

DREAM Team Online Store

The store is currently open and will close on Wednesday, August 30th at Midnight. Place your order today!





DREAM Team Uniform

- Black Pants
- Black Belts
- Black Socks



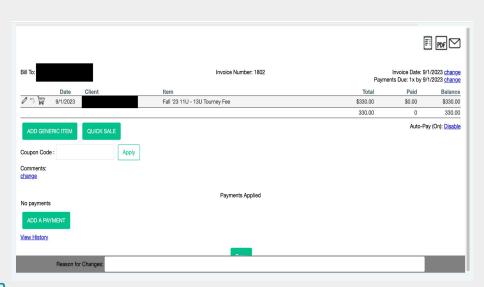






DREAM Team Tournament Fund

All DREAM Team players will be billed a one time tournament fee on September 1st. This will cover the fee for the scheduled tournaments. If your team decides to play in additional tournaments, you will be billed for those tournaments accordingly. You can view your team's scheduled tournaments in the GameChanger for your player's team. The tournament fund fee has an accompanying invoice for it in EZ Facility under your player account login. If you have any questions, please email baseball@familydreamcenter.com



DREAM Team Development Evaluation (Coach Charlie)

- Originally from Sydney, Australia
- Played from a Young Age Internationally
- Developed a love for Pitching
- Played for the Sydney Blue Sox in Australian Baseball League (MLB Affiliate)
- Played in Europe & was a Starting
 Pitcher and a Head Coach
- Recently Coached for Northwestern Oklahoma State & then Hill College



DREAM Team Development Evaluation (Levels 1-3)

Level 1. Hitter is able to correctly hit the baseball on a consistent basis.

- They are able to step towards the pitcher on time and in an efficient manner.
- They are able to correctly load their hands and transfer weight in their swing.
- Their hands are taking a path directly towards the ball and finishing with correct posture.
- Hitter should have basic knowledge of the strike zone.

Level 2. Hitter is able to consistently hit the ball with backspin and is able to cover both sides of the plate.

- Begin the concept of heel drop as a timing mechanism. Both top and bottom half should begin to move in unison.
- Hands and barrel should be in the strike zone for an extended time to consistently generate hard contact.
- Hitter should be able to hit the ball to all fields and take what the pitcher is giving.
- Beginning of a two strike approach should be present in the hitters approach. Hitters begin to further understand the strike zone.

Level 3. Hitter should have a plan and approach at the plate. Slot mechanics should begin to be demonstrated in the player's swing.

- Expand from the heel drop to add in the slot to create leverage in hands for power and backspin. (Party out front)
- Hitter should be able to recognize count leverage and develop hitting approach. (Process of elimination) (Sticking to a plan)
- Hitter should be able to hit breaking pitches and have a sound understanding of the strike zone.
- Situational hitting should be recognizable and effectively demonstrated by the hitter.

DREAM Team Playing Time Policy

For tournaments, every game's lineup is constructed by the team's head coach (he will pre-plan the lineup using each player that has RSVP'd 'Yes' via GameChanger or is known to be present on the roster & at the game). Each head coach is tasked with getting every player in the lineup or on the field in some way on Saturday (this can include pinch hitting, being a defensive sub, pinch running or involved in some other way). Barring an unexpected circumstance (illness, poor attitude, lack of coachability, or for some other valid coach's reason) the player will play at some point unless there are circumstances that prevent it.

Generally speaking, head coaches select each weekend's tournament lineups by the following criteria:

- Player Availability (which players have committed to play at a tournament)
- Position Availability & Skills or Ability (our coaches may have to consider which positions we will need for certain tournaments)
- Coaches Consideration & Planning (although stats are a consideration, they are not the only coaches consideration---in baseball, you can get hits and swing the bat poorly and conversely you can swing the bat very well and the ball gets caught by a fielder)

For elimination games, the head coach will pre-plan lineups and there is a possibility that players may not play (we instruct our head coaches to do their very best to communicate with the player on their playing time if at all possible). The goal of an elimination game is to win and advance and our organization's goal is to get all players to contribute, but there may be a circumstance that arises which keeps the player from playing in that game (possibly, the head coach was planning on the player playing in the next game ahead or it's often the case where the head coach saves a player from playing in the first game in the field as they are the starting pitcher for the second elimination game). Ultimately, our organization's goal is to do our very best to get every player involved. We are not perfect and lineup mistakes may happen, but we ask for parents to give head coaches the benefit of the doubt and NEVER approach a coach during the game. As long as the parent respectfully asks a question in an orderly manner, the coach will be happy to provide an answer.

DREAM Team "Team Culture" (Coach Caleb)



DREAM Team Player FAQS





DREAM Team Q&A (Come Meet our Team)