

# Keep Calm & Baseball On – FungoMan Fielding Challenge

## FLOWER MOUND | COPPELL ALL STAR TOURNAMENT

### VOLUNTEER RESPONSIBILITIES, STRUCTURE OF EVENT, ETC

#### **Location: Bakersfield 3 & 5, 3B Entry**

- 6U, 7U & 8U Divisions will be on Field 3
- 9U, 10U, 12U, 14U Divisions will be on Field 5
- 1B Dugout gates will be locked
- 3B Dugout gates will be locked
- ENTRY POINT IS THE DOUBLE-GATE ON THE 3B SIDE
  - This is the only ENTRY & EXIT point for the field
  - Gate Keepers are Critical

#### **Time: 5:30 – 7:45PM**

- Players may go through more than once, but MUST go to the back of the line
- In the last ½ hour, players that have NOT been through once, will be allowed to participate ahead of players that have already been through.

#### **Volunteers:**

- **Gate Keepers: (2)**
  - SIMPLY KEEP THE GATE UNDER CONTROL AT ALL TIMES
    - Do NOT allow parents and coaches through the gates!
    - Only Participants and the next four in line, are allowed on the field!
    - MAX of 5 participants on the field at any given time.
    - Ensure participants EXIT before allowing the next player on the field
  - Located at the 3B side of BF3 and BF5 at the Double Gates.
    - TENT is provided
    - TABLE is provided
    - Bring your own chairs
- **Next in Line Person: (1)**
  - Manages the flow from point of entry to NEXT IN LINE, and also MANAGES completed participants EXITING the field
  - Communicates with Operator the age of the participants
  - Communicates with participants the FungoMan routine
- **OPERATOR: (1)**
  - Runs the FungoMan Machine
  - Adjusts the speed of the ball by Age/Division of the player
- **Ball Retrieval Person: (1)**
  - This is a nice to have position and is PERFECT for a volunteer's kiddo
  - If this position cannot be filled, the NEXT IN LINE Person, can call time and have the next in line participants help gather balls and return to the FungoMan Machine

#### **Flow of Event:**

- Participants line up outside the Entry Point and are allowed entry by the Gate Keepers

- Participants watch the FungoMan routine closely, so they know what to expect
  - Groundball to 3B, groundball to SS, groundball to 2B, flyball to short center, flyball to LF
- Participants move from gate/entry to next in line
- Participants move through next in line to actual participation
- Participants EXIT the field after competing vs the FungoMan machine!

**RULES—This is a CHALLENGE EVENT, not an award event, but still, certain rules must be followed to ensure safety, flow and that all kiddo's have fun!**

- 1) This event is an INDIVIDUAL PLAYER VS. THE FUNGOMAN MACHINE
  - Participants field three groundballs and two flyballs in a pre-programmed routine; it's PLAYER VS MACHINE as the player works his way through the gauntlet of fielding opportunities, i.e., starts with a groundball to 3B, then a groundball to SS, then a groundball to 2B, then flyball to short center, then a pretty challenging flyball to LF
- 2) Participants must EXIT after their turn
- 3) Participants may do this challenge more than once; however, they must go to the back of line
- 4) In the last ½ hour, players that have NOT been through once, will be allowed to participate ahead of players that have already been through
- 5) HAVE FUN!