**2024 EvoShield Carbyne Fastest Player Challenge**

**GATE KEEPER RESPONSIBILITIES**

1. KEEP THE GATE UNDER CONTROL AT ALL TIMES (do not allow parents and coaches through the gates)
2. MAX # of PLAYERS INSIDE THE GATE/FENCES IS SEVEN (7)
	1. ONE (1) Participant
	2. SIX (6) Waiting
		1. THOSE WAITING Enter via the 1B Gate and can stretch and warm-up in RIGHT FIELD while awaiting their turn
		2. There will be a STAFF person positioned by the 1B Dugout/RF Foul Territory to manage the waiting players (encouraging them to warm and get ready to run!)
	3. KEEP THE FLOW GOING FEEDING ONE PLAYER AT A TIME AS THE PARTICIPATING PLAYER EXITS (the exit is also the 1B entry).
	4. EVERYONE EXCEPT THE 7 PARTICIPATING PLAYERS STAYS OUTSIDE THE FIELD/FENCES. The line forms OUTSIDE the double-gates!
	5. As you allow “players to enter” also ensure “players exit as soon as they are done”, keeping a max of seven (7) players on the field at all times…
3. 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. FOR SAFETY AND LIABILITY, THIS SIMPLY CANNOT HAPPEN. Only seven (7) participants at one time are allowed inside the gates.
4. THIS IS ABOUT THE KID (the player) JUST GETTING ON THE FIELD AND HAVING FUN!
5. **A Tournament Staff Person will SCORE the event. I.E., they will time the players and keep track of the winning times, etc. THEY MAY SEEL ASSISTANCE!**

**\*\*\* CRITICAL \*\*\***

1. Players that MAKE IT ON THE BOARD, need to check back in near the end of the Event to see if they have WON, or have been replaced, or are in a TIE. If there is a tie, the TIE-BREAKER will commence at the conclusion of the event, roughly 2:30 – 2:45 PM. IT WILL START IMMEDIATELY AT THE END OF THE EVENT, if NOT PRESENT, they forfeit their opportunity to participate in the tie-breaker.
2. THERE WILL BE ONLY ONE-WINNER PER AGE GROUP!

VOLUNTEERS: Gatekeepers (2), Warm-Up Person (1), Next in line Person (1), so minimum of 4 volunteers required.