

Dicks Sporting Goods - Fastest Player Challenge

FLOWER MOUND | COPPELL ALL STAR TOURNAMENT

VOLUNTEER RESPONSIBILITIES, STRUCTURE OF EVENT, RULES, ETC.

Location: Bakersfield 6, 3B Entry

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

Time: 5:30 – 7:45PM

- 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 are allowed on the field!
 - MAX of 5 participants on the field at any given time.
 - Ensure participant exits before letting the next player on the field.
 - Located at the 3B side of BF6 at the Double Gates.
 - TENT is provided
 - TABLE is provided
 - Bring your own chairs
- Next in Line Person: (1)
 - Manages the flow from NEXT IN LINE to the STARTING LINE, and also MANAGES completed participants EXITING the field
- OFFICIAL SCORER: (1)
 - Records the Fastest Speed by EACH AGE GROUP and keeps a LIST POSTED of the CURRENT FASTEST PLAYER by Age Group (there are seven age groups/divisions)
 - Clipboards provided for each group to track/record Fastest Player

Flow of Event:

- Participants line up outside the Entry Point and are allowed entry by the Gate Keepers
- A max of 5 participants will wait in front of the 1B dugout for their turn
- Participants move to starting line one at a time
- Participants EXIT the field after running the bases and receiving their recorded time

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

- 1) Participants run the bases as if they have hit an inside the park home run!
 - a. Start at cones that are approximately 10 ft down the 1B line
 - b. Player runs when Official Scores says “GO!” and must touch all four bases
 - c. Each player has only one attempt (2nd attempt allowed if player falls down)

- d. No sliding into home plate, players MUST run through home plate
- 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 Player 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 running the fastest time 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 Player Challenge
 - a. They may not get back in line and go through multiple times as 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 DIVISION!
- 9) AWARD will be handed out at the Opening Ceremony immediately following the Parade!