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2019 PG TX SPRING KICKOFF

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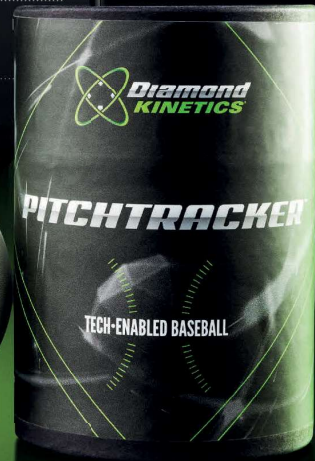
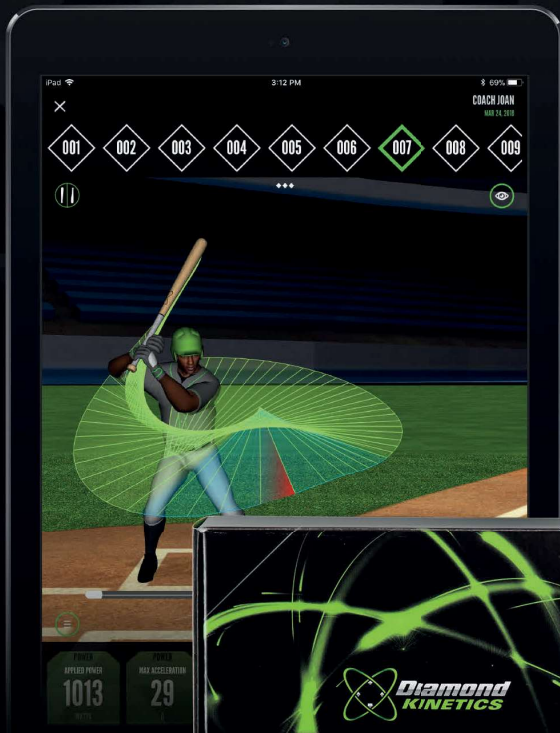
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2019 PG 12U TX Spring Kickoff Schedule

Saturday, February 16

Gm	Time	Teams	Location
1	12:00 PM B	V Banditos Black 12u H Performance Baseball Texas 12U	Field 1 @ Premier Baseball of Texas
2	12:00 PM A	V Hooks 12U Sah H Premier Baseball Campos 12u	Field 2 @ Premier Baseball of Texas
3	2:10 PM B	V Performance Baseball Texas 12U H HOOKS BASEBALL 11U	Field 1 @ Premier Baseball of Texas
4	2:10 PM A	V Premier Baseball Campos 12u H Alamo Drillers	Field 2 @ Premier Baseball of Texas
5	4:20 PM B	V HOOKS BASEBALL 11U H Banditos Black 12u	Field 1 @ Premier Baseball of Texas
6	4:20 PM A	V Alamo Drillers H Hooks 12U Sah	Field 2 @ Premier Baseball of Texas

Sunday, February 17

Gm	Time	Teams	Location
7	8:00 AM Playoff Round 1	V #5 Seed H #4 Seed	
8	8:00 AM Playoff Round 1	V #6 Seed H #3 Seed	Field 2 @ Premier Baseball of Texas
9	10:20 AM Semi-Final	V Winner of Game # 7 H #1 Seed	Field 1 @ Premier Baseball of Texas
10	10:20 AM Semi-Final	V Winner of Game # 8 H #2 Seed	Field 2 @ Premier Baseball of Texas
11	12:40 PM Championship	V Winner of Game # 10 H Winner of Game # 9	Field 1 @ Premier Baseball of Texas

2019 PG 12U TX Spring Kickoff Pools

A

Hooks 12U Sah
Premier Baseball Campos 12u
Alamo Drillers

B

Performance Baseball Texas 12U
HOOKS BASEBALL 11U
Banditos Black 12u

Alamo Drillers

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
5	Ty Hawkins	OF	5-5	120	R/R	2025	Johnson	San Antonio, TX
6	Kayson Cunningham	SS	4-11	100	S/R	2025	Johnson	San Antonio, TX
7	Chris Sampson	3B	4-11	96	L/R	2026	Concordia Lutheran	Magnolia, TX
8	Jd Crisp	OF	4-11	92	R/L	2025	Cypress Woods	Cypress, TX
10	Demarco Bandiero	1B	5-8	190	L/L	2025	Little Cypress-Maurice	Orange, TX
12	Cade Segura	1B	5-6	130	L/L	2024	Pleasanton	Pleasanton, TX
13	Jasiah Carraman	OF	4-5	85	L/L	2025	Abernathy	San Antonio, TX
22	Luke Martinez	2B	4-1	85	R/R	2025	Macarthur	San Antonio, TX
24	Terry Lawrence	OF	5-8	150	R/R	2025	Willis	Willis, TX
25	Ethan Clauss	2B	5-3	100	L/R	2025	Palo Verde	Las Vegas, NV
28	Johnathan Gonzalez	OF	5-2	115	R/R	2024	Medina Valley	Castroville, TX
34	Gavyn Schlotterback	C	5-6	140	R/R	2024	Lake Travis	Lakeway, TX
55	Masa Chilcutt	3B	5-6	137	R/R	2025	Johnson	San Antonio, TX

Banditos Black 12u

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
2	Dylan Parker	OF	5-3	105	R/R	2024	Shelbyville	Center, TX
3	Davis Lee	OF	5-1	90	R/R	2025	Lake Creek	Montgomery, TX
4	Jj Hawthorne	C	5-3	125	R/R	2025	Clear Creek	League City, TX
8	Logan Horton	MIF	5-3	125	R/R	2025	Center	Center, TX
10	Titan Targac	OF	5-3	103	S/L	2025	Flatonia Secondary	Flatonia, TX
11	Kalub Ramirez	SS	5-0	100	R/R	2025	Hereford	Hereford, TX
17	Colton Gilbert	OF	5-0	100	R/R	2025	Huntsville	Huntsville, TX
22	Karson Reeder	RH P	5-2	98	R/R	2026	Tomball	Tomball, TX
23	Tanner Galik	3B	5-3	95	R/R	2025	Lake Creek	Montgomery, TX
24	Brice Hubbard	2B	4-8	80	R/R	2026	Klein Collins	Spring, TX
35	Cody Palacios	OF	5-1	95	R/R	2024	Lake Creek	Montgomery, TX
55	Austin Taylor	SS	5-2	90	S/R	2025	Huntsville	Huntsville, TX

Hooks 12U Sah

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
0	Daniel Soukup II	OF	4-10	72	L/L	2025	Canyon	New Braunfels, TX
1	Josh Gonzales	2B	4-9	95	S/R	2025	Bowie	Austin, TX
4	Henry Holt	OF	4-9	89	R/R	2026	New Braunfels	New Braunfels, TX
6	Antonio Limon	3B	5-5	125	R/R	2025	Jack C Hays	Buda, TX
7	Michael Brister	3B	5-1	115	R/R	2024	San Antonio Christian	San Marcos, TX
8	Noah Soto	C	4-1	65	R/R	2025	Jefferson	San Antonio, TX
9	Hudson Byrd	C	5-3	105	R/R	2025	Bowie	Austin, TX
14	Tony Diaz	SS	4-11	80	R/R	2024	San Marcos	San Marcos, TX
15	Bryson Anderson	OF	4-10	76	L/L	2024	Wimberley	San Marcos, TX
18	Maddux Couch	1B	4-8	76	R/R	2024	Wimberley	San Marcos, TX
19	Taylor Tracey	LHP	5-8	110	R/L	2025	Bowie	Austin, TX
21	Jacob Tello	SS	5-3	115	R/R	2025	Warren	San Antonio, TX
22	John Duran	1B	4-10	131	R/L	2025	San Juan Diego Catholi	Buda, TX
34	Clayton Namken	C	5-1	120	R/R	2025	New Braunfels	New Braunfels, TX

HOOKS BASEBALL 11U

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Layton Jochetz	C	4-5	80	R/R	2026	Woodsboro	Woodsboro, TX
3	Julian Suarez	2B	4-10	90	R/R	2027	Sinton	Sinton, TX
7	Drayson Gamez	SS	4-6	76	R/R	2026	Calallen	Corpus Christi, TX
8	Landin Ford	OF	4-8	82	R/R	2026	Calallen	Corpus Christi, TX
16	Davian Garcia	OF	5-3	101	R/R	2026	Ray	Corpus Christi, TX
19	Ryan Morgan	RH P	5-0	120	L/R	2027	Veterans Memorial	Corpus Christi, TX
23	Huck Schoenvogel	RH P	5-2	130	R/R	2023	Marion	Seguin, TX
25	Clay Mitchell	RH P	5-4	140	R/R	2026	Sinton	Sinton, TX
27	Aiden Salinas	SS	4-10	72	S/R	2026	London	Corpus Christi, TX
34	Caleb Deleon	OF	4-10	94	R/R	2026	A C Jones	Beeville, TX
99	Cade Sebyy	C	4-9	90	R/R	2026	Victoria West	Victoria, TX

Performance Baseball Texas 12U

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
0	Cale Preston	OF	5-1	85	L/L	2025		Carthage, TX
5	Sean Swank	C	5-2	117	R/R	2025		Deberry, TX
6	Christopher Collins	1B	5-6	125	R/R	2025		Avinger, TX
7	Hudson Legrow	RH P	5-9	115	R/R	2025		Hideaway, TX
8	Brayden Pate	SS	4-9	90	L/R	2025		Gilmer, TX
9	Jake Powell	RH P	5-1	140	R/R	2025		Tyler, TX
10	Winn Harriss	1B	5-2	150	R/R	2025		Longview, TX
12	Mark Grider	OF	5-4	110	L/R	2025		Mt. Pleasant, TX
13	Kieffer Doxey	OF	5-2	109	R/R	2025		Longview, TX
25	Caleb Hart	C	5-2	100	R/R	2025		Lindale, TX
35	Jace Greenslate	3B	5-7	175	R/R	2024		Deberry, TX
74	Noah Lock	OF	5-3	132	R/R	2024	Bullard	Bullard, TX
88	Drew Flores	SS	5-3	115	R/R	2025		Longview, TX

Premier Baseball Campos 12u

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Ronin McCraw	SS	5-2	95	S/R	2025	Magnolia West	Magnolia, TX
2	Vincent Discon	1B	5-5	140	R/R	2025	Bridgeland	Cypress, TX
3	Mason Priest	SS	4-10	85	R/R	2025	Cypress Ranch	Cypress, TX
7	Mason Schultz	SS	5-0	98	R/R	2025	Fulshear	Fulshear, TX
8	Joshua Vasquez	2B	4-9	103	R/R	2024	Cypress Woods	Cypress, TX
10	Nathan Johnson	3B	5-8	120	R/R	2025	Seven Lakes	Katy, TX
13	Drew Pizzi	C	4-11	91	R/R	2025		Cypress, TX
17	Alexander Rodriguez	OF	4-11	90	R/R	2025	Northland Christian	Spring, TX
20	Michael Odle	C	5-1	96	R/R	2025	Tomball Memorial	Cypress, TX
22	Austin Glasscock	1B	5-3	110	L/L	2025	Bridgeland	Cypress, TX
27	Caleb Daniell	RH P	4-11	95	R/R	2025	Tomball	Magnolia, TX
35	Hudson Hamilton	OF	5-1	95	R/R	2025	Tomball	Tomball, TX

Perfect Game Pitching Rules



- Below is the maximum number of pitches allowed per day in Perfect Game tournaments. Players will be required to rest said number of calendar days when reaching pitch limit. Official pitch counts are tracked by PG Field Scout unless communicated otherwise. Teams are encouraged to also track their pitch counts for both teams. Limits apply to specific tournament age division, not player age. (i.e. 15-year-old player in 17U tournament will go by 17U requirements.)

Age	Daily Pitch Max	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-80	81+

- Once a pitcher reaches his daily maximum limit, he must be removed from the game. If a pitcher reaches the maximum limit of pitches in a game during a batter's plate appearance, the pitcher may continue in the game until such plate appearance or the inning ends (i.e. by a third out made by catching a runner stealing), whichever comes first. There is no team penalty for this, but the pitcher must adhere to prescribed pitch counts for the remainder of the event.
- If a pitcher is brought into a game sooner than the mandatory calendar days' rest, he becomes an ineligible player. According to NFHS Rule 3.1.1: *An ineligible player on defense shall be replaced immediately upon discovery by the umpire or either team.* Once discovered by teams, umpires, or PG Staff, the umpire & Official Scorekeeper will confirm eligibility with Tournament Headquarters. If deemed ineligible, team will have the opportunity to remove player from game. The replacement pitcher will be allowed adequate time to warm up. A pitcher is only allowed to pitch in one game per day unless pitcher throws 20 or fewer pitches in first game. In that case, pitcher may pitch in 2nd game of day. Pitch totals for both games combined will require prescribed daily limits and required rest.
- No pitcher is allowed to pitch 3 days in a row regardless of pitch counts.

Youth Rules

IMPORTANT RULES and INFORMATION

1. **TEAMS DEPARTING BEFORE THE END OF THE TOURNAMENT WILL NOT BE ALLOWED TO COMPETE IN THE PLAYOFFS!!!!** If this happens we will take the second-place team out of the pool or the next best team. The Tournament Director will rule in the fairest possible way.
2. **Pool Play:** All Pool Play games will be played with a strict two-hour time limit. No inning can start after two hours. Time will be kept by the PG Field Director. For each team's pool games, the home team will be predetermined. All pool games that are tied after 7 innings or the 2-hour time limit will be recorded a tie. A tie is equal to a ½ win and ½ loss for each team.
3. **Championship Round/Playoffs:** No two teams from the same organization will match-up in their first playoff game, unless the game is affected by a bye (Applicable to brackets with 9+ teams). 2-hour time limit will be used in all games except the Semi-final and Championship games. This rule is subject to change. The home team in Championship Play will be the higher seed except when there is no seeding. When there is no seeding, the home team will be determined by a coin flip. This is the case even if the schedule says otherwise. Tie Breaker: If after 7 innings or 2 hours the two teams are still tied the following tie breaker rules will go into effect except for the Semi-final and Championship Games. The last three hitters from the previous inning will load the bases with one out.

The base runners will be placed as follows:

- Last hitter from previous inning @ 1st Base
- Hitter before him in the lineup @ 2nd Base
- Hitter before that in the lineup @ 3rd Base
- Normal substitution rules apply to these runners.
- The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

Semi-Final and Championship games will be played with regular extra innings through the 9th inning. Starting in the 10th inning the last three hitters from the previous inning will load the bases with one out.

4. **Forfeits:** All games must be started with at least 9 players. A player must be at least 13 years old to compete in a 16U-18U event. A game can be finished with 8 players. If there are no eligible subs the player leaving the original lineup will be recorded as an out until he is able to return. Any intentional forfeit could result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on all forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final! A forfeit score will be the average runs scored for the winning team to 0 for the losing team. **The tournament committee will decide when a forfeit is declared.**
5. **Taking Infield:** No infield will be allowed during the tournaments.
6. **Mercy Rules:** 15 after 3, 12 after 4, 8 after 5.
7. **Trips to the mound:** The members of the coaching staff (including the manager) can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the contest.
8. **Hitting lineup:** Can consist of 9, 10, or 11 players. The lineup must stay with the same number of batters for the entire game. Once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed. The 10th and 11th hitter if used will be designated as an EH and XH on the lineup card. The EH and XH may bat at any spot in the order. The EH and XH is the same as any position on the field as far as substitutions are concerned. The starting pitcher is allowed to DH for himself and bat in any slot in the order but must be listed a P/DH on the lineup card.
9. **In case of rain:** All rain out games may not be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes. This information will be posted on the tournament web site when it becomes available. Note: No special requests will be honored if rescheduling becomes

necessary. Tournament format is subject to change at any time if deemed necessary and will be determined based on the fairest outcome for all teams. All coaches should make sure the tournament committee has current contact info. If games are cancelled, pool winners and championship qualification will be determined by the tie breaking procedures (listed below).

10. **Stop in Play:** If a game is stopped, the game must start within 1 hour of the stop in play. If games are not resumed, they will become suspended or called official. Games called by umpires that cannot be resumed within 1 hour will be considered an official game, if 5 innings have been completed, or 4 1/2 innings if the home team is ahead. After 5 complete innings, a tie score will be recorded a tie in pool play. The tournament director can extend the 1 hour if there are extenuating circumstances, i.e. lightning detector, working on fields, etc. A suspended game will resume where the game was halted. In the event play is stopped for any reason before or during the Championship round, first place, second place, third place, etc. will be awarded based on PG Seeding and Tie Breaker Rules.
11. **Protests:** Judgment calls and pitching limitations are not eligible for protest. Protests will be heard and ruled on by the tournament committee. The team protesting must make cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor the \$100 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.
12. **Roster and Roster changes:** All players should be listed on the official roster. Playing a non rostered player could result in a forfeit. If a player is listed on more than one roster, the player listed will make a decision as to which roster he is legally on. This decision is up to the individual player. No player can appear in a tournament game for more than one team. If there are multiple events going on at one time players are permitted to play for one team in each event if so desired; pitching limitations still apply to the player. Age divisions within a tournament count as separate events.
 - The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements
 - A player who is in violation of the age eligibility shall be considered an illegal player.
 - If anytime during a tournament game, a player is discovered illegal due to an age violation or participating on more than one team in the same tournament, the team is subject to forfeit. The first team a player participates for is their official team. *This does not apply to Pitch Smart violations.
 - Participating players shall have photocopies of their original birth certificates (US) or passports (International) in the possession of their team manager. Electronic copies of ID documents are accepted. Failure to have a copy of a birth certificate, in the event of a protest, could result in suspension for the remainder of the event until such document can be produced. Driver's License is permitted. For events classified by graduation year, transcripts from a players most recent academic semester shall be in the possession of their team manager.
13. **Scoring:** We recommend that all teams (home and visitor) keep a scorebook. The official scorebook and lineup card for the game will be kept by tournament staff, in case of emergency where staff can't keep book the home team will be the official scorer. In a situation in which tournament staff and the home team are unable to score the visitor would become the official book. All subs should be reported to the umpires. To eliminate scoring disputes scorekeepers should check with the official scorer during and after the game.
 - **Line up cards must be fully filled out with players first name, last name, position, and accurate jersey numbers. All substitutes should be listed with accurate jerseys numbers. Failure to produce a complete lineup card can result in games not starting on time. Line up cards are to be given to the official scorekeeper before the home plate meeting.**
14. **Sportsmanship:** In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.
 - Physical attack on an umpire, tournament official, associate director, associate officer, and/or any player or fan prior, during, or immediately following a game played under the authority of Perfect Game. Assault on an official is a felony in some states.
 - Players, coaches, managers, fans, spectators, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.
 - Any player, coach, manager, sponsor, fan, spectator, director or officer who engages in physical fighting.
 - Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.

- Destruction of property or abuse or failure to pay.
 - Competing under an assumed, false and/or altered name.
 - Tournament hosts have the authority to eject a player, fans or team anytime during a tournament of committing any of the above listed offenses.
 - A player, spectator, fan or coach ejection carries removal from that game only.
 - Any spectator, coach, manager or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.
 - Any event that results in physical altercation (before, during or after a game) could result in a forfeit for both teams. Tournament committee reserves the right to remove teams from playoff contention.
- 15. Bat Specifications:**
- WWBA - Wood bats only. Must be composed of one single piece of wood. Current legal composite bats are listed online under the "Bat Restrictions" tab of the event page.
 - BCS/S25 Tournaments - All bats must meet BBCOR regulations. Wood bats are allowed.
 - 13U - Metal bat. All bats must have branding, label, or stamp proving BPF 1.15 or BBCOR on it. There is length to weight ratio maximum of -5(5 ounces). Wood bats are allowed.
- 16. Pitching:** The MLB balk rule will be enforced. When a balk is called it is NOT a dead ball. The 3B to 1B pickoff move is legal. Also, in the windup position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber, or off to the side of the rubber.
- **Enforced Pitching Limitations:** All PGBA Red events will strictly follow the Pitch Smart guidelines. All other PGBA events are strongly encouraged to follow the Pitch Smart guidelines and enforce them as a rule. Check the Pitching Restrictions tab on the event homepage as well as the PitchSmart report; when applicable.
- 17. Courtesy Runners:** Courtesy runners can be used for the Pitcher and Catcher at any time but must be a VALID SUBSTITUTE. If a team is batting their entire lineup, then they will NOT be able to use last batted out. In addition, the same substitute CANNOT run for more than one position (Pitcher or Catcher) in the same game.
- 18. Not covered in the Rules:** In the event any item is not covered in these rules or NFHS rules, the tournament committee will make the fairest possible ruling and that ruling will be final!
- 19. Field Dimensions**
- **9U-10U:** All games will be played on 46x65 fields.
 - **11U-12U:** All games will be played on 50x70 fields.
 - **13U-18U:** All games will be played on 60x90 fields.
- 20. Seeding and Tie Breaker Rules.**
1. Pool play overall record (winning percentage)
 2. If two teams are tied -Head to Head winner
 3. If three teams are tied – If one team has defeated both other teams, that team advances. If not go to #4.
 4. Least total runs allowed in pool play.
 5. If still tied – Total runs scored in pool play
 6. If still tied – Total runs allowed subtracting game with most runs allowed in pool play
 7. If still tied – Total runs allowed minus two games with most runs allowed in pool play
 8. If still tied – Runs scored inning by inning starting with first game until one team has more runs after a complete inning starting with pool games
 9. Second place teams will always be taken ahead of 3rd place teams for wild cards, 3rd place ahead of 4th place, etc.

(Last updated: 5/22/2018)

Perfect Game Super25 Roster Rules

Team and Individual Player Eligibility

1. A team may not be composed of more than the allotted eligible players.
 - a. 9U-12U: 17 eligible players
 - b. 13U-14U: 20 eligible players

- c. 15U-17U: 25 eligible players
- 2. Tournament director may manage or coach in any tournament in which he also serves as the tournament director or host. There shall be a separate tournament director and protest committee selected to handle all rule problems within the tournament.
- 3. The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the eligibility requirements.
- 4. Teams can replace players that cannot come to the National Championship due to extenuating circumstances (i.e injury, family conflicts, etc) **
- 5. Any team qualifying for the Super25 National Championships must have a minimum of 11 players. If a team qualifies with less than 11 players they will be allowed to add players until they reach 11 total players.**
 - a. A qualifying team will have the ability to change their roster. 60% of the roster must remain the same for the National Championship**
 - b. Teams can add 6 players to their roster after qualifying for the National Championship. These players can be from any region.
- 6. Teams from every region are eligible to play in all of the Super Qualifiers.
- 7. Super Qualifier tournament event champions receive a berth to the current season's National Championship. Champions must confirm attendance at the National Championship immediately following the tournament.
- 8. Perfect Game decides the Champion on incomplete Regional and/or Super Qualifier.

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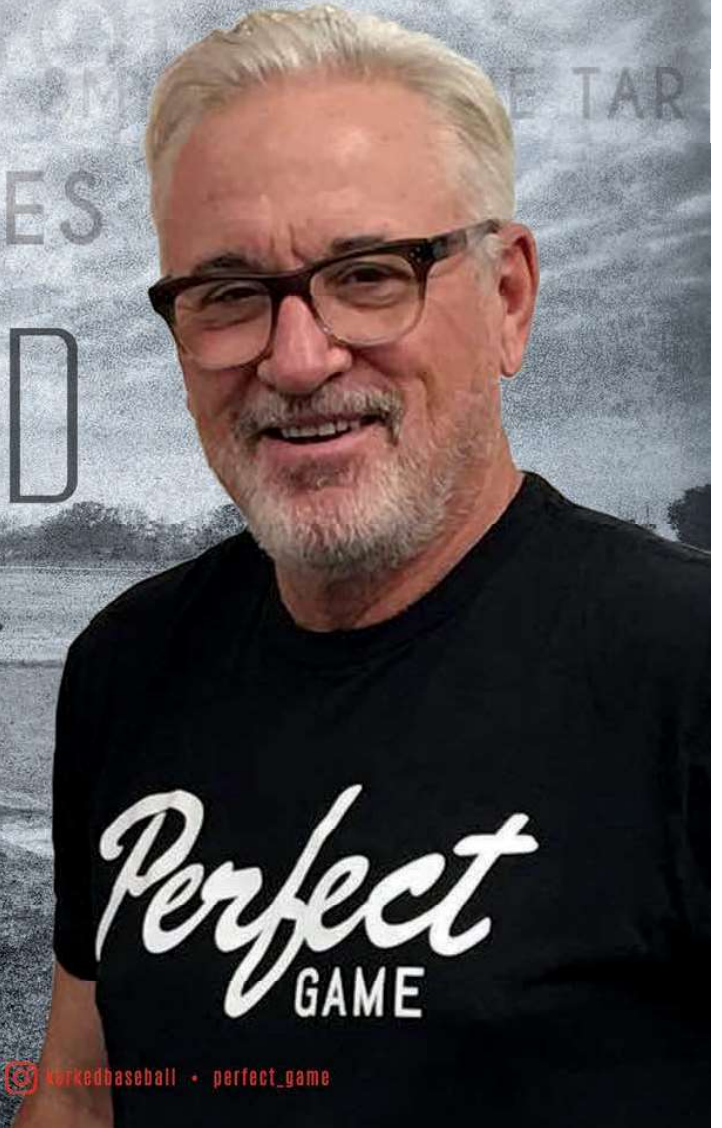
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GAME





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HOME OF THE ORIGINAL BAT MUG™

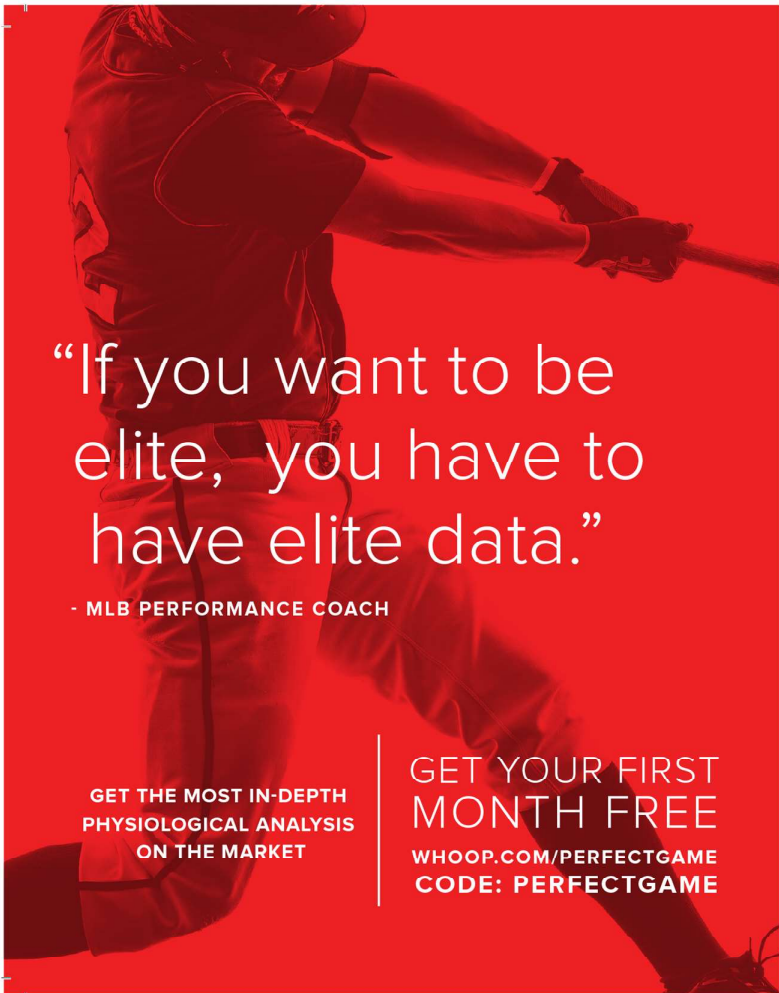


BASEBALL BAT MUGS

- FULLY CUSTOMIZABLE -



WWW.LUMBERLEND.COM



“If you want to be elite, you have to have elite data.”

- MLB PERFORMANCE COACH

GET THE MOST IN-DEPTH
PHYSIOLOGICAL ANALYSIS
ON THE MARKET

GET YOUR FIRST
MONTH FREE

WHOOP.COM/PERFECTGAME
CODE: PERFECTGAME

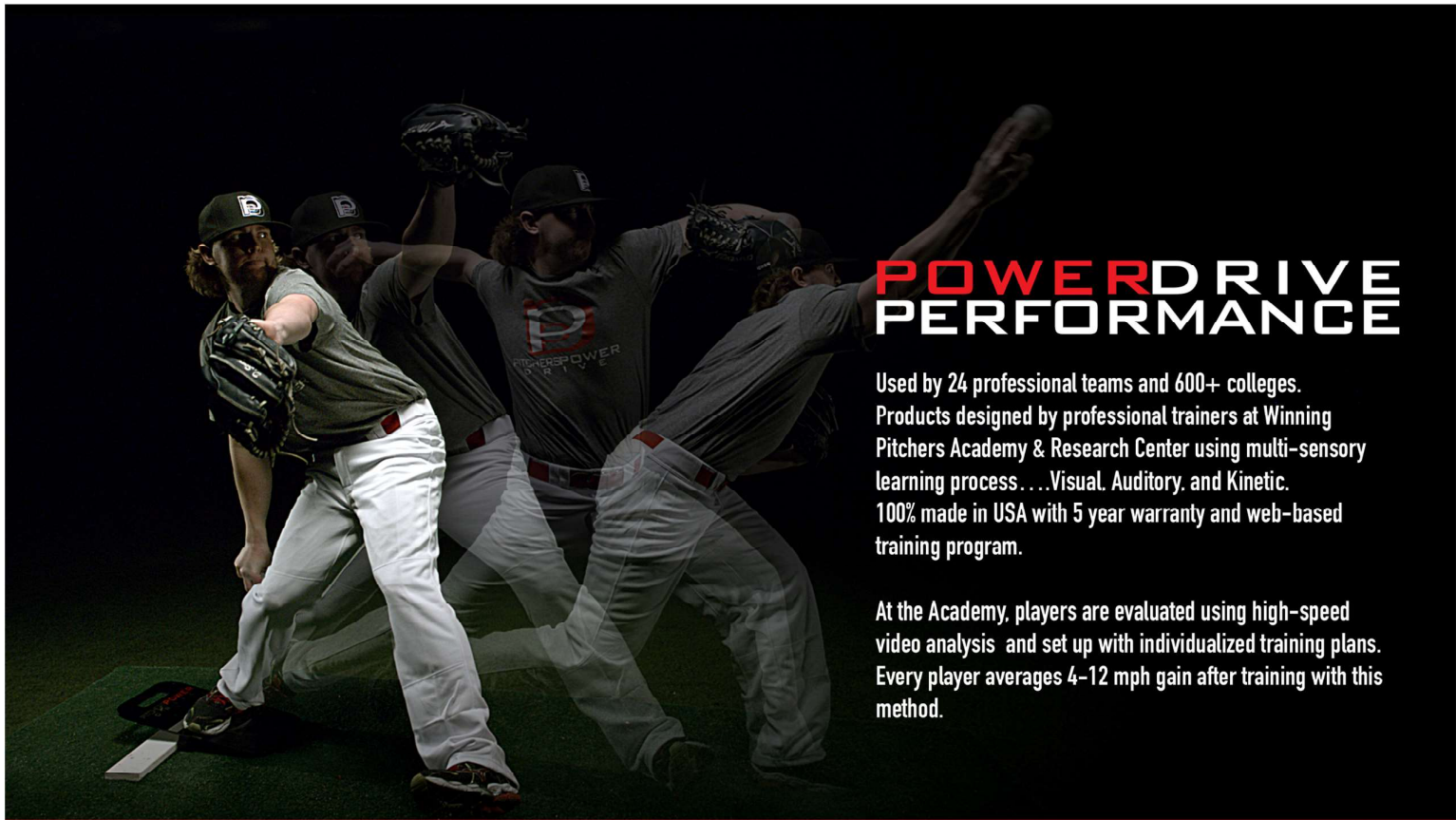
TRAIN SMARTER, RECOVER
FASTER AND SLEEP
BETTER WITH WHOOP.



- QUANTIFY DAILY STRAIN ON YOUR BODY
- MONITOR SLEEP STAGES IN DETAIL
- GET DAILY RECOVERY METRICS
- TRACK TRENDS IN FITNESS OVER TIME

WHOOP®

TAKE YOUR PERFORMANCE TO THE NEXT LEVEL.



POWERDRIVE PERFORMANCE

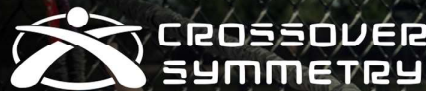
Used by 24 professional teams and 600+ colleges. Products designed by professional trainers at Winning Pitchers Academy & Research Center using multi-sensory learning process. . . .Visual, Auditory, and Kinetic. 100% made in USA with 5 year warranty and web-based training program.

At the Academy, players are evaluated using high-speed video analysis and set up with individualized training plans. Every player averages 4-12 mph gain after training with this method.



ARE THERE GAPS IN YOUR ARM CARE?

Gaps In Your Arm Care?



Targeted Scap Strengthening	✓ Improves the essential link between the core & the arm
Mobility & Stretching Program	✓ Restore internal rotation & enhance scapular range of motion
Active Recovery Program	✓ Increase blood flow, address trigger points, & improve tendon health
Posterior Chain Development	✓ Improve deceleration pattern to reduce stress & protect the arm
Multiple Resistances	✓ Properly target scap stabilizers (stronger) & rotator cuff (weaker)
Advanced Plyometric Activation	✓ Optimize neuromuscular speed & timing
Video Training for Group	✓ Stream expert training to your team

15% OFF
ARM CARE PACKAGE

FREE SHIPPING

**1 over 48 states*



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AT CHECKOUT



PERFECT GAME



Get more pop, more distance and a faster, lighter swing speed with the all new Quatro Pro; **A COLLISION OF OUR BEST TECHNOLOGIES.**



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