Albert Lea Baseball Tournament Inclement Weather Policy

We have structured our tournament to meet a three game minimum for all teams attending with many teams playing more in bracket play.

In the case of inclement weather the Albert Lea Tournament reserves the right to alter the structure of the tournament to best make use of available field playing time to complete the tournament. Often this may mean that teams may not get to three games during a rainy weekend.

We will do our best to reschedule games and move resources around to complete the original scope of the tournament. However, we are limited by some factors, which include field recovery, field reconfiguration, availability of umpires, or the availability of fields, etc that can preclude what would seem to be obvious solutions for the particular situation. Our goal as a qualifier for MBT, MSF, and GSTC, is to complete the tournament and award the state tournament berths.

Weather Cancelation Refund Policy

In the case games are canceled and the tournament is disrupted, the following schedule will apply for determining refunds:

Played no games → Eligible for Full refund

Played one game → Eligible for \$200 Refund

Played two games → No refund

In order to receive refund, the coach, organization contact or Traveling Director must submit a refund request via a form available on our website. Complete information is required to receive the refund. This form can be e-mailed to the e-mail address on the form.

This policy is consistent with the MBT rain out policy.

Tournament Reconfiguration

If the tournament needs to be reconfigured, the Tournament Director and Albert Lea Baseball Board of Directors reserve the right to determine an equitable method of completing tournament play depending on the circumstance and constraints. Once this method is determined, the modified schedule will be posted to our website or communicated via our Tournament Director. This will be done as quickly as possible. These decisions are final with no provision for appeal.