

Dicks Sporting Goods - Fastest Pitch Challenge

FLOWER MOUND | COPPELL ALL STAR TOURNAMENT

VOLUNTEER RESPONSIBILITIES, STRUCTURE OF EVENT, RULES, ETC.

Location: Bakersfield 7, 1B Entry

- 3B Dugout gates will be locked
- 1B Dugout gates will be locked
- ENTRY POINT IS THE DOUBLE-GATE ON THE 1B SIDE
 - This is the only ENTRY & EXIT point for the field
 - Gate Keepers are Critical

Time: 5:30 – 7:45 PM

- Tie-Breaker 7:45 – 7:55

Volunteers:

- **Gate Keepers: (2)**
 - SIMPLY KEEP THE GATE UNDER CONTROL AT ALL TIMES
 - Do NOT allow parents and coaches through the gates!
 - Only Participants and their warm up partner are allowed on the field!
 - MAX of 10 people on the field at any given time (5 participants and 5 warm up partners)
 - Ensure participants and warm up partners EXIT before allowing the next player/partner on
 - Located at the 1B side of BF7 at the Double Gates
 - TENT is provided
 - TABLE is provided
 - Bring your own chairs
- **Warm Up Person: (1)**
 - Ensure the participants “warmup” prior to moving to NEXT IN LINE
- **Next in Line Person: (1)**
 - Manages the flow from WARMUP to NEXT IN LINE, and also MANAGES completed participants EXITING the field
- **OFFICIAL SCORER: (1)**
 - Records the Fastest Pitch by EACH AGE GROUP and keeps a LIST POSTED of the CURRENT FASTEST PITCH by Age Group (there are seven age groups/divisions)
- **Ball Retrieval Person: (1)**
 - This is a nice to have position and is PERFECT for a volunteer’s kiddo
 - If this position cannot be filled, the OFFICIAL SCORER can utilize the next participant in line to assist.

Flow of Event:

- Participants line up outside the Entry Point and are allowed entry by the Gate Keepers.
- Participants/warm up partner enter and go to RIGHT FIELD TO WARM UP! (REQUIRED/MANDATORY)
 - There will be a DEDICATED person positioned in RF to manage the waiting players while warming up
- Participants move from warmup to next in line
- Participants move through next in line to actual participation
- Participants EXIT the field after throwing their pitches

RULES—This is an AWARD event, so the RULES MUST BE FOLLOWED

- 1) Participants throw 3 pitches. The fastest of the 3 pitches is documented as their “fastest pitch”

- 2) **A MAXIMUM OF THREE (3) PLAYERS FROM ONE TEAM MAY COMPETE**
 - a. Coaches are to choose their 3 players and communicate this with their teams
- 3) The Fastest Pitch from each DIVISION is recorded by the OFFICIAL SCORER
 - a. The ALL STAR event has SEVEN (7) DIVISIONS: 6U, 7U, 8U, 9U, 10U, 12U, 14U
- 4) Players that MAKE IT ON THE BOARD by throwing the fastest pitch in their DIVISION need to check back in at the end of the event to see if they have WON, or to see if they have been replaced on the board, or to see if they are in a TIE. (It is BEST, if they think they are in contention, to simply hang out at the field.)
- 5) Designated players may compete one time in the Fastest Pitch Challenge
 - a. They may not get back in line and go through again as this is an award event
- 6) In the event of a TIE in a DIVISION, there will be a tie-breaker
- 7) The TIE-BREAKER will commence at the conclusion of the event if needed
 - a. IT WILL START IMMEDIATELY AFTER THE MAIN EVENT CONCLUDES. If NOT PRESENT, participants forfeit their opportunity to participate in the tie-breaker.
- 8) THERE WILL BE ONLY ONE-WINNER PER AGE GROUP!
- 9) AWARD will be handed out at the Opening Ceremony immediately following the Parade!