**2024 Dicks Sporting Goods Fastest Pitch Challenge**

**VOLUNTEER RESPONSIBILITIES, STRUCTURE OF EVENT, ETC**

**Location: Bakersfield 7, 1B Entry**

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

**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 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) PROVIDED. THIS WILL A TOURNAMENT STAFF PERSON**
	+ Records the Fastest Pitch by EACH AGE GROUP and keeps a LIST POSTED of the CURRENT FASTEST PITCH by Age Group (there are six 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. The Fastest pitch from each DIVISION is recorded by the OFFICIAL SCORER.
	1. The Natty has THREE (3) Divisions Week One: 9U, 11U & 13U (so, three winners)
	2. The Natty has FOUR (4) Divisions Week Two: 8U, 10U, 12U & 14U (so, four winners)
3. 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.)

**\*\*\*\* CRITICIAL \*\*\*\***

1. In the event of a TIE in a DIVISION, there will be a tie-breaker.
2. The TIE-BREAKER will commence at the conclusion of the event if needed.
	1. IT WILL START IMMEDIATELY AFTER THE MAIN EVENT CONCLUDES. If NOT PRESENT, participants forfeit their opportunity to participate in the tie-breaker.
3. THERE WILL BE ONLY ONE-WINNER PER AGE GROUP!