **Unless the catcher is in possession of the baseball, the catcher cannot block the pathway of the runner as he is trying to score.**
- **A batter is not allowed to "slash bunt". A batter that fakes a bunt and then takes a full swing will be out, the ball will be dead and no runners may advance.**
- **Home Runs are considered a dead ball and not subject to appeal.**
- **Umpires will work to settle all disputes on the field. Coaches have the right, at any time, to call a Ballparks of America Tournament Director ("Director") to a field for a rule interpretation ("Director Call"). This action is to be taken in lieu of protests.**
- **This does not include JUDGMENT CALLS made by the umpires.**
- **In order to properly handle each Director Call, play must be stopped and the Director must be called BEFORE THE NEXT PITCH. Game time must also be stopped until the game resumes. If the disputed call involves the last play of the game, the protesting team must appeal before the umpires leave the confines of the field. No protest will be allowed following the game.**
- **The Tournament Director or other BoA officials will rule on all protests and their decisions will be final.**
- **The protest fee is \$100 cash. The fee shall be returned only if the protest is upheld.**

# GROUND RULES

- **Infield/outfield practice is only permitted on fields at times specified by the Tournament Director.**
- **Teams may begin pre-game warm-ups (long toss and fungo on one side of the field only) 15 minutes prior to game time.**
- **Official game time will start at the end of the umpires' plate meeting. Umpires will announce to the coaches and the Ballparks of America staff announcer of the start time.**
- **Game time will stop for weather and Director Calls. Once play is resumed, game time will resume.**
- **While on defense, teams are allowed two coaches outside the dugout and one bucket in or very close to the entry way to the dugout. While on offense, teams are allowed two coaches outside the dugout (limited to the 1st and 3rd base coaching boxes).**
- **All areas within the walls of the fields, aside from the dugouts, are in play. A batted ball striking any part of the backstop netting and all netting extensions is an immediate dead ball (dead ball rules apply).**
- **Pitchers may only warm up in designated bullpen areas during the game.**
- **The cameras at the field will not be used for instant replay. Cameras are considered part of the screen.**
- **Teams must turn in their lineup to the opposing coach and the Ballparks of America staff announcer prior to every game.**
- **At the conclusion of every game, the head coach for both teams must sign the umpire's scorecard to finalize the game. If the scorecard is not signed prior to leaving the field, the game may be deemed a forfeit.**
- **Only players and coaches are allowed on the field or in the dugout during games.**

- **Game balls are provided by Ballparks of America. Only Ballparks of America baseballs are approved for use in games. All foul balls must be returned to the umpire or score table.**
- **All teams are responsible for practice baseballs and equipment.**

## **SCHEDULING**

- **Although the schedule may be posted prior to the tournament, it will not be final until the night before the first game. Coaches should regularly check the schedule for updates.**
- **Teams must be at their assigned field ready to play *fifteen minutes* before scheduled game time.**

## **WEATHER POLICY**

**Ballparks of America will try to maintain the originally planned schedule as much as possible, however, in the event of inclement weather:**

- **The first priority is always to reach the minimum number of games for each team.**
- **We will always attempt to have a championship game.**
- **In order to achieve these goals, Ballparks of America reserves the right to change the tournament schedule as needed, including shortening games.**
- **If a game is suspended due to weather, we will make every effort to finish the game from point of the suspension. If the game is unable to be finished, it is considered complete if:**
  - o **6 inning game – 3 innings completed (2 ½ if Home is winning)**
  - o **7 inning game – 4 innings completed (3 ½ if Home is winning)**
  - o **If a game cannot be resumed, the score will revert back to the last completed inning.**
- **In the event of a rain delay, each team must remain in its designated dugout until otherwise notified by a Director. In the event of severe weather, you will be directed by a Ballparks of America employee to the nearest storm shelter.**

# FACILITY RULES

- **Coaches must be in visual and verbal contact with their team members at all times. Ballparks of America mandates that no team or individual shall be left alone at any time.**
- **Players are required to be with at least one other player at all times while on campus. Individual players are not to wander Ballparks of America without supervision.**
- **Each Coach on the roster is responsible for the safety of players and must know their whereabouts at all times. Any player leaving Ballparks of America must be with his/her Coach or an authorized guardian. Any authorized guardian must inform the Coach before removing a player.**
- **We ask all players and coaches to respect Ballparks of America property and facilities.**
- **NO METAL SPIKES ALLOWED. Molded cleats are allowed.**
- **NO GUM OR SUNFLOWER SEEDS ARE ALLOWED ANYWHERE ON CAMPUS, INCLUDING IN THE DORMS.**
- **Ballparks of America provides a smoke-free facility for the benefit of all players and guests. Smoking will only be allowed in designated areas. NO SMOKING, SMOKELESS TOBACCO, OR VAPING INSIDE OF BALL FIELDS OR IN ANY BUILDINGS. Thank you for your cooperation.**
- **No profanity. No fighting.**
- **Possession of alcoholic beverages not purchased at BoA is prohibited.**
- **No outside coolers allowed. TEAM COOLERS ONLY. Ice is available for purchase. Water is provided in all Team dugouts.**
- **No outside grills or open flames allowed, including in parking lots.**
- **No pets are permitted, service animals are allowed.**
- **No bicycles, skateboards, roller blades scooters, Heelys (wheeled sneakers) or motorized personal transportation devices (Segways, Hoverboards) are allowed.**
- **Do not enter any posted Restricted Areas.**
- **No standing or sitting on stadium walls.**



- **Indoor batting cages are provided for practice. No ball playing or warm-ups are allowed outside of the fields and indoor batting cages area.**
- **Game balls are provided. All foul balls must be returned to the umpire or a member of the Baseball Operations staff.**
- **Game balls that become lodged on building roofs cannot be retrieved by players, coaches or spectators. Violators of this rule will be asked to leave the premises.**
- **In the spirit of good sportsmanship, no horns, music, banging on stadium walls or any other activity that creates excessive noise is permitted during game play. All noise should cease when the pitcher toes the pitching rubber.**
- **In the event of severe weather, teams and spectators will be provided with any sheltering or emergency evacuation plans.**
- **Safety comes first at all times. No horseplay or roughhousing. Do not jump on bunk beds. A damage deposit is required for all teams staying in the Team Suites. Please be respectful towards all other teams.**
- **Lost and found items: Please bring all items to the booth at the Gift Shop. (*Ballparks of America is not responsible for lost items*).**
- **Teams and individuals will be held responsible for all damage to Ballparks of America property (a Team Suite deposit is required).**
- **Each Team Suite has been equipped with a broom and a dustpan. Please do not take any of these items when you leave. Teams are responsible for daily cleanup.**
- **Please wear shower shoes or sandals to and from the bathrooms in the Team Suites.**
- **All team members must clean up their dining area when finished.**
- **Fireworks are prohibited.**

# **TEAM MEDIA DAY**

**The fields aren't the only place the players are treated like pros! Our photo team sets up a professional media day to take headshots of every player. Select items will be available for pre-sale. Families will have the option to purchase custom headshots and action shots at the photography desk in the Pro Shop. For more information on our photography service, go to page 9.**

- **Teams will be given a time slot to show up for pictures**
- **Teams should wear full uniforms**
- **Coaches will be photographed in addition to players**

# **OPENING CEREMONIES**

**Due to COVID, the final plans for opening ceremonies are not yet finalized. We are committed to have at least a Parade of Champions that will welcome and highlight each team. Teams are encouraged to bring team banners or other appropriate parade items.**

- **Teams will receive more information as we get closer to the tournament**
- **Teams should expect to line up and get ready to walk at 7:30PM**
- **Teams should wear full uniforms**

# SKILLS COMPETITIONS

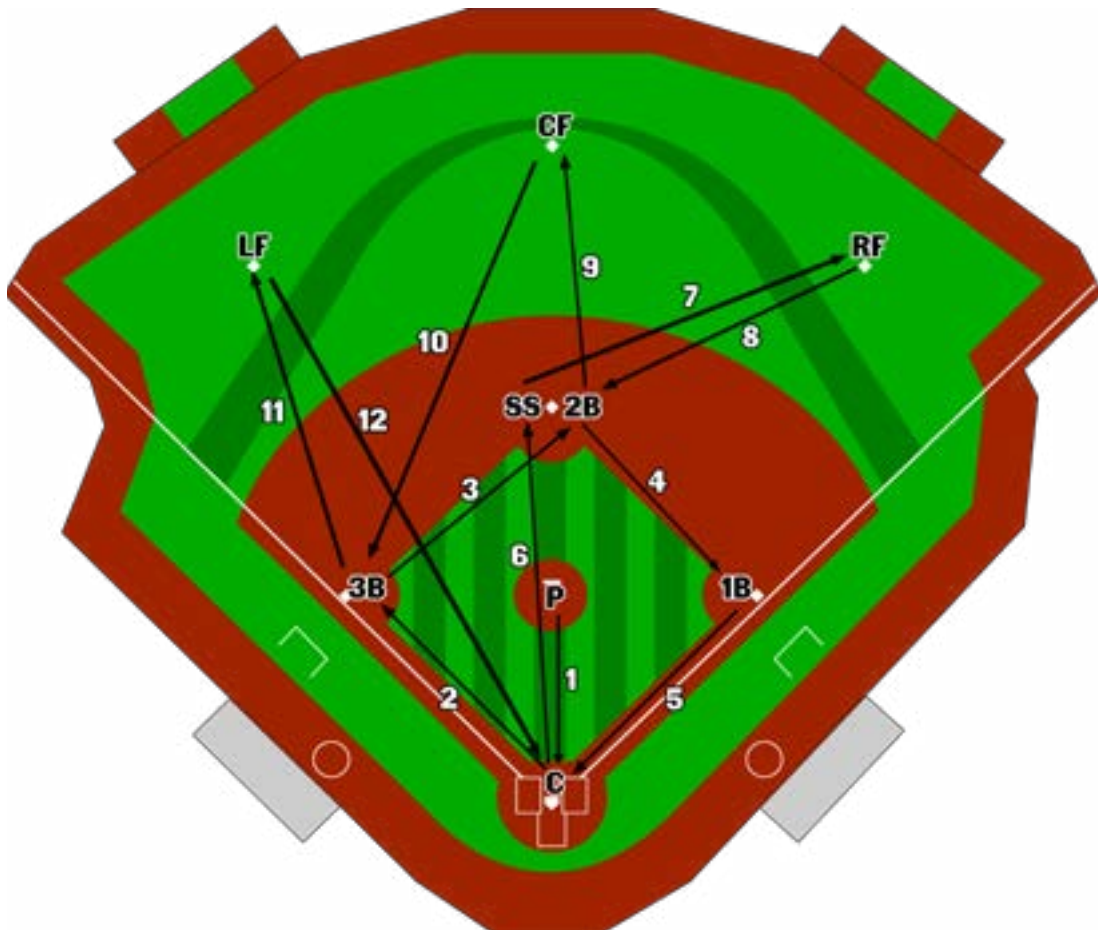
- Teams will have 3 hours to complete 4 skills competitions and their HR Derby preliminary round.
- The 4 skills competitions are:
  - Around the Horn Plus
  - Roadrunner
  - Turnin' 2
  - Team Relay
- To alleviate team waiting times to compete, each event will be run on 2 fields for an hour and half before switching to a new event.

	Kansas City	St. Louis	Boston	Brooklyn
9:00AM - 10:30AM	Around the Horn Plus	Around the Horn Plus	Roadrunner	Roadrunner
10:30AM - 12:00PM	Team Relay	Team Relay	Turnin' 2	Turnin' 2

- Fields will switch promptly, so make sure you allow yourself time to compete at each event.
- Home Run Derby Preliminary Round - Chicago Field
  - Each team will have 1 player represent them in the HR Derby Championship round. However, teams will have the *option* to have 2 players compete during the prelim round for the finals spot.
  - Teams do not need to participate in the preliminary round in order to compete in the championship round.
  - Coaches will be given a form at check in where they can indicate their HR Derby participants
  - Rules for this round will be the same as the championship round

# AROUND THE HORN PLUS

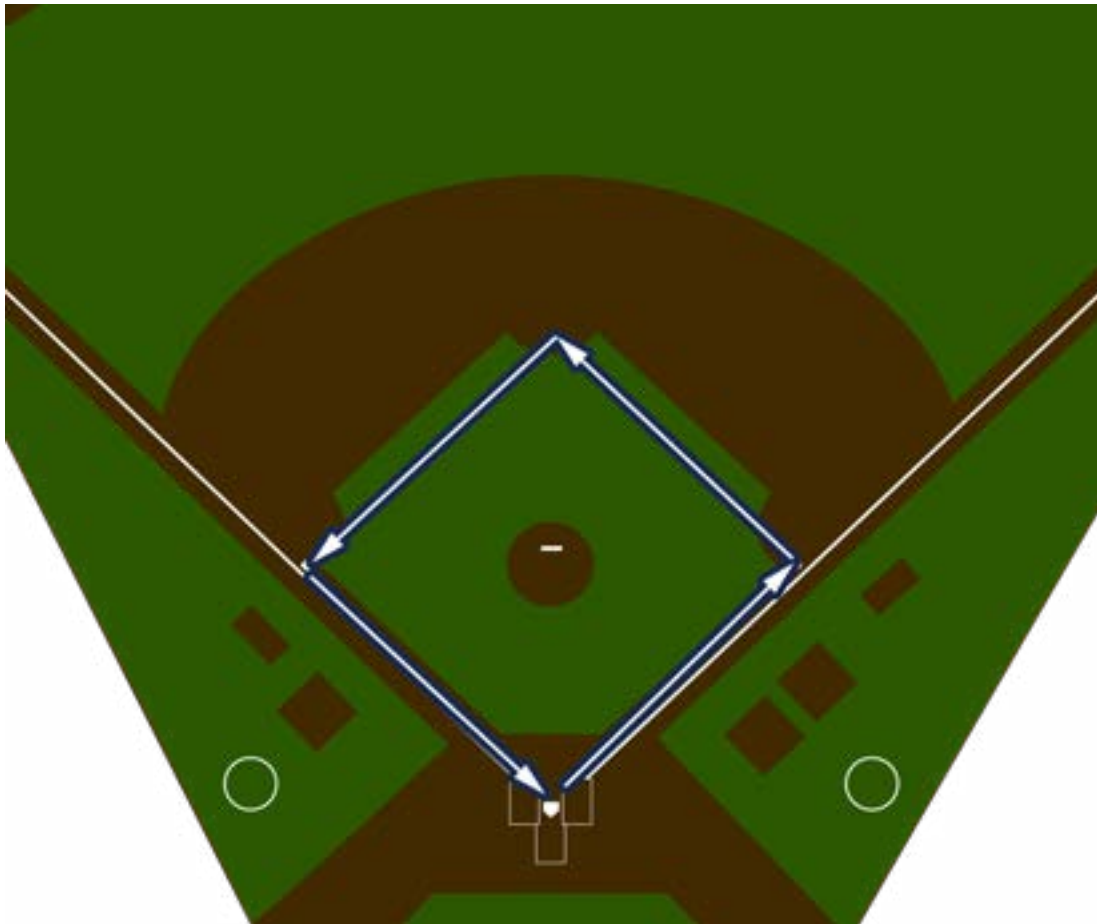
- **Timed event requiring throws from all 9 positions**
- **Teams will field a player at each fielding position**
- **Pitcher will start on the rubber with the ball. They will throw to the catcher and the clock will start on the release.**
- **Every player must catch the ball and touch their respective base (outfielders will have a base to touch) with their foot before throwing to the next position. Failure to do so will be a 5-second penalty.**
- **The clock will stop when the catcher gets the ball from the left fielder and steps on home plate.**
- **Teams will have two attempts to determine their fastest time.**
- **Throwing Sequence**  
**Pitcher > Catcher > 3rd Base > 2nd Base > 1st Base > Catcher > Shortstop > Right Field > 2nd Base > Center Field > 3rd Base > Left Field > Catcher**





# ROADRUNNER

- **Each team will have two players participate**
- **Players will run around the bases to see who's the fastest**
- **Each player will have one attempt**
- **If a player misses a base, a 5-second penalty will be assessed**



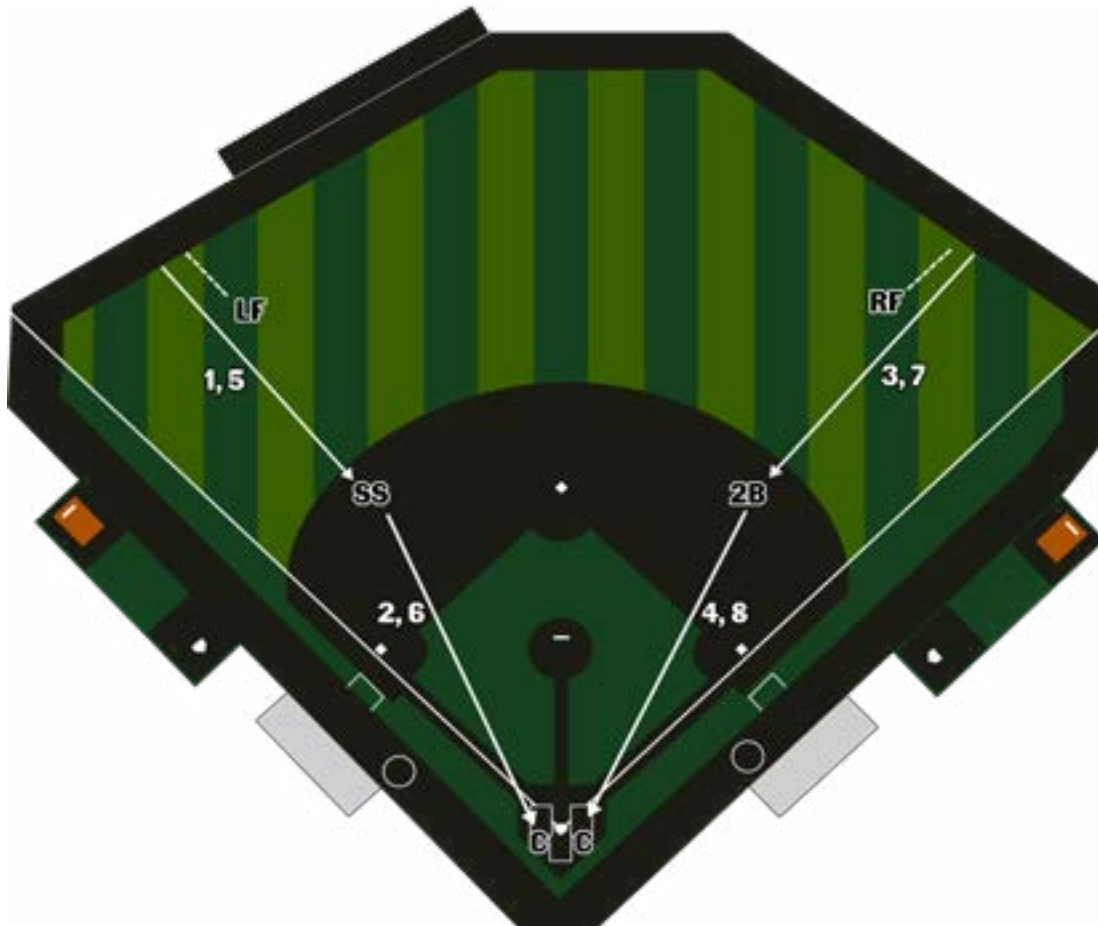
# TURNIN' 2

- Teams will have a fielder at each infield position (P, 1B, 2B, SS, 3B)
- A coach will hit a ground ball to a fielder. The fielder must field the ball and then throw to the appropriate base to start the double play. The next fielder will then throw the ball to 1st base to complete the double play. The 1B (or P covering first) will then drop the ball in a bucket next to the base.
- Once the ball is in the bucket, the coach may hit to the next fielder.
- **MISSED GROUND BALL** - The fielder can choose to field the ball or receive another ground ball.
- Players receiving the ball (at 2nd base or 1st base) must touch their respective base with the ball before advancing. Failure to do so will result in a 5-second penalty.
- The clock will start when the coach hits the first ground ball and will end when the Pitcher places the last ball in the bucket. The team with the fastest time will win.



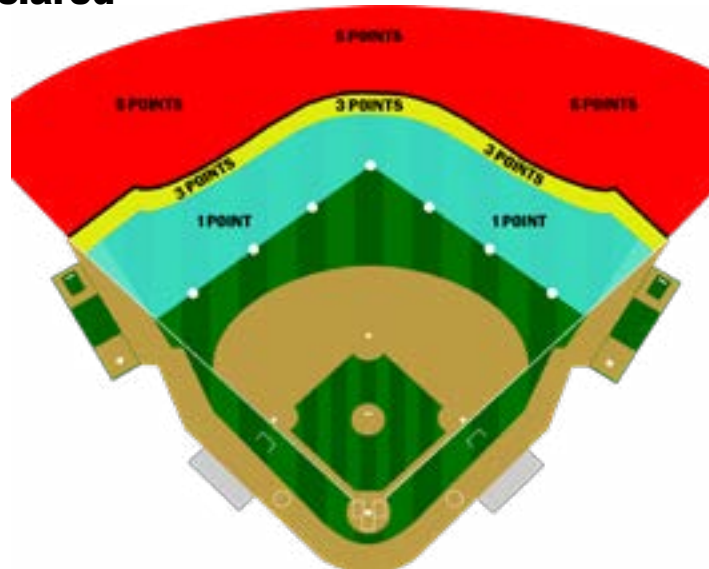
# TEAM RELAY

- Teams will field 6 players (RF, LF, SS, 2B, 2 Catchers)
- Outfielders will be positioned 10 steps from the warning track
- When the clock starts, the BoA team member in LF will drop a ball for the LF to pick up. They will throw to the cutoff man, who will then throw to the catcher and drop it in the bucket on top of home plate.
- When the ball is in the bucket, the w team member in RF will drop a ball and the relay will start again.
- Teams must complete 2 relays in each line to stop the clock (4 total relays)
- Teams will have 2 attempts to determine their fastest time. Teams do not need to use the same players for both attempts.
- If a throw is missed, the ball must go back to the middle infielder before advancing to the catcher. Failure to do so will be a 5-second penalty.



# HOME RUN DERBY

- **2 players per team will swing in the preliminary round (Saturday)**
- **1 player per team will swing in championship round (Tuesday)**
- **Players in wood bat tournaments are allowed to swing metal bats**
- **Coaches will throw to players**
- **Teammates can shag in the outfield**
  - **Teammates must let the ball drop so that points can be assessed**
- **Each player will get 8 swings**
- **Point System**
  - **1 point – ball lands on a fly between the buckets and the warning track (buckets will be placed 10 paces in front of the warning track)**
  - **3 points – ball lands on a fly on the warning track or off the wall**
  - **5 points – home run**
- **Rounds (Championship Round)**
  - **Round 1 – 1 hitters per team**
  - **Round 2 – Top 10 scores from round 1**
  - **Round 3 – Top 2 scores from round 2**
- **Ties (Championship Round)**
  - **Rounds 1 & 2 – All qualifying scores will advance**
  - **Round 3 – Players who tie will face off in a 5-swing swing-off until a winner is declared**
- **Points**



# THINGS TO DO ON CAMPUS

## Enjoy the Fields



Once the games end, the fun begins! Grab the team and make some new friends playing whiffle ball, kickball, football, and more on the same fields you play on. The fields will be unlocked with the lights on every night.

## Operation Laser Tag



Located in Building 4. Operation Laser Tag consists of indoor arenas that bring the video game experience to life! The equipment tracks stats, allows mid-play weapon changes, and offers numerous game modes like V.I.P., Domination, and Infection. Operation Laser Tag is perfect for team building and fun.

[opslasertag.com](https://opslasertag.com)

## The Puzzle Parlour



Located in Building 10. The Puzzle Parlour is a premium live-action escape room featuring two unique adventures to play through with your team or family. 60 minutes is all you'll have to solve the mysteries of each adventure, and teamwork is absolutely necessary if you want to succeed.

[thepuzzleparlour.com/branson](https://thepuzzleparlour.com/branson)

## Laundry



Located on the west side of Building 12. The laundry room is open 24/7 and available to all teams. The machines are free to use - teams just need to provide detergent.

***Ballparks of America does not provide a laundry service. Teams are welcome to use the laundry room but will need to do laundry on their own.***



# OUR PARTNERS

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**For more information and exclusive offers, reach out to Candace at [cfox@ballparksofamerica.com](mailto:cfox@ballparksofamerica.com)**

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## **Silver Dollar City**



**Voted one of America's Top 5 Theme Parks by USA Today! Spend some good-quality family fun inside the 1880s themed amusement park. You'll find thrills, entertainment, and more that you'll remember forever!**

## **White Water Park**



**Voted one of America's best outdoor water parks by USA Today! Beat the heat right next door to BoA with 13 acres of water rides, slides, and waves. Float your cares away on the Aloha River or plunge 40 ft on KaPau Plummet!**

## **The Track**



**Don't act your age...Just Drive! Experience 3 unique high-rise go-kart tracks - Heavy Metal High Rise, Wild Woody, and The Lumberjack. With arcades, mini golf, rides, and a Ferris Wheel, The Tracks is fun for all-ages!**

## **Fritz's Adventure**



**Explore high and low in 80,000 sq. ft. of climbable space for all ages! The TreeTops course features 11 zip lines 6 suspension bridges, and 2 free falls. You may not want the kids climbing on the furniture, but they'll be begging to climb here!**

## **Titanic**



**Step inside the world's largest Titanic museum attraction and be transported back to 1912. Experience over 400 personal and private artifacts and walk the halls as passengers aboard the ship. Hear the miraculous stories in this one-of-a-kind tour!**



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