

# COACHES TOURNAMENT PREP KIT



[ballparksofamerica.com](http://ballparksofamerica.com)

**SUMMER**  
**2026**  
**FIVE DAY**



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**GREAT BASEBALL... AND SO MUCH MORE!**

# **WELCOME TO BALLPARKS OF AMERICA**

**Dear Coaches,**

We are thrilled that your team and families have chosen Ballparks of America.

Our mission is to provide a world-class tournament and vacation experience, allowing players, coaches and families to create lifelong memories. The Ballparks Team can't wait to get to know your players and families and create those memorable experiences, both on and off the field.

We have provided the enclosed Tournament Prep Kit to help you prepare for the tournament experience and answer your questions. We hope you find it helpful.

Let's play ball!

## **The Ballparks of America Team**

*– “In playing ball, and in life, a person occasionally gets the opportunity to do something great. When that time comes, only two things matter: being prepared to seize the moment and having the courage to take your best swing.”*

**– Hank Aaron**

Great Baseball ... And So Much More!

# CAMPUS MAP



## PLAYING FIELDS

-  KANSAS CITY
-  ST. LOUIS
-  CHICAGO
-  42 BROOKLYN
-  BOSTON

## FACILITY LEGEND

-  RESTROOM
-  DOUBLE PLAY CAFE
-  PRO SHOP
-  CONCESSIONS
-  SWEET SPOT
-  LASER TAG
-  BATTING CAGES
-  ESCAPE ROOMS
-  GROUNDERS CAFE
-  GLOW MINI GOLF

## CAMPUS

- 1** THE CLUBHOUSE
- 2** BALLPARKS OFFICES
- 3** PHOTOGRAPHY
- 4** GUEST SERVICES
- 5** 4ONE7 STUDIO
- 6** MEDIA ROOM



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# TEAM DASHBOARD

**U**pon registration, your Team Dashboard portal was created and is accessible through [app.eventconnect.io](http://app.eventconnect.io). Players, parents, and affiliated parties should be added with their email and phone number 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 [app.eventconnect.io](http://app.eventconnect.io). If you need help accessing your Team Dashboard, contact your team's manager or our guest services team at [hospitality@ballparksofamerica.com](mailto:hospitality@ballparksofamerica.com).





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# EVENT CONNECT

**W**hile players and coaches can stay in our team suites, all families and friends of the teams agree to book their lodging through the designated housing provider EventConnect.

EventConnect has negotiated and guarantees the lowest available rates with a variety of lodging properties. Through their online booking platform, they allow for teams to hold room blocks and for families to make individual reservations.

Booking through EventConnect is required for teams and groups traveling from more than 75 miles from Ballparks of America. The traveling distance is determined from the submitted address at the time of registration. Each team is responsible to book a minimum of 8 rooms for each night of the tournament. Any teams that do not meet the minimum booked rooms are subject to an additional fee due prior to team check-in:

**Weeklong Tournament Deviation Fee: \$1000/Team**

**YOU CAN FIND LODGING BOOKING LINKS ON EACH TOURNAMENT PAGE AND ON YOUR TEAM DASHBOARD**





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# FORMS AND AGREEMENTS

**Age Verification Form** - The parent or guardian must provide acceptable proof of age for each player who participates in a tournament. Acceptable forms of verification include an official certified copy of the player's birth certificate, a valid passport, or a state ID card. Players who do not complete age verification process will not be allowed to participate in any tournaments.

**Coach Code of Conduct Agreement** - As a coach of a youth sport, you have tremendous influence to shape the overall experience for your athletes. It is our expectation that you do so in a positive manner. All coaches and scorekeepers must fill out this online form before they will be allowed on the field during games.

**Tournament Waiver Release Agreement** - The online Tournament Waiver Release form must be completed by all players' parents/guardians before teams are allowed to check in.

**Team Roster** - To ensure names and numbers used by our staff are accurate, please submit your roster after double-checking for spelling and accuracy. PLEASE NOTE that our staff is not responsible for any errors if the resulting product matches the submitted roster.

**ALL FORMS MUST BE SUBMITTED THROUGH  
YOUR EVENTCONNECT TEAM DASHBOARD  
BY APRIL 1ST, 2026.**



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# INSURANCE VERIFICATION

**E**ach 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.

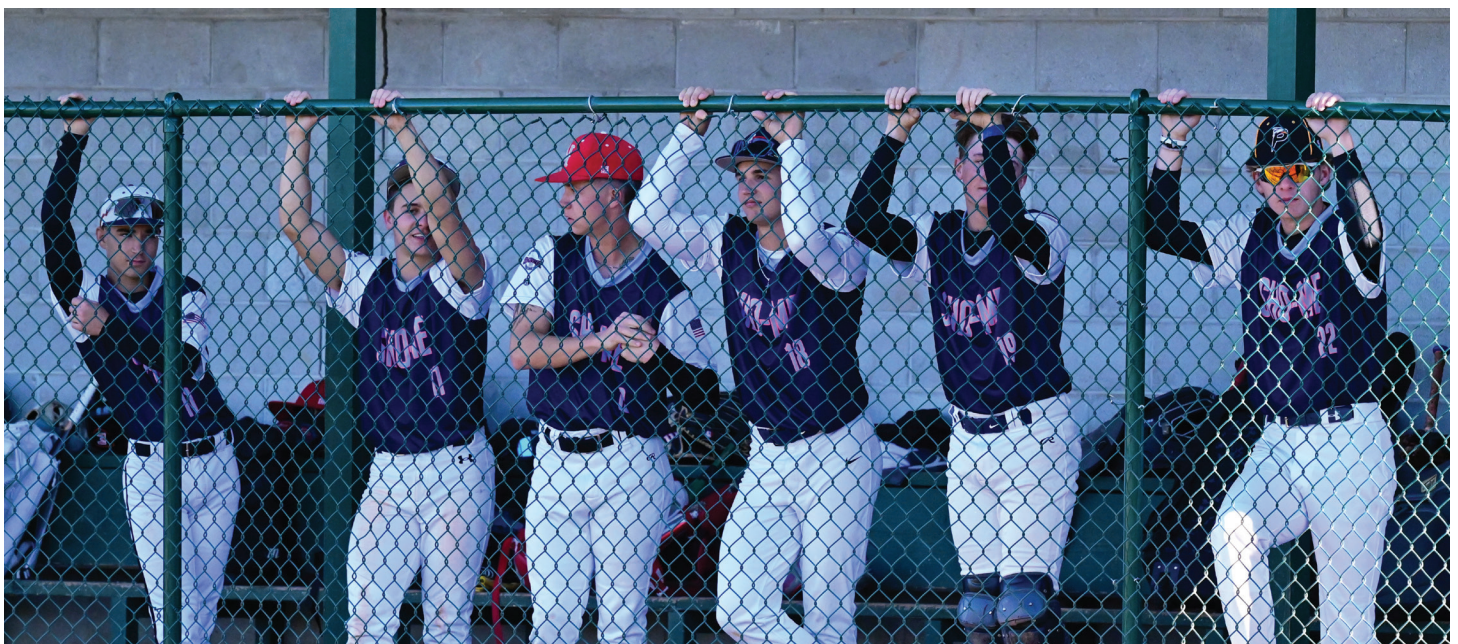
The certificate of insurance (COI) must list Ballparks of America, LLC and Sports Facilities Management, LLC as an additional insured at our legal address of:

## **Ballparks of America, LLC**

1000 Pat Nash Dr.  
Branson, MO 65616

## **Sports Facilities Management, LLC**

17755 US HWY 19 N  
Suite 300, Clearwater, FL 33764





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# TOURNAMENT ITINERARY

## *Saturday*

### **2pm - 4pm Check-In**

#### **Guest Services**

One Coach must be present for check-in to receive paperwork and room keys. Parents are encouraged to decorate the rooms before players go in!

### **4pm - 4:30pm Coaches Meeting**

#### **The Clubhouse**

Mandatory coaches meeting to go over weekly itinerary, expectations, and rules.

### **4:30pm - 5pm Team Mom Meeting**

#### **The Clubhouse**

Attend Parent/Team Mom meeting to meet the Ballparks Team, get key contacts and a campus overview, and set the stage for the week. Minimum 1 Parent/Team Mom per team.

### **5pm - 7pm Player Media Day**

#### **All-Star Media Room**

Players will feel like they have been called up to the big leagues participating in their Media Day upon arrival to campus. Teams will be provided scheduled Media Day times.

### **5pm - 8pm Welcome Dinner Feast**

#### **Courtyard in front of Double Play**

*\*Included for players & coaches staying on campus. Also available for purchase through EventConnect for family members and players/coaches staying off campus.*

### **6:45 - 7:45 Player Trading Card Event**

#### **Chicago Field**

Grab your Custom Ballparks Trading Cards and head out to Chicago field to meet and trade with other players, coaches, and even Ballparks staff. Compete in challenges, card scavenger hunts, and add your card to the Ballparks Hall of Fame Binder.

### **7:45 - 8:00 Teams Lineup for Opening Ceremonies**

#### **Chicago Field**

Players should wear their Ballparks jerseys. We encourage all teams to bring banners, flags, and other appropriate gear for their parade around the field.

### **8:15pm - 9pm Opening Ceremonies**

#### **St. Louis Stadium**

Opening Ceremonies will take place at St. Louis Stadium. Teams will parade around the field and be announced in Olympic-style fashion. Families should plan to arrive around 7:45 pm to find seating in the stands or bring seating of their own to watch.





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## *Sunday*

**9am - 12pm Skills Competition Prelims • Various Fields**

Teams will be grouped to complete 5 skills competitions. Skills competitions include: Roadrunner | Turnin' 2 Home Run Derby Preliminary Round | Around The Horn Plus | Team Relay.

**12pm - 10pm Pool Play Games • Various Fields**

**9pm - 11pm: Upper Deck Hitting Competition • Upper Deck Batting Cages**

## *Monday*

**9am - 11pm Pool Play Games • Various Fields**

**9:00pm - 11:00pm: Team Laser Tag Competition • Laser Tag**

## *Tuesday*

**9am - 5pm Pool Play Games • Various Fields**

**6pm - 8pm Home Run Feast • Courtyard in front of Double Play**

**7pm - 9pm Skills Competition & Players (& Moms) Home Run Derby Finals • Chicago Field**

## *Wednesday*

**9am - 11pm Bracket Play and Championship Games • Various Fields**





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# SKILLS COMPETITIONS

The 5 skills competitions are:

- Home Run Derby
- Around the Horn Plus
- Roadrunner
- Turnin' 2
- Team Relay

## Home Run Derby - **Chicago Field**

- Each team will have 1 player represent them in the HR Derby Championship round. However, teams will have 2 players compete during the preliminary round for the finals spot.
- Coaches will be given a form at check in where they can indicate their HR Derby participants.
- Rules and scoring will be the same for the preliminary and championship rounds.





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# Home Run Derby

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

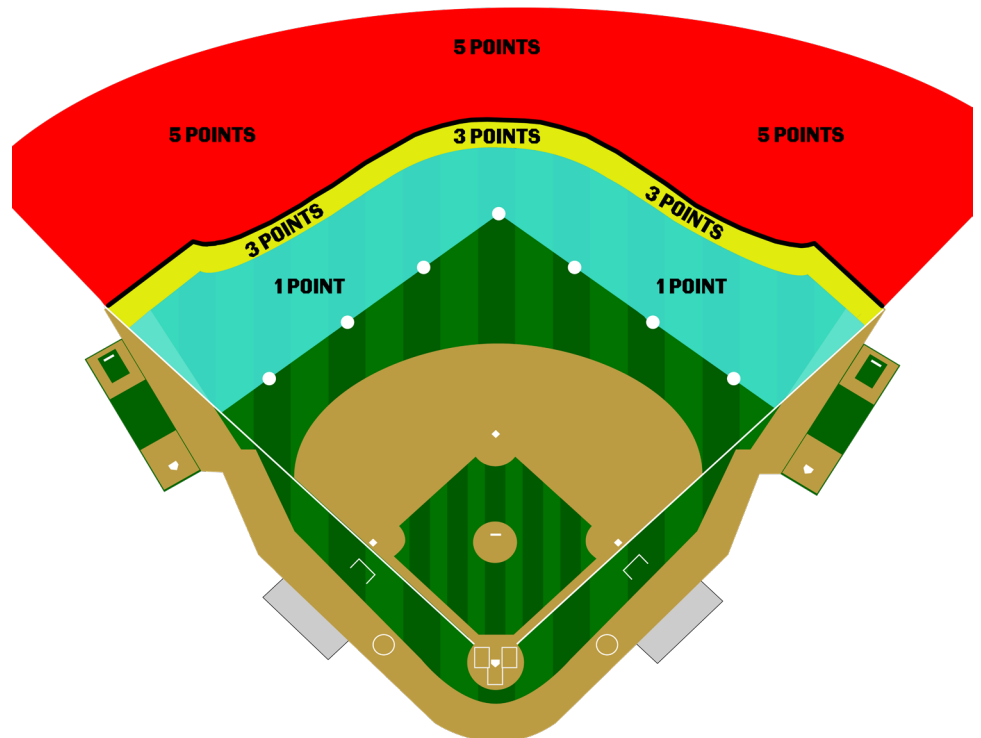
- 1 point – ball lands on a fly between the buckets and the warning track (buckets will be placed 10 paces in front of the warning track).
- 3 points – ball lands on a fly on the warning track or off the wall.
- 5 points – home run.

## Championship Rounds

- Round 1 – 1 hitter per team.
- Round 2 – Top 10 scores from round 1.
- Round 3 – Top 2 scores from round 2.

## Ties

- 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.





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# *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.

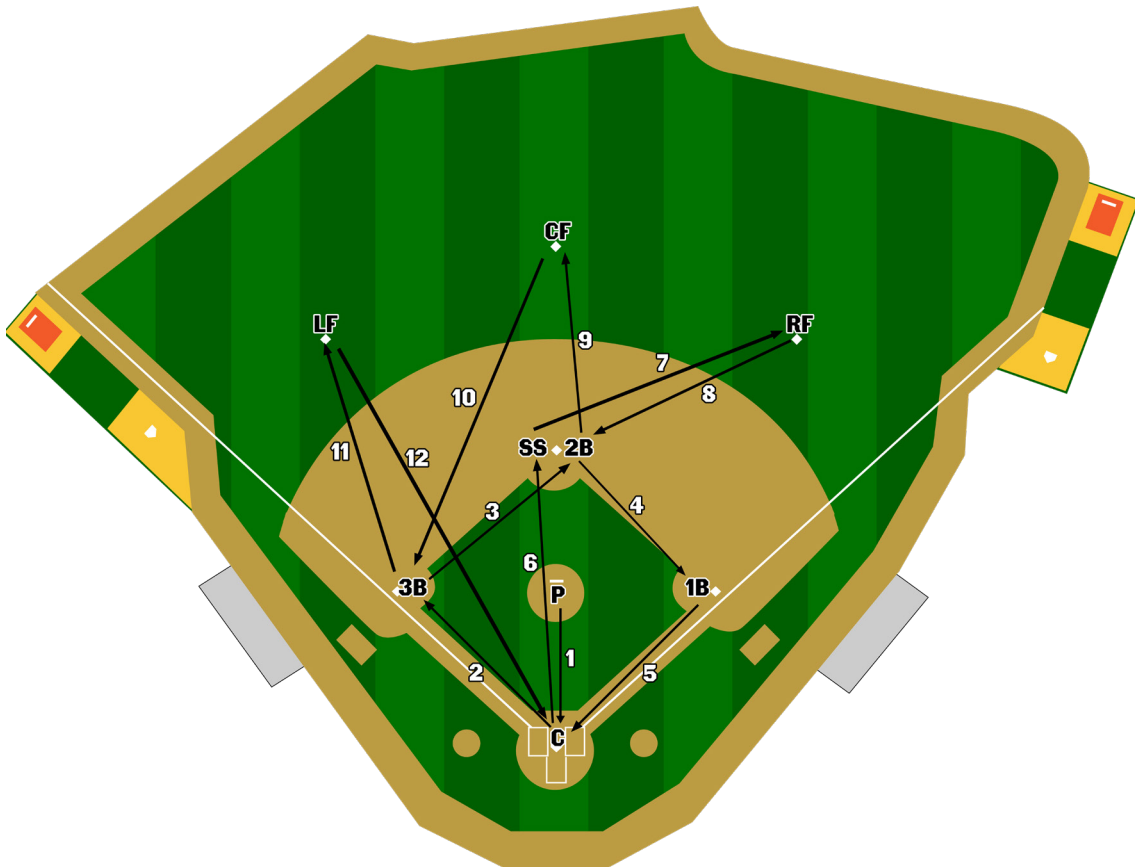
Every player must catch the ball and touch their respective base (outfielders will have a base to touch) with their foot before throwing to the next position. Failure to do so will be a 5-second penalty.

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.





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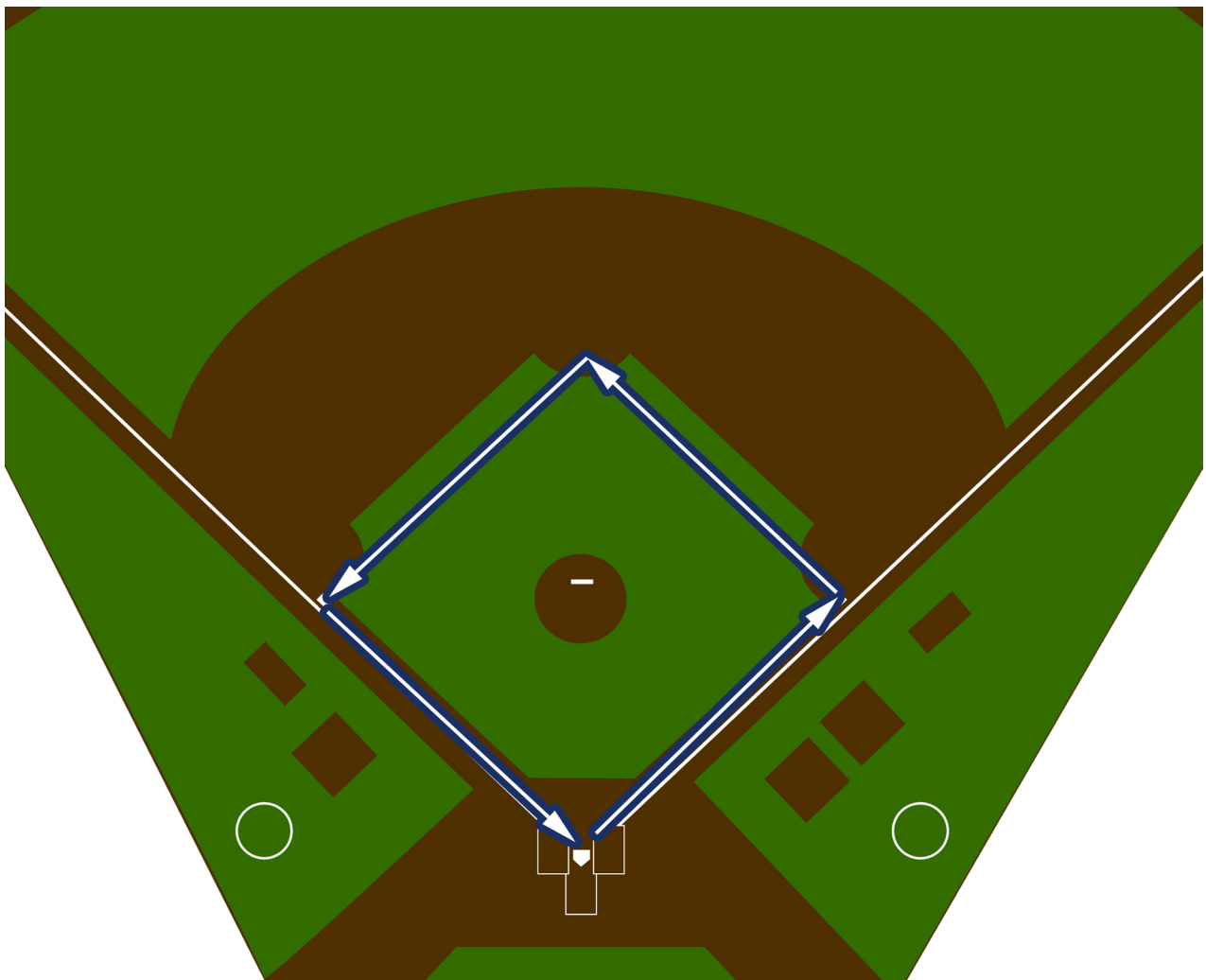
## *Roadrunner*

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.





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## *Turnin' 2*

Teams will have a fielder at each infield position (P, 1B, 2B, SS, 3B).

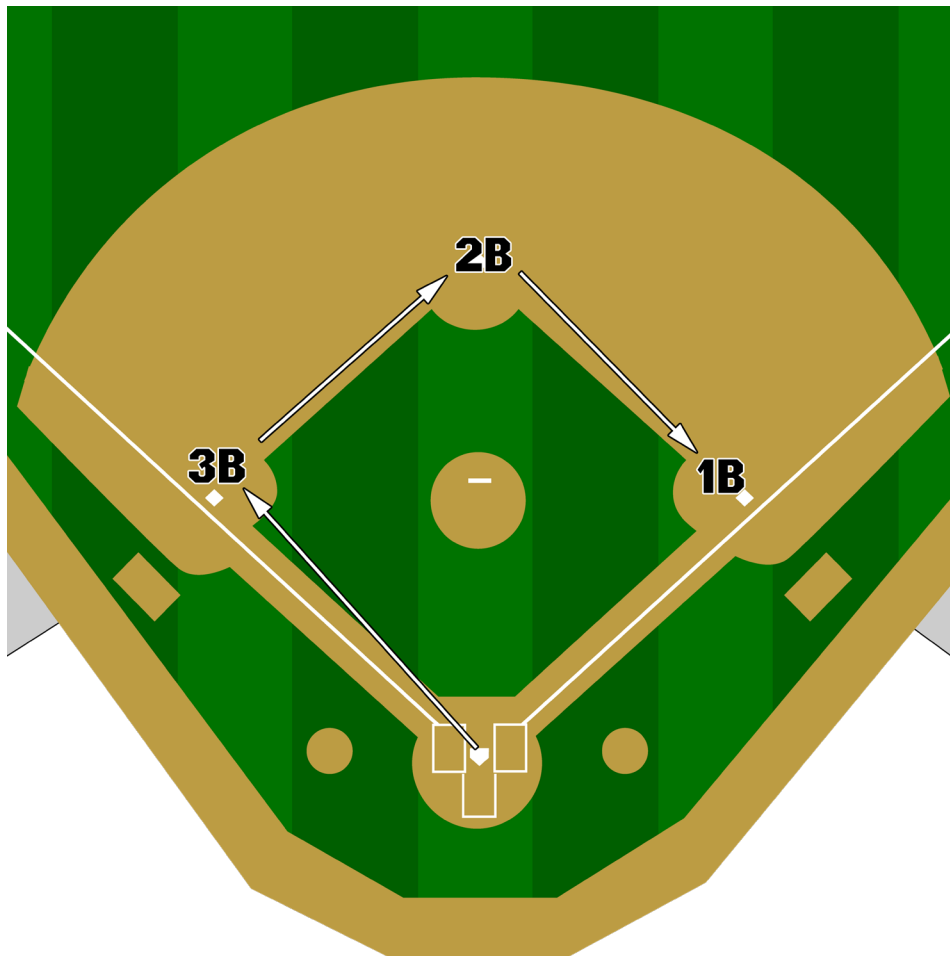
A coach will hit a ground ball to a fielder. The fielder must field the ball and then throw to the appropriate base to start the double play. The next fielder will then throw the ball to 1st base to complete the double play. The 1B (or P covering first) will then drop the ball in a bucket next to the 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.





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# Team Relay

Teams will field 6 players (RF, LF, SS, 2B, 2 Catchers).

Outfielders will be positioned 10 steps from the warning track.

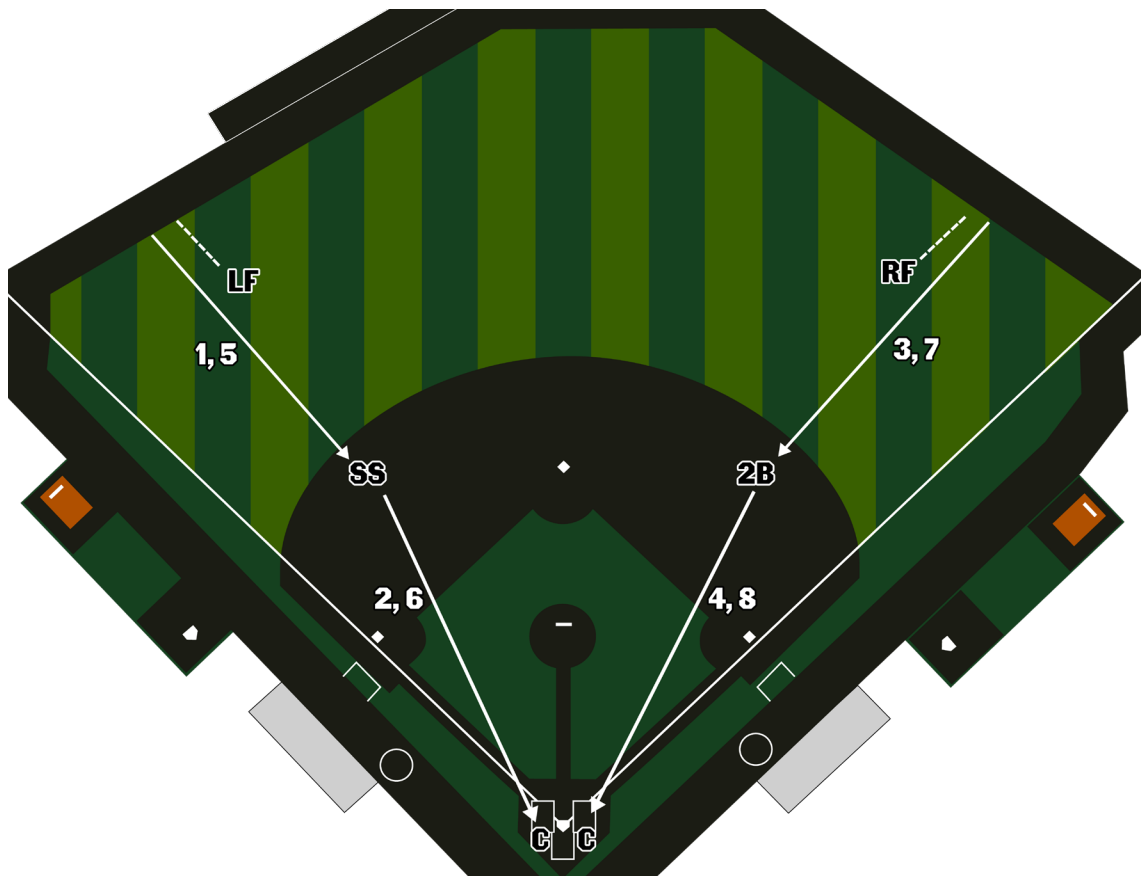
When the clock starts, the BoA team member in LF will drop a ball for the LF to pick up. They will throw to the cutoff man, who will then throw to the catcher and drop it in the bucket on top of home plate.

When the ball is in the bucket, the BoA 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.





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# GROUND AND FACILITY RULES

## *Ground Rules*

1. Infield/outfield practice is only permitted on fields at times specified by the Tournament Director.
2. Teams may begin pre-game warm-ups (long toss and fungo on one side of the field only) 15 minutes prior to game time or once the previous game has concluded.
3. 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.
4. Game time will stop for weather and Director Calls. Once play is resumed, game time will resume.
5. 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).
6. 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).
7. Pitchers may only warm up in designated bullpen areas during the game.
8. The cameras at the field will not be used for instant replay. Cameras are considered part of the screen.
9. Teams must turn in their lineup to the opposing coach and the Ballparks of America staff announcer prior to every game.
10. 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.
11. Only players and coaches are allowed on the field or in the dugout during games.
12. 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.
13. All teams are responsible for practice baseballs and equipment.

## *Facility Rules*

1. 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.
2. 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.
3. 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.
4. We ask all players and coaches to respect Ballparks of America property and facilities.
5. NO METAL SPIKES ALLOWED. NO MOLDED/RUBBER SPIKES ON MOUNDS.



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6. NO GUM OR SUNFLOWER SEEDS ARE ALLOWED ANYWHERE ON CAMPUS. Use can lead to ejection from the game (players, coaches, or spectators).
7. Ballparks of America provides a smoke-free facility for the benefit of all players and guests.
8. NO SMOKING, SMOKELESS TOBACCO, NICOTINE POUCHES, OR VAPING ALLOWED ANYWHERE ON BALLPARKS CAMPUS, including fields, buildings, outdoor, and common areas.
9. No profanity. No fighting.
10. Possession of alcoholic beverages not purchased at BoA is prohibited.
11. Outside coolers are permitted. NO OUTSIDE ALCOHOL IS PERMITTED ON CAMPUS.
12. No outside grills or open flames allowed, including in parking lots.
13. Pets are permitted on-campus in all outdoor spaces, except for fields. Pets must be leashed, well-behaved, and cleaned up after. Ballparks of America retains the right to remove any pet and their owner. Animals are not allowed in indoor spaces unless written documentation is provided.
14. No bicycles, skateboards, roller blades, scooters, Heelys (wheeled sneakers) or motorized personal transportation devices (Segways, Hover boards) are allowed.
15. Do not enter any posted Restricted Areas.
16. No standing or sitting on stadium walls.
17. Indoor batting cages are provided for practice. No ball playing or warm-ups are allowed outside of the fields and indoor batting cages area.
18. Game balls are provided. All foul balls must be returned to the umpire or a member of the Baseball Operations staff.
19. 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.
20. All noise should cease when the pitcher toes the pitching rubber.
21. In the event of severe weather, teams and spectators will be provided with any sheltering or emergency evacuation plans.
22. 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.
23. Lost and found items: Please bring all items to the booth at the Guest Services. (Ballparks of America is not responsible for lost items).
24. Teams and individuals will be held responsible for all damage to Ballparks of America property (a Team Suite deposit is required).
25. 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.
26. Please wear shower shoes or sandals to and from the bathrooms in the Team Suites.
27. All team members must clean up their dining area when finished.
28. Fireworks are prohibited.



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## *Official Tournament Rules 2026*

- 1. Player Ages:** Players may not turn the age above their designation (i.e. 13 for a 12U tournament) before April 30, 2026 unless they meet the following age based exemptions:
  - 1a.** 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.
  - 1b.** 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 his division regardless of their grade.
  - 1c.** 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.
  - 1d.** 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.
- 2.** All grade-based players must have on file or in their possession a copy of current report card, or official school ID with grade, or any official government document stating the grade.
- 3.** Teams must have a minimum roster size of 11 players.
- 4.** Rosters are limited to a maximum of 18 players.
- 5.** Only players on the team's roster are allowed to play for that team.
- 6.** A player can only play on one team per age division during a tournament, even if the teams are from the same organization.
- 7.** Teams will provide their own uniforms.

## *Game Rules*

- 1.** The default rulebook for all Ballparks of America Tournaments will be the Major League Baseball Rule Book, with these modifications.
- 2.** During pool play, a coin flip will decide the home team. For bracket play, the highest seed will be the home team.
- 3. Tie Breakers:** Head to Head, Runs Against, Differential, Runs.
- 4. Innings:** 6 inning games for 10U–12U, 7 inning games for 13U – 14U.
- 5. Time Limit:** Pool Play games will last 1:40. Bracket games will last 1:45.
- 6.** After the time limit ends, no new inning will start.
- 7.** 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.
- 8.** The championship will have no time limit. Innings and mercy rules still apply.
- 9. Mercy Rule:** 20 runs after 2 innings, or 1 1/2 innings (If home team is ahead) • 15 runs after 3 innings, or 2 1/2 innings (If home team is ahead) • 10 runs after 4 innings, or 3 1/2 innings (If home team is ahead) • 8 runs after 5 innings, or 4 1/2 innings (If home team is ahead).



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- 10. Dimensions:** 46-foot pitching distance and 65-foot bases for 10U games, 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.
- 11. 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.
  - 11a.** Bats cannot be on the USSSA banned bat list.
  - 11b.** 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.
  - 11c.** 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.
  - 11d.** 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.
  - 11e.** 13U can swing metal bats, but must be at least -8. 13U will not be allowed to swing -10 bats. 14U must swing wood bats at Ballparks fields and BBCOR bats at ShoMe fields.
- 17.** Base runners are allowed to lead off.
- 18.** Any substitution must be announce to the home plate umpire and opposite team.
- 19.** No one player in a game can assume more than one offensive position.
- 20. Lineup Construction:** Teams are free to construct their lineups as they wish. Teams must finish the game with the same number of players as they began. Lineups cannot be altered after the coach has submitted the lineup card at the plate meeting.
- 21.** 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.
- 22.** 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.
- 23. 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.
- 24.** Once removed from the pitching mound, the pitcher can re-enter the game defensively, but not as a pitcher.
- 25. 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.
- 26.** 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.
- 27.** 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.
- 28.** 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.



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29. 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.
30. **Ejection Policy:** Ballparks of America does not wish to see any player, coach, or fan ejected from a game. In the event of an ejection, the following suspension will be.
- **Players:**
    - 1ST EJECTION** - Removal from the game plus the next game.
    - 2ND EJECTION** - Removal from tournament.
  - **Coaches:**
    - 1ST EJECTION** - Removal from the game plus the next two games.
    - 2ND EJECTION** - Removal from tournament.
  - **Fans:** Coaches are required to keep their fans in control. Coaches are subject to ejection if a fan is ejected from the stands. Multiple fan ejections may result in removal from property.
  - All ejections are subject to Tournament Director review. Suspensions can be shortened or lengthened and BoA reserves the right to remove anyone from campus for the duration of the tournament.
31. **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.
32. Balks will be called following Major League Baseball rules.
33. The 3-1 move is illegal and will be called a balk. Pitchers that step towards third base must throw the ball to third base, no fakes.
34. **Courtesy:** 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.
35. 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.
36. 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.
37. Unless the catcher is in possession of the baseball, the catcher cannot block the pathway of the runner as he is trying to score.
38. 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.
39. Home Runs are considered a dead ball and not subject to appeal.
40. 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 action is to be taken in lieu of protests and does not include JUDGMENT CALLS made by the umpire.
41. 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.
42. The Tournament Director or other BOA officials will rule on all protests and their decisions will be final.
43. The protest fee is \$100 cash. The fee shall be returned only if the protest is upheld.



**COACHES**



**PREP KIT**



**GREAT BASEBALL... AND SO MUCH MORE!**

## *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:

6 inning game – 3 innings completed (2 1/2 if Home is winning)

7 inning game – 4 innings completed (3 1/2 if Home is winning)

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.

## *Weather Emergencies*

In the event of a weather emergency, the Manager on Duty is responsible for making decisions. If there is any concern for the safety of the players, contact the announcer at the closest field and have them relay any information or concerns to the Manager of Duty. The Manager on Duty will make the decision on a case-by-case basis.

Ballparks of America has a weather alarm that alerts to lightning in the area. A siren will go off and all campus visitors will be directed away from the fields for a minimum of 30 minutes. If weather causes changes to the schedule, decisions will be made as mentioned previously in the Tournament Rules.

## *Scheduling*

- The schedule will be posted approximately 7 days 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.

## *Contact Information*

**Main contact email:**

info@ballparksofamerica.com phone: (417) 464-6333

**Guest Services email:**

hospitality@ballparksofamerica.com phone: (417) 464-6333

**Photography email:**

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**Address:**

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