**2024 Wilson FungoMan Fielding Challenge**

**GATE KEEPER RESPONSIBILITIES**

1. KEEP THE GATE UNDER CONTROL AT ALL TIMES (do not allow parents and coaches through the gates, the challenge is for the players and we do NOT want spectators on the field)
2. THIS IS PERHAPS THE BUSIEST FIELD WITH THE MOST PLAYERS ON IT AT ONE TIME. SAFETY MATTERS AND CONTROLLING THE FLOW IS CRITICAL. So, Step 3 is critical:
3. MAX # of TEAMS/PLAYERS INSIDE THE GATE/FENCES IS THREE TEAMS/12 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 Field and Right Center Field (not immediately down the line at left field to help avoid congestion)
		2. Rotation should be:
			1. TEAM ENTERS and goes to Left Center to Warm Up
			2. Goes from Left Center to Right Center to complete the Warm Up process
			3. Goes from Right Center 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 Official Scorer/Operator and will they will agree when teams are in position, and OFFICIAL SCORER/OPERATOR 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 exit 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. THERE WILL BE ONLY ONE-WINNER PER AGE GROUP!

VOLUNTEERS: Gatekeepers (2), Warm-Up Person (1), Next Team in line Person (1), assistant to the OPERATOR/SCOREKEEPER (1), so minimum of 5 volunteers required.