



THE RIPKEN EXPERIENCE MYRTLE BEACH

WELCOME PACKET

SUMMER 2019





THE RIPKEN EXPERIENCE MYRTLE BEACH

DEAR TEAM,

Thank you for choosing The Ripken Experience Myrtle Beach for your summer tournament destination! We are quite certain that your players, coaches, family members and friends will greatly enjoy the Ripken complex, as well as all of the amenities that Myrtle Beach, South Carolina has to offer.

Please take the time to thoroughly read all of the enclosed information. We highly recommend holding a team meeting so all family members are fully informed of the facility policies & general information.

Several thousand teams have walked through the gates since our Grand Opening in June 2006. Whether this will be your first trip or one of many, we wish you a memorable week of baseball and family fun!

Sincerely,

Two handwritten signatures in black ink. The first signature is cursive and appears to be 'Craig J.'. The second signature is also cursive and appears to be 'Ziv'.

PAYMENT PLANS AND POLICIES

All teams participating in summer week-long tournaments at The Ripken Experience Myrtle Beach agree to a payment plan at the time of registration and must adhere our payment and cancellation policies. Details regarding these policies can be found within our FAQs: www.ripkenbaseball.com/faq-myrtle-beach-tournaments

All tournament paperwork will be signed and/or submitted electronically prior to your team's arrival. Further details and instructions on how to complete these items will be sent in separate communications to the team's primary contact.

SUBMITTED BY THE PRIMARY CONTACT:

1. Accommodations Form
2. Certificate of Insurance listing our legal entity as additionally insured:
 - Extra Bases, LLC
 - 3051 Ripken Way Blvd. Myrtle Beach, SC 29577

Does your team need insurance? For more information from our partner, Chappell Insurance Agency, please visit: www.chappellinsurance.com/ripken-baseball-myrtle-beach-chappell-insurance

SIGNED/SUBMITTED BY EACH PLAYER (PARENT/GUARDIAN) AND COACH:

1. Participant registration
2. Code of conduct
3. Waiver
4. Birth certificate (player only)

Reminder: Further details and instructions on how to complete these items will be sent in separate communications to the team's primary contact.



THE RIPKEN EXPERIENCE MYRTLE BEACH 2019 WEEK-LONG PAYMENT PLANS

AGES 10U-12U

REGISTRATION PERIOD	PRICE	DEPOSIT	REMAINING BALANCE PAYMENT SCHEDULE*					
			11/15/18	1/15/19	3/1/19	4/1/19	5/1/19	5/15/19
EARLY <i>(Expires 12/20/18)</i>	\$495 / participant	\$1,000	-	20%	20%	20%	20%	20%
REGULAR <i>(Expires 2/15/19)</i>	\$545 / participant	\$1,500	-	-	25%	25%	25%	25%
HUSTLE <i>(After 2/16/19)</i>	\$545 / participant	\$2,000	-	-	-	33%	33%	33%

**Percentages of the remaining balance (total cost - deposit)*

AGES 13U+

REGISTRATION PERIOD	PRICE	DEPOSIT	REMAINING BALANCE PAYMENT SCHEDULE*					
			11/15/18	1/15/19	3/1/19	4/1/19	5/1/19	5/15/19
EARLY <i>(Expires 12/20/18)</i>	\$535 / participant	\$1,000	-	20%	20%	20%	20%	20%
REGULAR <i>(Expires 2/15/19)</i>	\$595 / participant	\$1,500	-	-	25%	25%	25%	25%
HUSTLE <i>(After 2/16/19)</i>	\$595 / participant	\$2,000	-	-	-	33%	33%	33%

**Percentages of the remaining balance (total cost - deposit)*

TEAM COORDINATORS

Your Team Coordinators will assist you every step of the way – from making payments and completing all necessary registration to answering any questions you may have regarding your visit to our complex and the Myrtle Beach area. All required paperwork should be uploaded through your SportsEngine account online.

KIMBERLY TODD

SENIOR TEAM COORDINATOR

843-213-2701

ktodd@ripkenbaseball.com

KERRY WALSH

BASEBALL OPERATIONS ASSISTANT

843-213-2288

kwalsh@ripkenbaseball.com

CONTACT & LOCATION INFORMATION

THE RIPKEN EXPERIENCE MYRTLE BEACH

3051 RIPKEN WAY BLVD.

Myrtle Beach, SC 29577

1-866-747-5369

Fax: 843-913-5214

INCLEMENT WEATHER POLICY

RainedOut™ is a text messaging service we utilize to give our teams up to date weather alert information and any schedule changes due to inclement weather. This is a FREE service. Specific text entry information will be sent out with each individual tournaments' schedule.

In the event of rain we will do everything within our power to stay as close to the game schedule as possible. However, because of limited field availability we may have to deviate from the printed schedule. If and when we need to alter the schedule, we use the following procedures/priorities as our guide:

1. Our first priority is always to make sure that each team plays it's minimum number of games.
 - We will try to maintain the original schedule as much as possible
 - In the event of weather/darkness, it may not be possible to accommodate schedule requests
2. We will attempt to have a championship game
 - We may eliminate the quarter-final or semi-final round to ensure a championship game

Games that do not make it to regulation (*4 complete innings [3.5 innings if home team is winning] for a 6 inning game or 5 complete innings [4.5 innings if home team is winning] for a 7 inning game*) due to weather/darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available.

If there is not enough time to resume a suspended game, it will be considered complete and official at the end of the last complete inning. Below are some further points to help illustrate this policy:

POOL PLAY GAMES

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

ELIMINATION GAMES

1. If one inning hasn't been completed and the game is suspended and there is not enough time to resume, the higher seed would advance to the next round.
 - If tied at the end of the last complete inning, the higher seed would 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 (least runs allowed)
2. If the championship game starts and is not able to be completed due to weather and there is no time to resume, the game would be considered official at the end of the last complete inning.
 - If tied at the end of the last complete inning, both teams will be named co-champions
 - If one inning hasn't been completed in the championship game and the game is suspended and there is not enough time to resume, both teams would be named co-champions.

LIGHTNING POLICY

The Ripken Experience utilizes lightning detection devices or programs (or both) that allow for the implementation of a consistent policy regarding the suspension of games.

1. On days/times when a storm is anticipated, lightning detection device or program will be monitored by the staff.
2. When a lightning storm approaches within 8-20 miles, The Ripken Experience staff will continuously monitor the storm activity and prepare for a possible suspension of games.
3. When lightning is detected within 8 miles, all games will be suspended. At that time, players, coaches, and spectators should proceed to the safest possible place. *All fields, batting cages, and training areas are closed until the staff clears the complex for play.*
4. Games will be resumed once the lightning has moved outside of the 8-mile radius from the complex for a period of 15 minutes.

It should be noted that lightning could be visible (usually in the clouds) over 20 miles away. These observations should obviously alert everyone that a storm may be approaching; however, it does not necessitate the suspension of play.

WEATHER RELATED REFUND POLICY

6 GAME MIN. FORMAT (PER PLAYER/COACH ENTRY FEE)

0 Official Games:	100% credit or 85% refund
1 Official Game:	50% credit
2 Official Games:	20% credit

WEEK-LONG TOURNAMENT SAMPLE SCHEDULE

All teams participating in our week-long tournaments can expect the following in regards to the game schedule. Certain changes may be made depending upon the final number of teams in each tournament. Final tournament schedules will be posted at www.ripkenbaseball.com and e-mailed to coaches and parents the Monday prior to your tournament.

SAMPLE SCHEDULE

Sunday:	Check-in for all teams (10-11 am); Skills Competition and Opening Ceremonies
Monday:	Pool Play
Tuesday:	Pool Play
Wednesday:	Pool Play
Thursday:	Single Elimination Round
Friday:	Semi-Final and Championship Games

PLAYER/COACH GIFTS

All registered players and coaches will receive a gift from The Ripken Experience as a part of their registration fee. These will be distributed at check-in. The Ripken Experience is not responsible for lost or stolen gifts after they are distributed to teams.

SKILLS COMPETITIONS *(subject to change)*

The Ripken Experience will conduct a skills competition for each age group during our summer week-long tournaments. Each manager will need to fill out the Skills Competition Roster designating which players will compete in each competition. Each player on the team will compete in one event with 1 player in the Home Run Derby, 6 players in the Turn Two Competition and 6 players in the Team Relay competition. If a team has more than 13 players then the additional players would compete in the 2nd round of the Outfield Relay Competition.

HOME RUN DERBY

1. One player from each team will participate in the Home Run Derby.
2. A coach will pitch to their player and each team should have a player in full catcher's gear ready when their team is up.
3. Each player will have ONE minute to accumulate as many points as possible. No timeouts.
4. Whenever the ball hits the ground, is caught or clears the fence then the pitcher may throw the next pitch.
5. Home Run Derby Scoring is as follows (ball must be fair):
 - Home run over the fence = 5 points
 - A ball that lands on the warning track or hits the outfield wall in the air = 3 points
 - A ball that lands past the designated line in the outfield = 1 point
6. Once the hitter's 1-minute round expires, he will have 1 more swing at the "bonus ball" for which double points will be awarded.
7. The player who accumulates the most points after their entire age group has completed the competition will be the Champion.
8. In the event of a tie, all tied participants will compete in a 1-minute swing off with a "bonus ball".

TURN-TWO COMPETITION

1. Each team will have a fielder at all 6 infield positions (pitcher, catcher, 1st, 2nd, 3rd, and SS).
2. A machine will roll the ground ball to a fielder. The fielder must catch the ground ball and then throw to the appropriate base to start the double play. The next fielder will then throw to 1st base to complete the double play. The first baseman (or Pitcher covering first) will then throw the ball back to the catcher.
3. Once the catcher receives the throw and places the ball in the bucket, the next ground ball will be put through the machine.
4. MISSED GROUND BALL - the fielder can choose to play the ball or raise his hand for a new ground ball.
5. OVERTHROW - If there is an overthrow, the player that was to receive the throw can choose to go after the ball or pick up a replacement ball. In either case, the player must first touch the base that the throw was originally intended for and then throw to the next base.
6. The competition will be timed from the start of the first groundball to the completion of the last double play. A failure to record any one of the "outs" will result in a 3 second penalty. The team with the lowest time will be the winner.

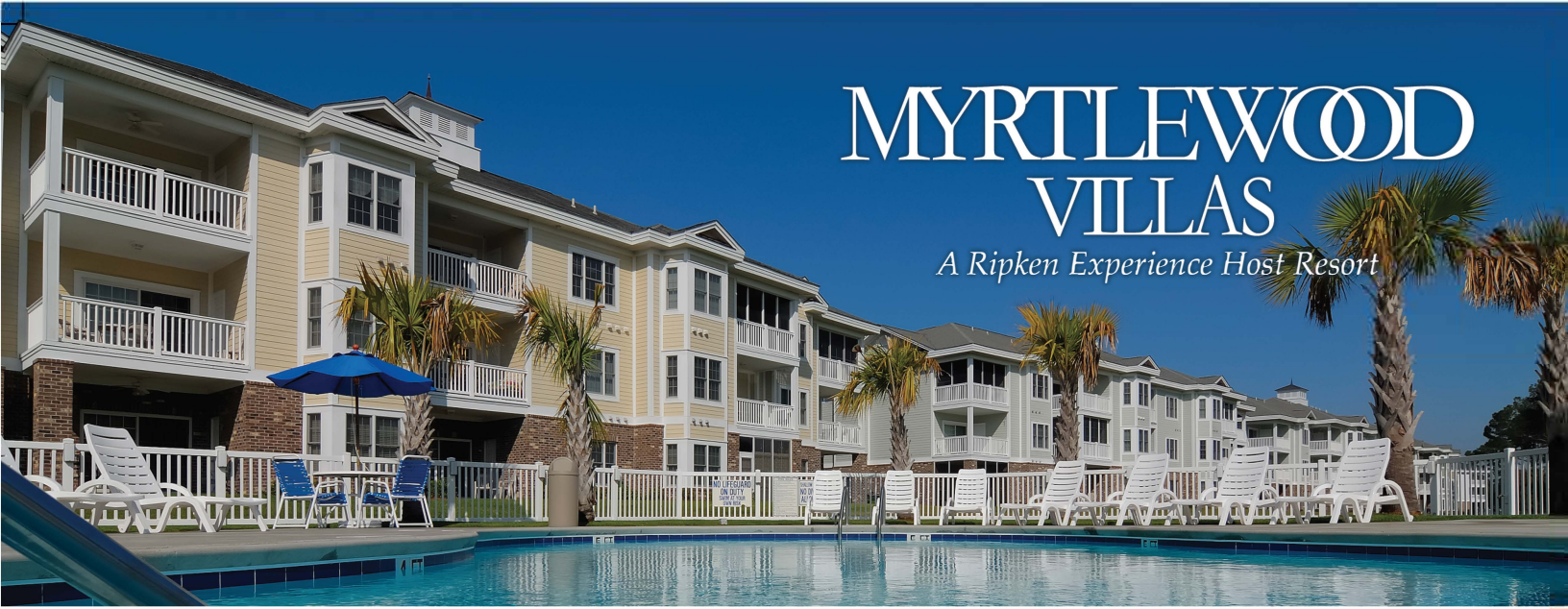
SKILLS COMPETITIONS CONTINUED *(subject to change)*

OUTFIELD RELAY COMPETITION

1. 6 Players will compete in this competition. All players who have not participated in HR derby or Turn Two must participate in the relay event. If you do not have 6 players who have not competed in a single event left, you can have a player who competed in one of the other events participate.
2. The relay will start with all 6 players standing on their designated cone. Cones will be set in Left Center, Deep Short, left side of home plate and Right Center, Deep Second and the right side of home plate.
3. Upon hearing "GO" from the Ripken representative on the microphone, the player in Left Center will sprint to the Left Field wall where a baseball will be sitting. That player will pick up the ball and throw a relay to the shortstop, the shortstop will then throw the ball to the catcher standing on home plate. Once the catcher catches the ball and puts it in the bucket, that will signal the player in Right Center to sprint to get a ball sitting against the Right Field fence. The Right Center fielder will pick up the ball and throw a relay to the 2B. The 2B will then throw the final relay to the second catcher standing on home plate. Once the ball is put in the bucket the clock will stop.
4. The clock will be continuous and will not stop until all 4 relay throws are completed.
5. Players must start on their cones, however once the outfielder on each side of the field runs for the ball, the rest of the players are free to move around.
6. Each team will get 2 attempts with the fastest overall time being crowned our winner.

MYRTLEWOOD VILLAS

A Ripken Experience Host Resort



PERFECT! YOUR **RIPKEN EXPERIENCE** MYRTLE BEACH TEAM TOURNAMENT IS BOOKED...

You may be asking yourself *"Where should I book my team and family accommodations?"*

Let us help you with that little dilemma. A stay at one of our **Preferred Hotel Partner Resorts** during your Ripken Experience is like hitting a Walk-Off Homer in the bottom of the 9th... **UNBELIEVABLE!** We have it all and right in the heart of where you need to be. Each of our preferred resorts are located just minutes from the Ripken Experience complex and all the excitement Myrtle Beach has to offer, including Myrtle Waves Waterpark, Broadway at the Beach, Topgolf (new for 2019) and a variety of the areas most popular attractions. Best of all, the exclusive relationship with our partner resorts provides you with **UNBEATABLE SPECIAL RATES!**

BOOK & SAVE: Don't strike-out when choosing your team and family accommodations, hit a grand slam instead by contacting one of our Ripken Hotel accommodation experts today! The Ripken Experience Myrtle Beach is proud to offer lodging incentives for our 2019 teams.

- Week-Long Teams: Receive **\$500 OFF** Tournament Entry Fee if you book **50 ROOM NIGHTS**

For more information contact

KIM BERBARY

RIPKEN HOTELS SALES MANAGER

Direct: 843.213.2699 | 1.866.747.5369

Email: info@ripkenhotels.com



BOOK THE **ALL-STAR** TREATMENT YOU DESERVE

1-866-RIPKEN9

7 4 7 - 5 3 6 9

The Enterprise Way

We'll take you out to the ballgame for less.

Ripken Baseball Experience participants receive special rates on every rental.

*To receive a discount, visit enterprise.com/RipkenBaseball
or call 1 800 rent-a-car and reference your team's Account Number.*

*Aberdeen Account # **L181507** • Pigeon Forge Account # **NA18125** • Myrtle Beach Account # **XZ26910***



We'll pick you up.®

GENERAL INFORMATION

CLIMATE/WHAT TO BRING/BEACH SAFETY

The Ripken Experience is located in Myrtle Beach, South Carolina. Typically you can expect 85-95 degree weather with high humidity. We highly recommend keeping hydrated and wearing sunscreen at all times. Portable tents, chairs, and coolers are allowed inside the facility. We would HIGHLY recommend visiting the following website regarding beach safety tips prior to your trip. The information is available for your team and family's safety: www.visitmyrtlebeach.com/things-to-do/beaches/

ADMISSION

Admission to all of The Ripken Experience tournaments is included in the entry fee. There will be NO GATE FEE for any of our events! We encourage family and friends to come to the complex to cheer on the athletes and show their support.

PARKING

There is plenty of FREE parking available for parents and coaches at The Ripken Experience. However, The Ripken Experience is not responsible for any damaged vehicles or theft. Camper/RV parking is located in our overflow parking lot off of Mancini Drive. Please note that vehicles are not allowed to be left in the lot overnight.

MANAGERS' MEETING

All managers and coaches are encouraged to view our online Managers' Meeting video prior to arrival, which addresses tournament rules, activities, and behavior expectations. Please visit the link below for more information: www.RipkenBaseball.com/myrtle-beach-rules

PRACTICES

Teams are welcome to use The Ripken Experience warm-up areas and/or batting cages for practices throughout the week they are here. Our practice facilities will be closed following the Championship game on Friday and all day Saturday.

AWARDS

A customized team trophy and individual awards will be presented to the championship and runner-up teams. Also, a championship game MVP award will be handed out for each tournament. For the consolation brackets during the summer week-long tournaments, we will provide a team award to the champion and runner-up.

UMPIRES

All pool play and single elimination games will have 2 umpires, including the championship game. Certified umpires will be chosen from a professional organization.

BASEBALLS/EQUIPMENT

Game balls will be provided by The Ripken Experience for all games. Teams are to bring their own practice balls. We will also provide a cooler in each dugout with ice water and cups for each game. All other baseball and safety equipment is the responsibility of each team.

BATBOY/BATGIRL

Teams are permitted to have ONE batboy/batgirl and they do not have to be paid for. However, batboys/batgirls must be younger than the team's participants and must wear a helmet at all times. Batboys/batgirls should not be included on the team's official roster. The batboy/batgirl will not receive any of the benefits of the players and coaches, since they are not a paid participant.

PIN TRADING

Typically, teams do not trade pins at The Ripken Experience. However, teams are welcome to trade pins on their own free will and time. The Ripken Experience does not organize any formal pin trading sessions.

GENERAL INFORMATION CONTINUED

TEAM UNIFORMS

Teams are required to bring and wear their own uniforms. Each player on a team should have a unique number displayed on their jersey.

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. ALL PAID coaches will receive an identification badge at the beginning of the tournament. Coaches MUST be wearing their badge in the dugout at all times. Ripken tournament officials reserve the right to make an on-site badge inspection at any time. Those found to be abusing their badge are subject to ejection from the facility.

NO ALCOHOL OR TOBACCO PRODUCTS

Absolutely no alcohol or tobacco products will be permitted inside The Ripken Experience complex. Failure to comply with this regulation will result in ejection from the complex.

WEAPONS

Weapons of any type are strictly prohibited on the grounds of The Ripken Experience Myrtle Beach. Anyone found to be in possession of weapons will be asked to leave the premises for the remainder of the tournament. The Ripken Experience also reserves the right to contact local authorities if any weapons are suspected or seen on the premises.

GUM/SUNFLOWER SEEDS

Gum and Sunflower Seeds are not permitted in the dugouts or on the fields at The Ripken Experience.

PETS

Pets are not permitted at The Ripken Experience for liability purposes. Service animals are welcome.

FOOD COURT / CONCESSIONS

The Ripken Experience offers a variety of food and beverage options for your convenience. The Food Court in the main building is a great place to grab food and refreshments including hot dogs, hamburgers, chicken tenders, and pretzels. The Shortstop Sub Shop, which is located inside of the Food Court is also a great option where patrons can get fresh salads, subs, and sandwiches. There are two other concession stands throughout the facility. Televisions featuring multiple sports networks are available inside the Food Court.

PRO SHOP/MERCHANDISE

The Ripken Experience merchandise will be on sale throughout each tournament in the Pro Shop. An Under Armour summer tournament t-shirt order form will be available to purchase online by May 1st. Details on how to order will be sent to the main contact/coach prior to May 1st. We HIGHLY encourage your team to pre-order their shirts in order to ensure they receive the right size. A limited number of shirts that are not "pre-sold" will be available at the tournament on a first-come, first-serve basis. The Ripken Experience is not able to reprint t-shirts so it is imperative to pre-order your shirt and confirm with your Team Coordinator that your team name and spelling is correct. After the pre-order period, sizes are not guaranteed.

FIRST AID

A First Aid responder will be on-site at The Ripken Experience (All full time staff are first aid, AED, and CPR certified). It is important to remember that First Aid responders are not medical doctors. They provide basic first aid, determine the severity of injuries and make recommendations as to whether or not a player should see a doctor or go to an emergency room.

GENERAL INFORMATION CONTINUED

PHOTOGRAPHY SERVICE

Glossy Finish (www.glossyfinish.com) is the Official Photographer of The Ripken Experience. Take home amazing action photos and beautiful team photos from your Ripken Experience. They print and deliver on-site. If you want action photos taken of your player you must register to be photographed. No random photos are taken. Go to www.glossyfinish.com/ripken to register your player today. Spots are limited and they do sellout! All of their products, including team photos, custom posters, and digital photo packages (you OWN the copyright) are available to purchase and take home with you. If you have any questions on their photography services please contact them directly at 800-630-1022 or info@glossyfinish.com

NOTE: Due to liability issues The Ripken Experience does not allow coach or parent photographers in the dugouts or on the fields.

SATELLITE FIELDS

It is possible for any team to play up to two of their six pool play games at a Ripken Experience satellite field. Past satellite fields have included:

1. TicketReturn.com Field – Home of the Myrtle Beach Pelicans class A affiliate of the Chicago Cubs (MiLB)
2. Coastal Carolina University – Home of the NCAA Division I Chanticleers
3. Myrtle Beach High School
4. Carolina Forest High School
5. The Grand Park at Market Common Fields
6. Socastee High School

DIRECTIONS FROM THE RIPKEN EXPERIENCE

COASTAL CAROLINA UNIVERSITY

University Blvd. / Conway, SC 29526ght onto Hwy. 17 Bypass (south)

- Stay Right - Merge onto Hwy 501 North toward Conway
- Stay on 501 for approximately 8 Miles
- You will pass Tanger Outlets, Conway Hospital, and a Food Lion shopping center (on left).
- Just after passing Horry-Georgetown Technical College (on left), take the next left into the entrance of Coastal Carolina University (University Blvd.)
- Stay on University Blvd. - Watson Stadium is located on your right near the football stadium

PELICANS STADIUM - TICKETRETURN.COM FIELD

1251 21ST AVENUE NORTH / MYRTLE BEACH, SC 29577

- Turn right onto 10th Avenue (aka Mr. Joe White Avenue)
- Turn left onto Hwy. 17 Bypass (like you are going to Myrtlewood Villas)
- Turn right onto 21st Avenue
- Turn right onto Robert Grissom Parkway
- Turn right into the parking lot where you see the Pelicans sign

MYRTLE BEACH HIGH SCHOOL

3300 Robert Grissom Parkway / Myrtle Beach, SC 29577

- Turn right onto 10th Avenue (aka Mr. Joe White Avenue)
- Turn left onto Hwy. 17 Bypass (like you are going to Myrtlewood Villas)
- Turn right onto 29th Avenue
- Turn left onto Robert Grissom Parkway
- Turn right into the parking lot where you see the entrance to MBHS

CAROLINA FOREST HIGH SCHOOL

700 Gardner Lacy Road / Myrtle Beach, SC 29579

- Turn right onto Hwy. 17 Bypass (south)
- Stay Right - Follow the exit ramp to Hwy 501 North toward Conway
- Stay on Rt. 501 N (go past Tanger Outlets)
- Turn right onto Gardner Lacy Road (about 1 mile past Tanger Outlets)
- CFHS will be on the right. The baseball field is to the right of the school building

SOCASSEE HIGH SCHOOL

4900 Socastee Blvd / Myrtle Beach, SC 29588

- Turn right onto 10th Avenue (aka Mr. Joe White Avenue)
- Turn right onto Hwy. 17 Bypass 4 miles
- Turn right onto 707 (Socastee Blvd.) 2 miles
- Socastee HS will be on your right

GRAND PARK AT MARKET COMMONS

1004 Meyers Avenue / Myrtle Beach, SC 29577

- Turn right onto 10th Avenue (aka Mr. Joe White Avenue)
- Turn right onto Hwy. 17 Bypass 4 miles
- Turn left onto Farrow Parkway 2 miles
- Turn right onto Meyers Avenue (Follow signs to Fields)

2019 TOURNAMENT RULES **The default rule book for all Ripken Baseball Tournaments will be the NFHS Rule Book.*

LINEUPS

9u - 14u Tournaments

9 bat format in which all nine position players must be in the batting lineup. 9u - 14u teams also have the option to bat more than 9. Example: if a 9u-14u 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.

15u - 18u 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 players - 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.

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. Furthermore, if a player is injured or ejected 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.

INJURIES / SUBSTITUTIONS

If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. 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. Once a player cannot continue on the offensive side (at bat or on the bases) that player is not eligible to return to the game.

RE-ENTRY

If a team does not bat the entire lineup and substitutes are available, we use the standard NFHS re-entry rule. Starters may be re-entered once (including the DH for 15u-18u), as long as the player occupies their original position in the batting order.

PITCHER RE-ENTRY

If a pitcher is removed after throwing a pitch 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 warm-up pitch (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.

PITCHER OF RECORD

Once a pitcher throws a warm-up pitch, they must face at least one batter. If the pitcher is hurt during their warm-up pitches, another player may come in to pitch. The previous pitcher of record will not be allowed to re-enter back onto the mound after a pitcher has thrown a warm-up pitch.

2019 TOURNAMENT RULES CONTINUED

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 Ripken 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.

PITCHER/FIELDER'S EQUIPMENT

Pitchers are allowed to wear a protective helmet or head gear. The helmet/head gear can't be glossy or 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, sunglasses, long sleeves, compression sleeves, athletic tape on wrist/arm, and two-toned fielder gloves. ***New 2019 Rule: Due to the installation of turf mounds, pitchers and catchers are no longer allowed to wear metal cleats in the 13u and older age groups. Position players are still allowed to wear metal cleats.**

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 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 on-site 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. If a base runner jumps, hurdles, or leaps over a fielder (that is not lying on the ground) the runner will be called out.

TIME LIMIT

No new inning may start after the time limit elapses. The standard time limit for all age groups is 2 hours from the time of the first pitch of the game to the last out of an inning. Games can go into extra innings 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 - depending upon the format, elimination games may have a time limit. If so, the details will be placed on the game schedule. Consolation games that are not elimination games will have a 2 hour time limit.

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.*

DUGOUTS & HOME / VISITING TEAM

All dugouts at the Ripken Experience complex are labeled Home or Visitor. If playing on a field that does not have labeled dugouts, the home team will occupy the first base side. During the playoff rounds, home team will be the higher seeded team. A coin flip will determine the home team if both teams are the same seed in the playoff round. If a team plays back-to-back on the same field, that team can stay in the same dugout for both games. For summer week-long experience events - ONLY paid coaches and players are permitted in a dugout or on the field. Teams are responsible for cleaning up their respective dugouts including picking up all trash at the conclusion of their game.

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 Ripken Baseball 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.

SLASH BUNT

For the 12u and under age groups, a slash bunt (aka butcher boy) is illegal and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch.

TIE GAMES IN POOL PLAY

Pool play games can end in a tie. A tie game in pool play equals 1/2 of a win and 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.

TIE BREAKER SYSTEM

When 2 teams are tied, follow the list below until the tie is broken:

- Head-to-head results (if applicable)
- Least runs allowed (average per games played)
- Lowest single game runs allowed
- Each subsequent lowest single game runs allowed (2nd lowest for each team, 3rd lowest, etc.)
- Highest average run differential per games played
- Highest single game run differential
- Each subsequent highest single game run differential (2nd highest for each team, 3rd highest, etc.)
- Coin flip

If 3 (or more) teams are tied, with the same record or winning %, use the following system to break the tie:

- Head-to-head results (only applicable if all of the tied teams played each other)
- If one team beat all of the other tied teams, they will be the highest seed of the tied teams.
(Even if all tied teams have not played each other)
- Continue to use head to head results to seed the rest of the teams in the tie.
- If one team has been beaten by all of the other tied teams, they will be the lowest seed of the tied teams.
(Even if all tied teams have not played each other)
- If all tied teams have the same record against each other, then they are tied at head-to-head and you move to the next item on the list (least runs allowed)
- If all of the tied teams did not play each other, head-to-head is not applicable.
- Continue down the 2-Team Tie Breaker list as stated above.

**When 2 teams are tied at any one of the criteria, we revert back to the beginning of the 2-Team Tie Breaker system (head-to-head).*

TIE BREAKER SYSTEM CONTINUED

3 (OR MORE) - TEAM TIE-BREAKER EXAMPLES:

Example #1

Team A 2-1 15 runs allowed
Team B 2-1 16 runs allowed
Team C 2-1 16 runs allowed

Team A beat Team B / Team B beat Team C / Team C beat Team A. All 3 teams are tied at head-to-head. Go to next criteria - least runs allowed: Team A is the highest seed of the 3 tied teams. There now exists a tie between Team B and Team C and since this is now a 2-team tie, we revert back to the beginning of the 2-Team Tie System (head-to-head) which makes Team B the next highest seed of the 3 teams since Team B beat Team C.

Example #2

Team A 1-1 12 runs allowed
Team B 1-1 13 runs allowed
Team C 1-1 15 runs allowed
Team D 1-1 16 runs allowed
Team E 1-1 16 runs allowed
Team F 1-1 17 runs allowed

Team D beat Team E. This is a 6-team tie at a 1-1 record. Since all of the teams in the tie did not play each other, head-to-head is not applicable for this 6-team tie and we move to least runs allowed. Based on the 'least runs allowed' criteria, Team A is the highest seed of this group, followed by Team B and then Team C. Team D and Team E are locked in a 2-team tie at least runs allowed so we revert back to the beginning of the 2-team tie breaker system (head-to-head). In this case, Team D beat Team E so Team D is the higher seed over Team E. Team F is the lowest seed of this group of 6 tied teams.

2019 TOURNAMENT RULES CONTINUED

WINNING %

If teams play an uneven number of games during pool play, winning percentage will be the first tie breaker used to determine the final seeds. Example: Team (A) goes 4-1 in pool play and finishes with a winning % of .800. Team (B) goes 3-1 in pool play and finishes with a winning % of .750. Therefore, Team (A) will be seeded higher than Team (B) due to having a higher winning %.

MERCY RULE

For all games - 15 runs after 4 innings or 10 runs after 5 innings.

LINE-UP CARDS

Teams must provide their own line-up cards. A copy should be given to opposing team each game.

ON-DECK BATTER

All on-deck batters must stay near their team's dugout on the warning track with a helmet on.

OFFICIAL SCOREBOOK

The home team will keep the official scorebook.

OF PLAYERS

Teams are permitted to start and/or 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.

JEWELRY

In general, jewelry is not permitted during game play. Breakaway nylon necklaces are allowed (must be breakaway). 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 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.

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. Failure to comply may result in ejection.

BALKS

We follow the NFHS rules pertaining to balks. In 9U balks are called but not enforced. For the 10u age groups, there will be one warning per pitcher issued for a balk. There will be no warnings issued for 11u, 12u, and older age groups. Once a balk is called, it is an immediate dead ball for all age groups. Additionally, pitchers are no longer allowed to step towards 3rd base without making a throw (the fake to 3rd base, throw to 1st base move is now a balk).

MOUND VISITS

The pitcher must be removed on the second mound visit in an inning for all age groups.

FORFEITS

If a team chooses to forfeit a pool play game, they are not eligible for the championship round and face suspension in future Ripken Baseball 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 Ripken Tournaments.
- If a team chooses to forfeit a championship game, they are not eligible for tournament awards Ripken officials 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.

*If a team is found to be using an illegal player (not age eligible or on the roster) the team will be **EJECTED** from the tournament immediately. All previously played games will be reverted to a forfeit with score of 7-0 or 6-0. **No credits or refunds will be given to the ejected team.**

PROTESTS

It is the responsibility of the manager and/or coach of a team to stop the game at the time of the play and ask for a Ripken Tournament Official if they feel that a ruling during a game is incorrect (there is a radio or tournament official at each field for this purpose). *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.

EXPECTED BEHAVIOR

Negative behavior/bad sportsmanship at youth sporting events has become a major issue. Ripken Baseball Tournaments are not immune as we still see coaches and parents that choose to act in a negative manner toward the opposing team or an umpire from time to time. 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.

Everyone that attends a tournament is expected to act in a positive manner, no matter the outcome of a play, call by an umpire, or the game itself. We simply ask the following:

- Let the players play
- Let the coaches coach
- Let the umpires umpire

PROPER CHEERING/NOISE MAKERS

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. Because the term "distraction" can be subjective, if an issue arises at a field involving noise makers, then Ripken Baseball 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.

BAT RESTRICTIONS

Coaches are responsible for checking all of their player's bats before playing in the tournament. Please make sure all bats meet the guidelines below:

- **9u – 13u:** All bats must have either the BPF 1.15, USA Baseball Stamp or BBCOR designation displayed on the bat. No other weight or size restrictions for these age groups. Coach Pitch bats not permitted in any age group.
- **Bat sensors:** Sensors that are built inside the handle of the bat are legal. Sensors that are an addition or on the exterior of the bat are not permitted. In case of discrepancy, the Tournament Director will deem whether a sensor is permitted.
- **14u – 18u:** BBCOR designated bats with a -3 differential (length to weight) only.

*Wood bats and composite bats are permitted in all of our tournaments.

PENALTY FOR USE OF AN ILLEGAL BAT

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.

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.

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 Ripken Experience Official) must leave the field 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.

- If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.
- If a player is ejected from a game they may face further suspension.
- If a fan or parent is ejected from a game (either by an umpire or by a Ripken Experience Official), they must leave the facility immediately and will be **suspended for the remainder of the event**.
- All ejections/suspensions are subject to final review by the Tournament Director.

CONFINEMENT TO THE BENCH

Ripken 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.

GENERAL 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 Ripken Tournaments.

THE RIPKEN EXPERIENCE

MYRTLE BEACH, SC

2019 RULES SUMMARY SHEET

RULE	9U	10U	11U	12U	13U	14U-18U
BASE DISTANCE	60'	70'	70'	70'	90'	90'
PITCHING DISTANCE	46'	46'	50'	50'	60'6"	60'6"
GAME LENGTH COMPLETE GAME	6 innings 4 innings	6 innings 4 innings	6 innings 4 innings	6 innings 4 innings	7 innings 5 innings	7 innings 5 innings
LEADS	*crosses plate	yes	yes	yes	yes	yes
STEALING (INCLUDING HOME)	*crosses plate	yes	yes	yes	yes	yes
		*Immediate dead ball call if they leave too early (1st offense per team - warning / 2nd offense - runner is out)				
RUN ON DROPPED 3RD STRIKE	no	yes	yes	yes	yes	yes
MERCY RULE	For all games - 15 runs after 4 innings or 10 runs after 5 innings					
	warning	yes	yes	yes	yes	yes
BALKS	<i>Educational purposes only</i>	<i>1 warning per pitcher</i>	<i>No warnings</i>	<i>No warnings</i>	<i>No warnings</i>	<i>No warnings</i>
	We use the NFHS rule book when pertaining to what constitutes a balk Fake to 3rd throw to first is NOT permitted and will be a balk Immediate dead ball for all balks 10u and older (not a delayed dead ball)					
BATS	2 1/4" - 2 3/4"	2 1/4" - 2 3/4"	2 1/4" - 2 3/4"	2 1/4" - 2 3/4"	2 1/4" - 2 3/4"	-3 BBCOR Only
	*All bats must have either the BPF 1.15, USA Baseball Stamp or BBCOR designation displayed on the bat (9u-13u) - No weight restriction on bats - Wood bats are permitted in all tournaments. - Coach Pitch bats are not permitted in any age group.					
CLEATS	rubber	rubber	rubber	rubber	rubber or metal*	rubber or metal*
BUNTING	yes	yes	yes	yes	yes	yes
IF FLY RULE	no	yes	yes	yes	yes	yes
MUST AVOID CONTACT	yes	yes	yes	yes	yes	yes

*No metal cleats for catchers and pitchers 13u and older.

THE RIPKEN EXPERIENCE

MYRTLE BEACH, SC

2019 RULES SUMMARY SHEET (CONTINUED)

RULE	9U	10U	11U	12U	13U	14U-18U
LINEUP	<p>9u - 14u: Anywhere from 9 to the whole roster can bat in the lineup (no DH) 15u - 18u: Anywhere from 9 to the whole roster can bat in the lineup with the option of using 1 DH</p> <ul style="list-style-type: none"> • 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 Ripken Experience Official if there is an issue. 					
ROSTERS	No limits on player rosters. Only paid coaches are allowed in the dugout. Rosters are locked once a team's first game begins.					
RE-ENTRY	<p>Starters may be re-entered once, including the DH, as long as the player occupies the same position in the batting order. Starting pitchers may be re-entered, but not as pitchers* <i>*If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game</i></p>					
COURTESY RUNNERS	Myrtle Beach will allow a courtesy runner for the catcher only . If you are not batting your entire line-up the courtesy runner must be a substitute. If you are batting your entire line-up or have no substitutes available, you may use the last batted out as a courtesy runner.					
ON-DECK BATTERS	All on-deck batters must stay near their own dugout on the warning track with a helmet on.					
MOUND VISITS	Pitcher must be removed on second mound visit in the same inning (all ages).					
INTENTIONAL WALK	We follow NFHS rules. Intentional base on balls may be given at any time without the pitches being thrown.					
EJECTIONS	If a manager, coach, or scorekeeper is ejected from a game, they automatically suspended for the next game with further sanctions possible. If a player is ejected from a game, and there is no substitute available, that spot in the lineup will be skipped with no penalty. If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event. If a coach is ejected twice they are suspended for the remainder of the tournament.					
INJURIES	If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty.					
SLIDING	Head first and feet first slides are allowed.					

**This sheet represents only a summary of some of the Ripken Experience Rules.*

INFORMATION ON PITCHING RECOMMENDATIONS **for youth baseball players*

**Information from USA Baseball Medical & Safety Advisory Committee with help by the American Sports Medicine Institute, USA Baseball News, Journal of Biomechanics, and The American Journal of Sports Medicine (2006)*

**Information also from an article on WebMD.com titled "Baseball Pitching Compared in Children and Pros" (2000)*

**The following recommendations are not specifically from Ripken Baseball. We simply compiled the information and encourage each coach/parent to conduct further research and make the best decisions for their player. Always consult a physician if you have a concern.*

One of the missions of the USA Baseball Medical & Safety Advisory Committee is to provide scientifically based information to youth baseball members decreasing the chance of injury and maximizing their ability to play at a higher level.

- Pitchers should be taken out of the game immediately if their arm is fatigued.
- If a pitcher complains about arm pain and it does not go away after 4 days or the same pain happens immediately when they pitch again, the parent should take their son/daughter to a physician.
- Pitchers who competitively pitch more than 85 pitches per game, more than 8 months out of a year, or with arm fatigue are several times more likely to require elbow surgery.
- Injuries that occur when pitchers are adults may have begun to develop during their youth level of baseball.
- Once a pitcher leaves the game they should not come back in to pitch later in that game. The pitcher's tendons, muscles, and ligaments need time to "cool down" just as they needed time to "warm-up."
- The day after a start should be for rest, not participating in any drills that use an overhand movement.
- Throwing curveballs and sliders increase the chance of elbow and shoulder pain. If breaking balls are thrown, it is very important for the pitcher to have the proper mechanics.
- Developing the skills needed to play at a higher level is done through repetition, but a pitcher should not throw for more than one team per season. Performing drills to build strength and consistency is good, but the pitcher must find time to rest between starts. We encourage the player to only pitch for one team during the year.
- A pitcher should not compete in baseball for more than 9 months out of the year. The pitcher will need those 3 other months for "active rest." Other physical activities are encouraged, but no other overhand activities should be done in these 3 months. (Javelin Throw, Football Quarterback, Swimming)
- Players should be taught proper pitching mechanics from an early age, and their pitches will get faster over time as joint force increases.
- A great way to prevent injury to a pitcher is to improve overall fitness. Athletes as a whole injure themselves much more frequently when they are fatigued. (WebMD)
- To prevent injuries to a pitcher's arm, have them work on strength and flexibility of their shoulder, wrist, and elbow. (WebMD)
- Parents should get to know their child's coach to ensure that they are teaching their child the proper mechanics of pitching. It is the coach and parent's responsibility to make sure the player is using the proper equipment, taking enough time to warm-up, and also enough time with stretching exercises. (WebMD)

INFORMATION ON PITCHING RECOMMENDATIONS **for youth baseball players*

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**The following recommendations are not specifically from Ripken Baseball. We simply compiled the information and encourage each coach/parent to conduct further research and make the best decisions for their player. Always consult a physician if you have a concern.*

USA BASEBALL MEDICAL & SAFETY ADVISORY COMMITTEE

RECOMMENDATIONS FOR LIMITS WITH YOUTH PITCHERS

AGE GROUP	PITCHES PER GAME	PITCHES PER WEEK	PITCHES PER SEASON	PITCHES PER YEAR
9 - 10	---	75	1000	2000
11 - 12	75	100	1000	3000
13 - 14	75	125	1000	3000
15 - 16	90	2 GAMES/WEEK	---	---
17 - 18	105	2 GAMES/WEEK	---	---

USA BASEBALL MEDICAL & SAFETY

RECOMMENDATIONS FOR DAYS

AGE GROUP	1 DAY REST	2 DAYS REST
9 - 10	21-35 PITCHES	36-50 PITCHES
11 - 12	21-35 PITCHES	36-50 PITCHES
13 - 14	21-35 PITCHES	36-50 PITCHES
15 - 16	31-45 PITCHES	46-60 PITCHES
17 - 18	31-45 PITCHES	46-60 PITCHES

HEADS UP CONCUSSION ACTION PLAN



IF YOU SUSPECT THAT AN ATHLETE HAS A CONCUSSION, YOU SHOULD TAKE THE FOLLOWING STEPS:

1. Remove the athlete from play.
2. Ensure that the athlete is evaluated by a health care professional experienced in evaluating for concussion. Do not try to judge the seriousness of the injury yourself.
3. Inform the athlete's parents or guardians about the possible concussion and give them the fact sheet on concussion.
4. Keep the athlete out of play the day of the injury. An athlete should only return to play with permission from a health care professional, who is experienced in evaluating for concussion.

▶ **"IT'S BETTER TO MISS ONE GAME, THAN THE WHOLE SEASON."**

CONCUSSION SIGNS AND SYMPTOMS

Athletes who experience one or more of the signs and symptoms listed below after a bump, blow, or jolt to the head or body may have a concussion.

SYMPTOMS REPORTED BY ATHLETE

- Headache or "pressure" in head
- Nausea or vomiting
- Balance problems or dizziness
- Double or blurry vision
- Sensitivity to light
- Sensitivity to noise
- Feeling sluggish, hazy, foggy, or groggy
- Concentration or memory problems
- Confusion
- Just not "feeling right" or is "feeling down"

SIGNS OBSERVED BY COACHING STAFF

- Appears dazed or stunned
- Is confused about assignment or position
- Forgets an instruction
- Is unsure of game, score, or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness (even briefly)
- Shows mood, behavior, or personality changes
- Can't recall events prior to hit or fall



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HEADS UP

TO LEARN MORE GO TO >> WWW.CDC.GOV/CONCUSSION

ALL-ACCESS PASS

Included in your tournament package, each player and coach will receive an UNLIMITED All-Access Pass to the below attractions Monday through Saturday of your tournament. These passes are given out to players and coaches individually each day at our complex. The Ripken Experience also offers consignment tickets which offered at a discounted rate inside the pro-shop. Save time and money by purchasing your family tickets on-site.



**Each all-access pass given to players and coaches MUST be used by a player or coach participating in the tournament.*

**Each participating attraction reserves the right to refuse admission if a sibling or family member tries to use it. The Ripken Experience reserves the right to suspend any Player or Coach caught misusing ticket vouchers.*

**Myrtle Beach Pelicans subject to home schedule*



