



Team Welcome Packet

All coaches, players and parents are required to read this welcome packet, in its entirety.

www.NoOffseasonSports.com



Dear Team,

Thank you for participating in the No Offseason Tournaments! We look forward to creating a memorable, family-oriented experience for your entire team and their family members and friends who join us. For those that cannot join us, we now offer LiveBarn on all of our fields! Family and friends can watch live and on demand!

To ensure a positive experience, please take a few moments to read through this welcome packet in its entirety. It contains information on important dates, policies, and expectations crucial for your team to know prior to your arrival.

Again, we would like to express our appreciation to your team for being a part of our tournament. We look forward to meeting your team and watching all the great action on our fields!

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Coaches Checklist/Important Dates and Deadlines

At time of Registration

- ◆ A \$100 non-refundable, non-transferable administrative fee is due within 10 days of registration

60 Days Prior to the Tournament (Spring Tournaments)

- ◆ Final Payment is Due and is non-refundable and non-transferable

30 Days Prior to the Tournament (Fall Tournaments)

- ◆ Final Payment is Due and is non-refundable and non-transferable

14 Days Prior to the Tournament

- ◆ Final Roster submitted, listing coaches
(up to 4 coaches are admitted free of charge)

Deposits: are made by team (not individually) and a non-refundable, non-transferable \$100 administrative fee is due within 10 days of registration to secure a teams spot. The remaining balance is due 60 days prior to the start of the tournament and is non-refundable/non-transferable. If full payment is not received within 60 days of the scheduled tournament, the reserved spot will be forfeited. Payments can be made by check or credit card. A processing fee will apply to all credit card payments.

Refund Policy

3 or 4 game minimum tournaments

Play 0 Games—100% refund, less a \$100 administration fee & any credit card processing fees

Play 1 Games—50% refund, less a \$100 administration fee & any processing fees

Play 2 Games—No credit or refund

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Payment and Cancellation Policies

Payment Policy: Prices are based on a per team rate and include all applicable taxes. A processing fee will apply to all credit card payments. There is no fee for coaches .

Deposits: are made by team (not individually) and a non-refundable, non-transferrable \$100 administrative fee is **due within 10 days of registration**. The remaining balance is due **60 days prior to the start of the tournament** and is non-refundable/non-transferable. If full payment is not received within 60 days of the scheduled tournament, the reserved spot will be forfeited.

Suspended Games Policy: Games not making it to regulation (*4 complete innings for a 6 inning game, 5 innings for a 7 inning game*) due to weather conditions or darkness will be suspended and will resume from the suspension point at the earliest time available. If a suspended game cannot be resumed, it will be considered complete and official at the end of the last complete inning. The information below further demonstrates this point:

Lightning Policy: On days/times when a storm is anticipated, the weather will be monitored by the No Offseason staff and umpires. When lightning is detected, all games will be suspended. Players, coaches, and fans shall then proceed to a safe area. Games will continue once the lightning has moved outside of the 8-mile radius from the sports park for a minimum period of 15 minutes.

Pool Play / Consolation Games

- If a game is suspended prior to being official and there is not enough time to resume, the game is considered complete at the end of the last complete inning.
- If a game is tied at the end of the last complete inning – the game will stand as a tie.

Elimination Games

- If an inning is not completed in a suspended game and it cannot resume, then the higher seed will advance to the next round.
- If tied at the end of the last complete inning, the higher seed will advance.
- If tied at the end of the last complete inning and the two teams are the same seed from different divisions entering the game, we would revert back to the tie-breaking system in place.
- If a championship game starts and is unable to be completed due to weather/darkness, the game is considered official at the end of the last complete inning if the game cannot resume.
- If tied at the end of the last complete inning – both teams are named co-champions.

Weather Related Credit Policy

3 or 4 game minimum tournaments

Play 0 Games- 100% refund, less a \$100 administration fee & any credit card processing fees

Play 1 game – 50% refund, less a \$75 administration fee & any credit card processing fees

Play 2 games – No credit or refund

02/21/2022

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General Information

Baseballs and Equipment: No Offseason will provide official game balls. Each team shall provide their own practice balls. It is the teams responsibility to provide all other baseball and safety equipment.

Team Uniforms/Cleats: It is the teams' responsibility to provide uniforms to their players. All uniforms will have a number prominently displayed on the back of the jersey. Players **MUST** wear turf shoes, plastic molded cleats, or sneakers on our baseball fields. **No Metal Cleats!**

Awards: A customized team trophy or plaque will be awarded to the championship and runner-up teams.

Team Insurance: Each team should maintain coverage. No Offseason will not collect certificates of insurance for each team.

Player Waiver: Players will be required to complete the online waiver.

Dress Code for Coaches: Managers and coaches are not required to be in uniform during the games. However, we do expect the adults on the field to be dressed appropriately.

Dugouts: ONLY registered coaches and the players are allowed in the dugouts and on the fields. Teams may bring a bat boy at no charge. However, batboys must be younger than the team's players and must wear a helmet at all times. Batboys need not be included on the team's official roster.

Batting Cages: Each team will be permitted to use one outside batting cage for up to an hour before their scheduled games.

Team Practices: All teams are welcome to use our batting practice area prior to their games. During the tournament weekend, the fields will be closed prior to and after the scheduled games. No practices are allowed during these times.

Field Use: Only scheduled teams are permitted on the fields. No other individuals are permitted on the field, this includes before, during and after scheduled games.

Teams should be prepared to play 30 minutes prior to scheduled game time.

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General Information

Protests: Protests will be heard and ruled by the tournament director. The team protesting must make cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor, the \$100 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.

Suspension: Any player or coach that is ejected from a game will be subject to suspension upon review by the tournament committee. **Sportsmanship:** In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.

Concessions: The No Offseason Concession at Tarentum will be open 30 minutes prior to the first scheduled game and 30 minutes after the last scheduled game starts, for all No Offseason Sports tournaments. The Concession offers made-to-order items at a reasonable price.

First Aid: A first aid kit will be located in the Concession; the kit will only provide minor first aid products. In the event of an emergency, coaches should immediately call 911 and notify the No Offseason Staff.

Parking: No Offseason has **FREE** onsite parking available for coaches, parents, and fans. No Offseason Sports is not responsible for any vehicle damage or theft.

Admission: All No Offseason tournaments require a \$3.00 admission fee per adult. Children under the age of 18 are admitted free of charge. All players and up to 4 Coaches/score keeper listed on the team roster, submitted to No Offseason Sports, will be admitted free of charge. Admission fees are subject to change without notice.

Eligibility: A Player's Tournament Age is based on the age they are as of May 1st. Players cannot be double rostered in the same age division. Each team is responsible to keep a copy of the official state-issued birth certificate, passport or other state-issued identification (**no other form of ID is acceptable**) for each player on the Coach at all times. If any player does not have his birth certificate, passport or state-issued ID, he/she cannot participate in the Tournament. If a team is caught using a player that does not have a birth certificate onsite or is older than the cutoff for the division, that team will forfeit every game that player has played in and the Team will be removed from the Tournament.

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No Offseason Sports Tournament Rules

The default rule book for all No Offseason Baseball Tournaments will be the Major League Rule Book.

1. **Lineups 8u – 13u Tournaments:** 9 roster bat format in which all nine position players must be in the batting lineup. Teams also have the option to bat more than 9. Example: if a team has 12 players on their roster, they have the ability to bat 9, 10, 11 or their entire lineup. *A team in this situation could bat 9 with 3 substitutes; bat 10 with 2 substitutes; bat 11 with 1 substitute; or bat all 12 players with no substitutes.* All players starting in the lineup but not in the field are extra hitters (EH), which are considered defensive starters for substitution purposes.
2. **14U-16U Tournaments:** Teams may bat anywhere from 9 players to the whole roster and have the option of using 1 DH (designated hitter) for any position player. The number of batters in your lineup must stay the same throughout the game. Example: If you have 14 players on your roster, you can bat anywhere from 9-14 players. If you bat 12 players, you will have 2 substitutes available, and the lineup must stay at 12 players for that game. All players starting in the lineup but not in the field are extra hitters (except the DH) which are considered defensive starters for substitution purposes. *The DH and the player being hit for are locked together in the same spot in the lineup for substitution purposes.
3. **Batting The Entire Lineup:** When a team chooses to bat the entire lineup, each player is considered a starter and the team has free defensive substitution for that game. If a player is injured during the game in which a team is batting the entire lineup, their spot in the lineup is skipped with no penalty. Once the spot in the lineup is skipped due to an injury, that player is not eligible to return to the game in any capacity. If a player is ejected from a game that spot in the lineup will be recorded as an out for the rest of the game. ***It is the responsibility of the opposing team to verify the accuracy of the other team's lineup prior to the start of each game.** Managers must bring any issues to the attention of a No Offseason Tournament Official before the game. If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the rest of the game. If it is brought to our staff's attention after the game – there will be no penalty. There will not be a forfeit in this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.
4. **Injuries/Substitutions:** If a player is injured and no substitute is available, that team will not be penalized with an out. If an injury occurs during an at-bat and the player can't continue the at-bat, the next batter in the lineup will take over that at-bat and assume the count. If an injury occurs while on the base paths and there no substitute is available, the player that made the last recorded out will take the place of the injured player on the bases.
5. **Pitcher Re-entry:** If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game. In other words, as soon as another pitcher throws a pitch to a batter (becoming the new 'pitcher of record'), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.
6. **Pitcher's Equipment:** Pitchers are allowed to wear a protective helmet or head gear. The helmet/head gear can't be glossy nor have anything else on it that can be deemed distracting to the batter (umpire's discretion). It is the umpire and Tournament Director's discretion to deem whether any other equipment or clothing that the pitcher is wearing is distracting to the opposing batter. This includes but is not limited to: Batting gloves, jewelry, sunglasses, athletic tape on wrist/arm, bracelets and two-toned fielder gloves. (look at MLB rule book)

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7. Pitch Count Recommendation:

8U:

Coach pitch with a 6 pitch limit. The pitch limit can **NOT** be reached on a fouled off pitch.

Ages 9-13: 90 Pitch Tournament Limit

0-45 Pitches = 0 Days Rest

46-75 Pitches = 1 Days Rest

76-90 Pitches = 2 Days Rest

Ages 14+: 100 Pitch Tournament Limit

0-45 Pitches = 0 Days Rest

46-75 Pitches = 1 Days Rest

76-100 Pitches = 2 Days Rest

If a pitcher reaches the pitch count limit during an at bat, the pitcher may finish that at bat, but may not throw a pitch to the next batter in the line-up.

8. Avoid Contact Rule: Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgment, there is intentional contact, that umpire may call the runner out on that play. If there is inadvertent contact while the base runner is trying to avoid contact, the base runner will not be called out; again this is a judgment made by the umpire. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. If a player is ejected for this reason, they may face suspension for their team's next game with the possibility of further sanctions as well. The Tournament Director onsite will make the final ruling on a possible suspension. On force out situations, if the runner slides, they must slide directly into the base. A slide that is not directly into the base is grounds for an interference call (umpire's judgment) and the runner could be declared out. In this instance, the batter/runner could also be declared out if the fielder was attempting to make a play on that batter/runner. It is important to note that if the runner makes a legal slide directly into the base and contact is made with the fielder, interference will not be called.

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9. Time Limit: No new inning may start after the time limit elapses. The standard time limit for ages 8U-13U is 1 hour and 45 minutes. 14U-16U will have a 2 hour time limit during the spring tournaments and 1 hour and 45 minute time limit for the fall tournaments. Games can go into extra innings, if tied, as long as the time limit has not expired. Pool play games can end in a tie. If the time limit is reached during an inning, that inning will be the last one of the game. If the home team is winning after the top half of that last inning, they will be declared the winner of the game and will not hit in the bottom half. If the home team is trailing and must hit in the bottom half of the last inning, the game will end at the moment the home team scores the winning run or at the moment of their third out. If the time limit is reached during the bottom half of an inning and the home team is winning at that moment, we will let the current batter complete the at-bat and then the game will end. Elimination games - will have a 2 hour time limit during the spring tournaments and 1 hour and 45 minute time limit for the fall tournaments. Consolation games that are not elimination games will have a 2 hour time limit during the spring tournaments and 1 hour and 45 minute time limit for the fall tournaments.

- **Once the time limit has been reached, if the game is tied, the next new inning will go into Shoot-out format. In shoot-out format, bases will be loaded and there will be 1 out. The bases will be occupied by the 3 spots preceding the scheduled batter. They will take the bases in the order they appear in the lineup, meaning if the #6 spot in the lineup is up to bat, the #5 spot will be at first base, the #4 spot at second base, and the #3 spot at third base.**

10. Time In-Between Innings: *Our expectation is that teams will take 2 minutes in between innings. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work or 5 warm-up pitches every other inning. If a catcher is still getting dressed, a coach should be ready to warm-up the pitcher.*

11. Intentional Delays: Intentionally delaying a game to achieve a victory through the time limit is considered unsportsmanlike conduct and will not be tolerated at a No Offseason Tournament. The umpires and/or tournament officials at the game reserve the right to eject a coach or player for intentionally delaying a game and possibly declare a forfeit to that team.

12. Tie Games in Pool Play: Pool play games can end in a tie. A tie game in pool play equals $\frac{1}{2}$ of a win and $\frac{1}{2}$ of a loss for both teams toward their overall record and/or winning percentage. Therefore, a team that is 2-0 -1 would have a winning percentage of .833 and a team that is 2-1-0 would have a winning percentage of .667. In other words, the 2-0-1 record is better than the 2-1-0 record.

13. Seeding Pool Play Teams

- A. Win Percentage
- B. Total Wins
- C. Average runs against
- D. Average runs for

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- 14. Pool Protection:** Due to varying tournament formats throughout the year, pool protection will not be utilized for each tournament. If pool protection will be in use, it will be detailed on the game schedule for that particular tournament. If there are no pools, we will not use pool protection. If pool protection is used it will be used during the first round of single elimination play of a tournament to ensure that a team will not play another team from their pool in that first round. For example, for tournaments in which 4 teams advance and the 4th team is a “wildcard”, the matchup is normally 1 seed vs. wildcard and 2 seed vs. 3 seed. With “pool protection”, if the wildcard team is from the same pool as the 1 seed, the matchup would change to 1 seed vs. 3 seed and 2 seed vs. wildcard.
- 15. Line-Up Cards:** Teams must provide their own line-up cards. A copy should be given to the umpire and opposing team each game.
- 16. On-Deck Batter:** All on-deck batters are permitted to warm-up on the same side as the current hitters swing, with a helmet on. **No batter is permitted to warm-up in the common areas or walkways.** Only one on-deck batter permitted.
- 17. Official Scorebook:** The home team will keep the official scorebook.
- 18. Number of Players: 8U-13U:** Teams must start the game with a minimum of 8 players and are permitted to end a game with 7 players. Anything less than 7 available players at any time during a game will result in a forfeit for that team. **14U+:** Teams must start the game with a minimum of 9 players. If for any reason a player has to leave the line-up, that spot in the line-up is an out for the remainder of the game. Teams must finish the game with a minimum of 8 players. Any team who can not finish with 8 is disqualified for that game only.
- 19. Jewelry:** In general, jewelry is not permitted during game play. Breakaway nylon necklaces are allowed (must be breakaway such as Phiten or Monsoon necklaces). Rubber bracelets that are not a distraction are also permitted. Jewelry worn for medical reasons is also allowed (in this case, it must be taped to the body). Any item that is deemed unsafe or distracting (Tournament Director’s or Umpire’s judgment) will not be allowed. The team will receive a warning if a player wears improper jewelry during the game and any players found wearing improper jewelry after the team warning will be ejected for the remainder of the game.
- 20. Cell Phones & Electronic Devices:** Cell phones, iPad, and other electronic devices are permitted in the dugout only during the game. A coach, manager, or scorekeeper is not permitted to have them on the field during the game.
- 21. Forfeits:** If a team forfeits a pool play game, for any reason, they are not eligible for the championship round and face suspension in future No Offseason tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game (e.g. for a 6 inning game the score would be 6-0; for a 7 inning game the score would be 7-0).
- If a team chooses to forfeit a consolation or elimination game, they face suspension in future No Offseason tournaments.
 - If a team chooses to forfeit a championship game, they are not eligible for tournament awards No Offseason will attempt to replace a forfeited team in an elimination game if possible. If a game becomes a forfeit after it has started due to a team having less than the required 7 available players, the official score of that game still follows the guidelines above no matter what the score was at the time of the forfeit.

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22. **Protest:** Judgment calls by umpires may not be protested, rules only. Protests will be heard and ruled by the tournament director. The team protesting must make cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor the \$100 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave the field, if after a game. A game should never be stopped for umpire judgment calls as those cannot be protested. Our staff will do everything possible to resolve issues as they occur.
23. **Expected Behavior:** Negative behavior/bad sportsmanship is strictly prohibited. Please remember that the games are for the kids, not the adults, and we expect each adult to set a positive example for the players through their words and actions. Any violation will result in removal from the park and possible banishment from future tournaments.
24. **Cheering and Noisemakers:** All individuals (players, coaches, parents, and fans) are expected to cheer in a positive manner for their own team and never in a negative manner toward the opposing team. Noise makers are not permitted in the dugouts and if they are used by parents/fans, they must not cause any sort of distraction to the opposing team. Realizing the term "distraction" can be subjective, if an issue arises at a field involving noise makers, then No Offseason staff may mandate that they not be used during moments of game play. They would only be permitted to be used when the ball is dead or in between innings. If that stipulation is not followed, the noise makers would be prohibited all together for that team for the remainder of the tournament.
25. **Balks:** We follow Major League Baseball rules pertaining to balks except for the 8u-11u age group, where there will be one warning per pitcher issued. There will be no warnings issued for 12u and older age groups. Once a balk is called, it is a delayed dead ball with the batting team having the choice between balk or the result of the play. The 'gorilla arm' is not a balk under MLB rules.
26. **Mound Visits:** We follow Major League Baseball rules regarding mound visits. The pitcher must be removed on the second mound visit in an inning for all age groups.
27. **Mercy Rule:** For all games – 12 runs after 3 innings; 10 runs after 4 innings; and 8 runs after 5 innings.
28. **Bat Restrictions: 8u – 13u:** All bats must have either the BPF 1.15 or BBCOR designation displayed on the bat. **14U-HS Division:** BBCOR, drop 3. No other weight or size restrictions for these age groups. Coach Pitch bats are not permitted in any age group. All wood bats are permitted. Composite bats are permitted. No bamboo bats.
29. **Altered Bats:** Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. Any player using an altered bat will be ejected from the game and their at bat will be recorded as an out. All runners will go back to the base they occupied when the batter puts the ball in play. The player with the altered bat may face further suspension.
30. **Illegal Bat Penalty:** If the umpire discovers that a batter enters the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (*but before the next pitch is thrown to the next batter*), the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at-bat will stand.
- **Second Offense** – If a team is found in violation of this rule a second time (either in the same game or in any other game throughout the tournament), in addition to the previous penalty, the manager will be immediately ejected and could face further suspension.

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31. Ejection/Suspension Policy

- **Managers/Coaches:** Managers or coaches (or scorekeepers or anyone else that is in the dugout or on the field during a game) that are ejected from a game (either by an umpire or by a No Offseason Official) must leave the facility immediately and will automatically be suspended for 1 additional game. The Tournament Director may also lengthen the suspension to more games or even expulsion from the facility for a period of time.
 - **Players:** If a player is ejected from a game they may face further suspension or even expulsion from the facility for a period of time.
32. **Parents / Fans:** If a fan or parent is ejected from a game (either by an umpire or a No Offseason official), they must leave the facility immediately and will be suspended for the remainder of the event.
33. **Confinement to the Bench:** No Offseason Tournament Directors as well as the umpires working a game have the ability to confine a manager, coach, or player to the bench. If this step is enacted, that individual will not be able to leave the bench/dugout. The only exception that will be allowed is for a manager/coach to attend to an injured player on the field. If an individual that is confined to the bench violates this stipulation, they will be ejected from that game and will face further suspension as well.
34. **Fair Play & Sportsmanship:** Intentional disregard for the stated rules (or the spirit in which those rules exist) as well as obvious unsportsmanlike behavior will not be tolerated and will place the individuals and/or teams involved at risk for a possible forfeit or banishment from any future No Offseason tournaments. Any physical altercation will result in immediate ejection for all parties involved. This ejection will be for the duration of the tournament.
35. **Lineup:** Anywhere from 9 to the whole roster can bat in the lineup (no DH) **Teams that choose to bat the entire roster will have free defensive substitution during that game. Any player starting in the lineup but not in the field is an EH and is considered a defensive starter for substitution purposes. It is each team's responsibility to check the opposing lineup prior to the game and call for a No Offseason official if there is an issue.**
36. **Substitutions:** All substitutions must be announced so that the opposing team can document it in their scorebook. Failure to report a defensive substitution will result in an out when the player's spot in the line-up is reached. Failure to report an offensive substitution will result in an out for the unreported batter.
37. **Rosters:** No limits on player rosters. Up to 3 coaches and 1 score keeper allowed in the dugout. Rosters are locked once a team's first game begins. If a roster has not been submitted to No Offseason Staff, prior to the start of the game, No Offseason Staff has the right to penalize at its discretion.
38. **Re-entry:** Starters may be re-enter once, as long as the player occupies the same position in the batting order. Starting pitchers may be re-entered, but not as pitchers*
- ***If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game***
39. **Bunting:** If a batter shows bunt, he must either bunt or pull back. The batter can NEVER show bunt, then swing away, or it will be considered an out. 8U-13U: Slashing is not permitted.

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40. **Courtesy Runner/Speed Up Rule:** Teams may pinch run for the pitcher and catcher at any time. The last recorded out will be the runner. If the pitcher or catcher is the last recorded out, the next spot in the line up will be the runner.
41. **On-deck Batters:** All on-deck batters must stay near their own dugout on the warning track with a helmet on.
42. **Mound Visits:** Pitcher must be removed on second mound visit in the same inning (all ages).
43. **Intentional Walk:** The coach must notify the home plate umpire and the hitter will be granted 1st base (all ages)
44. **Seeds and Gum:** There is to be NO GUM, SEEDS OR NUTS in the dugouts or on the fields. The umps have been instructed to give a warning on the 1st incident, a run will be removed for a 2nd offense, a 3rd time will result in the team forfeiting the game being played.
45. **Sliding:** Head first and feet first slides are permitted.
46. **Cleat Restrictions:** Players MUST wear baseball turfs, plastic molded cleats, or sneakers on our baseball fields. No metal cleats are permitted.
47. **Division Rule:** 9U and older will play leads and steals
48. Batting teams are required to retrieve foul balls and home run balls and return them to the game.

8U - 10U

65' bases

46' mound

6 inning game

11U & 12U

70' bases

50' mound

6 inning game

13U

80' bases

54' mound

6 inning game

14U –HS Division

90' bases

60'6" mound

7 inning games

49. **Umpires:** 10U-HS Division will have two umpires for all pool play and single elimination games , including the championship game. 8U and 9U teams will have one umpire for all games.

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Sport's Park Policies

- ◆ The entire No Offseason Sports Park and its parking lots is a Foul Ball area. Parking and entry is at your own risk.
- ◆ No Offseason Sports Park is a tobacco and alcohol free facility. All tobacco products and alcoholic beverages are strictly prohibited. Fire arms are not permitted on the premises.
- ◆ Disorderly conduct and physical/verbal assault will not be tolerated and will result in expulsion from the park for the remainder of the tournament
- ◆ Pets are not permitted at the park. Only service animals protected by the ADA will be permitted.
- ◆ Only "six pack" size coolers are permitted. There are **NO** other coolers permitted in the facility.
- ◆ Loudspeakers/radios are prohibited
- ◆ Private vehicles are prohibited on turf surfaces, sidewalks, service driveways and emergency zones. All vehicles must be in proper designated parking areas. Violators will be ticketed and towed at owner's expense
- ◆ Overnight parking is prohibited
- ◆ Glass bottles or containers are prohibited
- ◆ Grills or cookers are prohibited
- ◆ No fireworks or any open flame is allowed
- ◆ No gum, seeds, or nuts permitted on fields
- ◆ No soft toss against permanent fencing/netting
- ◆ No metal cleats permitted. Players MUST wear baseball turfs, plastic molded cleats, or sneakers on our baseball fields.
- ◆ Children must be supervised by an adult