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Tournament Information

Check-In Information:

Teams DO not need to check-in. ALL items must be completed online in order to participate

1. **All rosters and waivers must be complete and parent/guardian accepted on your teams Tourney Team Account by 5pm the evening before the event start date. *Parent emails MUST be entered on the online roster so that parents/guardians can read and approve, We will not accept coaches emails being submitted for all players - this will result in a coaches warning and possible forfeiture until corrected.**
2. A copy of the team insurance policy needs to be uploaded onto your Tourney Team account under the “MANAGE FILES” tab.
3. Coaches: By registering and participating in D1-PROSPECT events you are confirming your team is legally equipped and that players and equipment are in compliance with all D1-Prospect and NFHS rules.

Pitching Distance:

10U - 35 feet

12U - 40 feet

14u/16u/18u - 43 feet

Refund/Weather and Cancellation Policy:

D1 Prospects will make every effort to avoid cancellations of any kind. However, there are unforeseen circumstances that may prevent an event from completing or in some cases, starting(Weather and Acts of God). D1 Prospects, partners, directors and volunteers reserve the right to alter, change or abbreviate the games, schedule or location when/if they deem necessary to complete the event. Game Start Time: Games are considered "STARTED" WITH THE CONCLUSION OF PLATE MEETING.

*An 80% refund will be given to teams that do not start any game(s) and the event is canceled

*A 50% refund will be given in the event teams starts 1 of their scheduled games and the event is canceled

*No refund will be given to teams who started 2 or more of its scheduled games and the event is canceled

*No refund will be given if a team; forfeits, cannot or chooses NOT complete the event due to any circumstance regardless of the number of games played.

Team Cancellation:

*90% refund will be issued if a team withdraws/Cancels on or before the 30th day prior to the event * unless noted on event

* A 75% refund will be issued for teams who cancel between the 14-30 days prior to the event.*

*No refund shall be given for withdrawals within 14 days prior to the event start date OR once the schedule has been completed. IF a team is already listed on the schedule, that team will remain on the schedule and forfeit all games.

*SHOWCASE/COLLEGE EXPO AND CAMPS EVENTS - THERE ARE NO REFUNDS PAST REGISTRATION DEADLINE

*a \$50 min Admin fee or 20% of the entry fee whichever is greater will be charged on all registrations/Cancellations

*Credit Card fees, Processing fees etc will not be refunded and are collected from a third party

Late Fee: A \$50 late fee will be imposed to an team whose entry fee is not paid by the deadline



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Rules and Regulations

D1-Prospects has adopted the OFFICIAL National Federation of State High School Associations Softball Rules(www.nfhs.org) with the following exceptions:

1. SPORTSMANSHIP-There is ZERO tolerance for disruptive behavior by fans, coaches or players. Derogatory comments, poor behavior and negative verbal communications toward any event staff, coaches or players will be cause for removal from the event and complex ie: taunting, use of words or actions to incite or try to incite spectators to demonstrate. a) use of profanity, intimidation or deceitful tactics, baiting or taunting, embarrassing, ridiculing or demeaning others in any circumstances including race, gender, religion or nationality. b) Behavior of any manner not in accordance with the spirit of play - team personnel shall not charge an umpire. Arguing balls and strike calls or other other Umpire judgment calls are prohibited.

Penalty- The umpire shall eject the offender from the game unless the offense is judged to be minor in nature. If minor, the umpire may warn the offender and eject if the offense is repeated. Coaches who violate may be restricted to the bench/dugout for the remainder of the game or ejected from the game. Coaches are responsible for their fans' behavior.***Warnings issued to teams or fans will be documented and carried throughout the tournament. You will not get a warning per game. 1 warning and then a forfeit/ejection at the directors/UIC's discretion. Any Coach ejected from a game will not be allowed to coach ANY team for an additional game. Offenders with multiple ejections CAN be suspended at the Director/UIC or Boards discretion. SPECTATORS ARE NEVER TO ADDRESS UMPIRES ON OR OFF THE FIELD**

2. EQUIPMENT: USA & USSSA approved bats with the USA/ASA stamp and/or the USSSA thumb 1.20bpf print only. Illegal bats will result in the ejection of the player AND coach from the game. 14u/16u/18u players may wear metal cleats. 12u/10u/8u may NOT wear metal cleats. It is the coaches responsibility to check that all players are properly equipped.

3. FIELD OF PLAY: If there are unusual conditions, such as spectators or obstacles too near the playing field the Director or Umpire shall propose special ground rules. Ground Rules shall not supersede the rule book. **Curfews will be honored and may lead to adjustment of playing times.**

4. SCORE:Umpires will keep the official score. They will check with each team every half inning for verification. Winning coach must sign/acknowledge the score and game scores will stand as written. The scorebook of the home team shall be the official scorebook unless the plate umpire rules otherwise.

5. WARM UPS between innings is 2 minutes, please have your players hustle between innings.

6. START TIMES: Please be prepared 15 min. before posted start time. Any changes above 15 min. will be made by and communicated through the Event Directors through Tourney Machine app. Once the Umpire(s) are on the field and calls for a plate meeting, all warmups must stop and coaches must immediately proceed to the plate meeting. TIME STARTS WITH THE CONCLUSION OF PLATE MEETING. Umpires don't manage team Game time.

7. HOME TEAM: Pool Play=Coin Flip, Bracket= Higher Seed, Championship=UNDEFEATED TEAM, If=Coin Flip

8. GAME LENGTH:

***14U, 16u & 18u pool play and Bracket games will be 7 innings or 75 minutes whichever comes first. Championship is 7 innings or 90 min whichever comes first**

***12U pool play and Bracket games will be 7 innings or 75 minutes whichever comes first. Championship is 7 innings or 80 min whichever comes first**

*** 10u Pool play and Bracket games will be 7 innings or 75 minutes whichever comes first. Championship game is 7 innings or 80 min whichever comes first**

***8u pool play and bracket games will be 7 innings or 55 minutes whichever comes first Championship will be no new after 60 minutes**

9. TIE: Pool play will end in a tie. Bracket play must have a winning team - in the event that time has expired we will use the International Tie Breaker (ITB) then progressive. Runner (last completed batter) will be placed on 2nd base at the start of the top and bottom half of the inning.*see 8u rules

TIE - Record->Head to Head->Runs Allowed->Run Diff->Runs Scored-Winning %



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10. RUN RULES: 12 after 3, 10 after 4, 8 after 5 Pool, Bracket and Championship. Pool play will include an 8 after 70 min run rule.

**6 runs per half inning implemented in 8u/10u/12u only. After 6 runs scored, teams exchange offense and defense. Only an over the fence homerun can score more than 6 runs-POOL PLAY ONLY*

11. BATTING ORDER:

Pool Play: 16u, 18u, 14u, 12u, 10u - - may bat the whole line up (more than 9 is okay) free defensive substitution, must keep offensive integrity at all times. Must declare pitcher and catcher substitutions including courtesy runners.

Bracket Play: Bracket is not final until all pool games have been; completed, scores entered and bracket has been released. We will NOT PREDICT Seeding for brackets.

10u,12U& 14U: Same as pool play. May however use any of the options below if they choose.

16u & 18u any option below may be used:

1. Option 1-Straight nine- those nine can play any position on defense without reporting to the umpire.
2. Option 2 - Dp/Flex-10 players are listed on the line-up, but only 9 will bat. The DP can bat for any player that you designate prior to the start of the game. That player is designated as the Flex and should be listed in the 10th spot on the line-up card. Any of the 10 players can play on defense.
3. Option 3- EH/EP - This gives you the option to bat 10 players and any 9 can play defense. This player can be placed anywhere in the line-up.

Batting Re-Entry Rule: Starters may only re-enter one time and in the same spot in the batting order.

Gold and Silver Brackets- teams will be seeded into the bracket across the whole division Or when # of teams allows, seeded by pool at the discretion of the Director

Lineup shall include; Team, Coaches Name(s), Athlete first initial and last name, athletes jersey number (no players on the same team may wear identical numbers), position and batting order of each starting player and shall include each eligible substitute.

Lineups are official after they have been exchanged, verified and accepted by the plate umpire during the pre-game conference.

After a line- up card has been submitted to and verified by the umpire and a change is subsequently made to a player/substitute name or number or if a player/Substitute is added to the line-up card the umpire shall issue a team warning to the head coach of the team involved. Any further changes made to a player/substitute name or number results in the head coach being restricted to the dugout for the remainder of the game. Subsequent offenses of this matter in a tournament will result in ejection of the coach from the facility for the remainder of the tournament and the player(s) being called out IF at the discretion of the umpire/director these repeated offenses take away from the spirit and integrity of the game.

12. Players , Guest and Illegal Players Each team must start with nine players, must have 8 to continue.*Any falsification of identity will be considered an Illegal player and will be ejected from the event.

Guest Players - Players not listed on the Online roster are not eligible to play. Illegal players are grounds for forfeit/ejections. **NO REFUNDS for roster errors! Rosters will be frozen at 5pm the evening before the start of the event. *The Director may grant an emergency guest player exception at their discretion**

Player Eligibility - A players age eligibility is determined by their age as of Dec. 31st of the prior year (ie 12/31/2020). A player may always play up age divisions but cannot play under their eligible age division. No player may play with more than one roster during the event.

13. COURTESY RUNNERS: can be used for pitcher and catcher only. If a team is batting their entire lineup (more than 9), any player, not on base, can be a courtesy runner. If a courtesy runner is on base and their spot in the batting order comes up they will be declared out. If a team is NOT batting their entire line up, the courtesy runner MUST be a SUB.

14. PROTESTS: Protesting the application of a rule only. Judgment calls are Non-Protestable. Protests on a judgment call will not be allowed and no fee will be accepted. Protests require a \$100 fee Made to D1 Prospects and will be settled by the protest committee. The Protest Committee will be made up of any part of the following: tournament director, tournament UIC, site director or any of their designees. If the protest is upheld the \$100 will be refunded. If the protest is denied the fee will be forfeited.



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- a. Coaches shall immediately notify the plate umpire of his/her intent to protest before the next pitch. If the game ends (legal contest) in a situation that can be protested, the offended team must voice it's protest intentions before the umpires exit the playing field.
- b. Protests made during a game will be decided on before the game is allowed to continue
- c. Protests on a rule or procedural interpretations must be made before the next pitch and will be decided upon before the game is allowed to continue. Clock will continue to run.
- d. A protest on a tournament procedure or player's eligibility must be made before the umpires vacate the field of play of THE GAME IN QUESTION.
- e. Illegal Player protest can be made at any time, by the current offended team, while the player in question is in the game and before the umpires leave the playing field.

15. FORMAT: The event game guarantee means that your team will be scheduled for those many games. Instances happen where games may not be played due to a forfeit or other circumstance. In this event, your team will take the win and the other the loss counting toward your Game Guarantee. Forfeits will be recorded as a 7-0 score.

16. COVID-19- Do Not attempt to enter the dugout until it has been vacated and cleaned.*Please review the Covid guidelines and share with your team, parents and spectators. Each event location will have individual regulations/rules/guidelines, your participation in the event constitutes an agreement to abide and follow all local, state and event guidelines. Teams, Participants or spectators can be removed for NOT following these guidelines.

17. COACHES- Any time a coach is in live ball area to confer with players or an umpire, or to occupy a coaches box, the coach shall be attired in a Team uniform or jersey/coaches shirt with coaching shorts/slacks or warm up suits including fleece like warm-ups in team colors OR colors of khaki, black, white or gray. Cut off Shorts or any type of jeans are prohibited. Closed toed shoes only on the field. **Penalty-a coach not dressed in appropriate attire shall not be permitted in the field of play. Following the pre-game conference for the duration of the game OR until the situation has been remedied.**

18. PITCHING - Reference NFHS Section 6. Leaping, hoping, re-planting or any other pitching not specified in the NFHS Rule book is not allowed.

EVENT DIRECTORS

Our goal is to make this experience memorable. If you need assistance please feel free to contact us

REGISTERD1PROSPECTS@GMAIL.COM

SHAWNA WEAVER 801-836-0718

KATHY STAHL 408-472-1238 ONSITE

KELLEY YAKIWCHUK 801-362-3849 UMPIRE IN CHIEF (UIC)

ROGER PARK 801-953-5228 ASST. UMPIRE IN CHIEF/TRAINER (UIC)

JOHN RAFAIL 435-669-0639 ASST UMPIRE IN CHIEF/TRAINER (UIC)



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8u

1. Pitcher (coach) must have both feet on the pitching rubber at the start of the pitch (35 ft)
2. Each batter will receive 5 pitches or 3 strikes, whichever comes first
3. A foul ball on the 5th pitch and following pitches will not be considered a 3rd strike
4. No walks, no stealing except as outlined below
5. 6 runs per half inning or 3 outs. After 6 runs scored, teams exchange offense and defense. Only an over the fence homerun can score more than 6 runs
6. The baseline is considered the infield
7. No infield fly rule
8. Runner on 3rd must be batted in to score - No run shall be scored on a misplayed/overthrown ball.
9. Ball is considered dead each time it is pitched and not hit by the batter
10. When a ball is hit and remains inside the baseline, the batter(s) may only advance one base-unless a thrown ball is misplayed. If a play is made on a batter/runner(s) and the thrown ball is misplayed/overthrown, the runner(s) may advance one additional base at the risk of being put out. If the runner(s) continue to advance, they will do so at their own risk and can be put out. Once the play has stopped, the umpire will return all safe runner(s) to the last base they were entitled to
11. A ball hit to the outfield (beyond the baseline) runner(s) may run as far as they can until the ball is inside the baseline . Once the ball is inside the baseline the play stops and the runner(s) stop at the base they advance too. BASELINE calls are a judgment calls and are NON Protestable
12. Please have the Players throw the ball to the defensive player/pitcher and NOT the adult pitching the ball. The defensive player will hand the ball to the adult pitching.
13. Once a batted ball has been thrown in the infield it becomes a played ball whether or not it is in control of an infielder.
14. No Runs can be scored on a misplayed ball
15. Runners may advance one base on an overthrow on the infield - **RUNNERS CAN ONLY SCORE ON A BATTED BALL.** If a base runner advances too far- she will do it at her own risk of being put out. Once the play stopped, the umpire will return all safe runner(s) to the last base they were entitled to
16. Bunting is not allowed
17. Runners may not advance on any caught infield fly/line drive. They may advance on a caught pop fly in the outfield. Tag up rules apply