**2024 EvoShield Around the Horn Skills Competition**

**GATE KEEPER RESPONSIBILITIES**

1. KEEP THE GATE UNDER CONTROL AT ALL TIMES (do not allow parents and coaches through the gates)
2. THIS IS PERHAPS THE BUSIEST FIELD WITH THE MOST PLAYERS ON IT AT ONE TIME. SAFETY MATTERS AND CONTROLLING THE FLOW IS CRITICAL.
3. MAX # of TEAMS/PLAYERS INSIDE THE GATE/FENCES IS THREE TEAMS/15 PLAYERS
   1. ONE TEAM “On the Field” doing the challenge and two teams “Warming Up” in the outfield.
      1. Warm Ups should be in Left Center and Right Field (not down the line at left field due to overthrows from Catcher to the Third Baseman)
      2. Rotation should be:
         1. TEAM ENTERS and goes to Left Center to Warm Up
         2. Goes from Left Center to Right Field to complete the Warm Up process
         3. Goes from Right Field to the INFIELD to compete
4. WAITING TEAMS Enter via the 3B Gate and a DESIGNATED PERSON will manage the TEAM FLOW FROM “WARM UP” TO “TAKING THE FIELD TO COMPETE” AND KEEP THE CHAOS UNDER CLOSE CONTROL.
   1. WARM UP person will coordinate with the OFFICIAL SCORER, and they will they will agree when teams are in position, and OFFICIAL SCORE will start and time the team’s competition.
   2. The WARM UP person will “EXIT” the competing team OFF the field immediately after they compete and BEFORE the next “warm up” team is allowed on the field.
5. KEEP THE FLOW GOING FEEDING ONE TEAM AT A TIME AS THE PARTICIPATING TEAM EXITS THE FIELD
   1. EVERYONE ELSE STAYS OUTSIDE THE FIELD/FENCES
   2. You “allow teams/players to enter” and also “ensure the teams/players exits as soon as they are done”, this is critical!
6. It’s really just that simple, but trust me it’s a challenge as the parents and coaches are going to want to be INSIDE the gates and on the field.
7. THIS IS ABOUT THE KID (the player) JUST GETTING ON THE FIELD AND HAVING FUN!

**\*\*\*CRITICAL\*\*\***

1. Teams that find themselves TIED, need to check back in at the end time of their scheduled session to compete in a SUDDEN DEATH TIE-BREAKER. The TIE-BREAKER will commence at the conclusion of the event. IT WILL START IMMEDIATELY AT THE CONCLUSION OF THE SCHEDULED TIME. IF NOT PRESENT, they forfeit their opportunity to participate in the tie-breaker.
2. THERE WILL BE ONLY ONE-WINNER PER AGE GROUP!

VOLUNTEERS: Gatekeepers (2), Warm-Up Person (1), Next Team in line Person (1), so minimum of 4 volunteers required.