Tournament Information

2026 Softball Rule Changes:

***Rule 1-9-6**: **EXCEPTION & PENALTY - No player shall transmit or record audio or video from the playing surface**. New language further clarifies the use of electronic devices and what is not permitted.*

***Rule 8 -** Rule 8 has been reformatted for clarity. Changes have separated longer articles, and organized exceptions, penalties, and effects into outline format for improved comprehension.*

***Rule 10-4-2 -** Umpires have the option of wearing heather gray, charcoal gray or navy blue slacks. Effective January 1, 2027, heather gray slacks will no longer be permitted as part of the umpire uniform.*

2026 Points of Emphasis

***Obstruction** - Obstruction is defined as the act of a defensive player **who hinders or impedes a batter's attempt to make contact with a pitch or interfere with the legal progress of a runner or batter-runner advancing on the bases**. This interference may be intentional or unintentional, and it can be either physical or verbal. However, **obstruction does not apply if the defensive player is in possession of the ball or is making the initial play on a batted ball.** The central element in identifying obstruction lies in whether the runner's progress is actually impeded. If the runner or batter-runner **is not affected - if there is no delay, no forced alteration of their path, or no hesitation** - then by rule, **obstruction has not occurred.** A defensive player's mere presence or positioning, even if questionable, **cannot be ruled as obstruction unless it results in an actual impediment to the runner.** An exception exists only for a fake tag, which in itself constitutes obstruction, regardless of whether physical impediment occurs.*

***Impeding the runner means creating a negative effect on their ability to run the bases.** This might include a runner slowing down, altering their intended path, stopping altogether, retreating to the previous bases, or making contact with a fielder that disrupts their movement. These examples underscore that **the umpire must rely on judgment** to determine both whether the runner was impeded and to what extent their progress was affected.*

*Unlike many rule violations in softball that carry standardized penalties - such as awarding two bases for a thrown ball that goes out of play or one base for a pitched ball entering dead ball territory - **Obstruction rulings are situational and vary based on the specifics of each play. The purpose of the obstruction award is not to penalize the defensive team arbitrarily, but to nullify the negative ef ect of the obstruction**. The runner is not being granted an advantage; rather, they are being restored to the position they would have achieved had the obstruction not occurred. This could mean advancing the runner or, in some cases, returning them to a previous base - whatever is necessary to correct the disruption caused by the obstruction, based on the umpires' judgment.*

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Maintaining an Unobstructed View of the Play *- These are times when an umpire must move from their primary position to maintain an unobstructed view of a play. This is mentioned several times in the NFHS Softball Umpires Manual but, until now, there has not been any guidance for the umpire in the manual. Information has been added to the Umpires Manual. Information has been added to explain aspects of the play that should be considered when moving from the primary position to maintain an unobstructed view of the play.*

There are key interactions of the four elements (Offense, Defense, Ball, and Base) on each play that need to be viewed clearly in order to make a judgment call.

On tag plays:

- *Defense contacting the of ense with the ball (**Tagging the runner**)*
- *Defense **controlling the ball through the process** of applying the tag*
- *Offense **contacting the base***

All three of these key interactions must remain within the umpire's view in order to make an accurate judgment call on the play. *Also, when adjusting, an umpire needs to maintain proper distance as to ensure no key interactions of the play are missed.*

Details of each play like:

- *Defensive positioning*
- *Direction, height and timing of the throw*
- *Path of the runner*
- *Timing of the ball and runner arriving near the base*

All these items need to be evaluated in each particular play prior to moving from the primary positioning *as each play develops slightly differently. Understanding how these items are going to come together on a particular play allows the umpire to determine where the key interactions will occur, allowing them to adjust, when necessary, to maintain an unobstructed view of the play.*

D1 PROSPECTS — ELECTRONIC COMMUNICATION

Electronic Communication Devices

*D1 Prospects permits the use of an **exclusively one-way electronic communication device** during play for the purpose of relaying a **pitch or play call**.*

- *Electronic communication may be used by the **offense or defense**.*
- *Communication must originate from the **dugout or coaches' box**.*
- *The device must provide **one-way communication only**. Players may not use the device to communicate back to the coaching staff.*
- *Communication must be limited to **pitch or play calls** and may not be used for two-way communication or other purposes.*
- *Electronic communication does not replace the requirement to comply with all other D1 Prospects playing rules.*
- *Teams may choose to use electronic communication or continue using traditional signs and signals.*

Penalty: *Any misuse of an electronic communication device, including two-way communication or communication outside the permitted purpose, may result in the device being prohibited for the remainder of the game and/or additional penalties as determined by the UIC.*

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D1 Prospects Note: *This rule is intended to maintain the integrity of team signs, improve game pace and flow, and provide players with experience using communication technology consistent with the college game.*

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 will be 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***. (**Rule 3-5-13**)

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 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.

D1 Prospects reserves the right to enforce disciplinary action at its sole discretion based on the severity of any incident. This may include, but is not limited to:

- Immediate removal from facility
- Game Forfeiture
- Suspension (Temporary or Permanent)
- Team or individual removal from the event without refund

Certain behaviors, including, but not limited to verbal abuse, harassment, intimidation, threats, or obscene conduct, may result in immediate enforcement without warning.

Coaches are responsible for their players, staff, and associated spectators behavior. Failure to control or address inappropriate behavior may result in:

- Team penalties
- Coach ejection or suspension
- Team forfeiture or removal from the event

D1 Prospects reserve the right to refuse participation or entry to any team, coach, player, or spectator at any time, for any reason deemed necessary to maintain a safe and respectful environment. This includes the authority to deny entry or remove individuals or teams from any D1 Prospects or sanctioned event**. No refund. Any individual who is asked to leave a D1 Prospects event and refuses, may be considered trespassing and subject to law enforcement involvement. Any removal, forfeiture, or suspension resulting from conduct violations will result in no refund.** By participating, coaches agree to enforce all D1 Prospects rules and accept responsibility for their team and spectators (Fans). Failure to comply with the statement above may result in suspension or removal.

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*Anyone ejected from a game/facility **3 times in a rolling 6 month period** will receive a 6-12 month suspension at the discretion of the D1 Prospects Board. * The Board reserves the right to implement a suspension at any time if they deem the incident warrants (superceeds the 3 times).

*ALL OFFENSES: **Warnings, Ejections and Restrictions** will be documented at each event. Repeat Offenders will be subject to removals and suspensions at the discretion of the D1 Prospects Board.

SPECTATORS ARE NEVER TO ADDRESS UMPIRES ON OR OFF THE FIELD

*Any warnings issued to teams or fans **will be documented and carried throughout the tournament**. **You will not get a warning per each game.** A warning and then a forfeit/ejection will be at the Director's/UIC's discretion.

Registration Information: Teams **DO not need to check-in**. All items **must be completed online** to participate.

1. **All rosters and waivers must be completed and parent/guardian must be accepted** on your team's Tourney Machine Account by 5 pm two (2) days 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 coach's warning and possible forfeiture until corrected.

2. A copy of the **team insurance policy needs to be uploaded** onto your Tourney Machine Team account under the "MANAGE FILES" tab INSURANCE REQUIREMENTS:

3. **Coaches**: **By registering and participating in a D1-PROSPECT event,** you are confirming your team is legally equipped and that all players and equipment comply with all D1-Prospect and NFHS rules.
4. **Entry fees are due 14 days prior to the event start date by 5pm. Any team with outstanding balances will incur a $50 late fee or be subject to withdrawal from the event and forfeit all deposited monies.**

Pitching Distance:
10U - 35 feet
12U - 40 feet
14/16/18U - 43 feet

Refund/Weather and Cancellation Policy:
D1 Prospects will make every effort to avoid cancellations of any kind**. However, unforeseen circumstances may prevent an event from completing or, in some cases, starting such as (Weather and Acts of God).** D1 Prospects, Partners, Directors, and Volunteers **reserve the right to alter, change, or abbreviate the games and schedule when/if they deem it necessary to complete the event**. Game Start Time: Games are considered "STARTED" once the Coin Flip or Plate meeting has been completed.

*__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 **start 1 of their scheduled games and the event is canceled.**

*__No refund__ will be given to teams who **started 2 or more of their scheduled games and the event is canceled.**

*__No refund__ will be given if a team; **forfeits, cannot, or chooses NOT to complete the event** due to any circumstance regardless of the number of games played.

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Team Cancellation:

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

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

* **No refund** shall be given for **withdrawals within 14 days before 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.

* **Notices must be received by 4 pm**. Any notifications received after 4 pm will be considered the following day.

* **Showcase(s), College Expo's and Camp Events** - THERE WILL BE **NO REFUNDS** PAST REGISTRATION DEADLINE DATE.

*A $50 minimum 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 late fee of $50 **will be charged to any team whose entry fee is not paid in full by the registration deadline**. Processing fees will not be refunded. Any team who still has a balance the week of the event may be charged an additional $100 fee.

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Rules and Regulations

D1-Prospects has adopted the Official **National Federation of State High Schoo**l (NFHS) Associations Softball Rules (www.nfhs.org) with the following **exceptions**:

1. 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. All **Curfews will be honored** and may lead to adjustment of playing times **(Rule 1-1-9).**

2. EQUIPMENT: Any bat may be used **as long as it does not appear on the USA/USSSA Softball non-approved bat listing (www.usasoftball.com)** and **must bea**r (have) **the 2000 ASA Certification**, ASA/USSSA 2004 Certification, or USA Softball Certified or 2020 USSSA Certification Marks with the thumb 1.20 BPF print only stamp. **Illegal bats will result in the ejection of the player and the head coach from the game (Rule 1-5-1)**. All 14/16/18U players may wear metal cleats. All **12/10/8U are NOT allowed to wear metal cleats**. It is the coach's responsibility to check and make sure that all players are properly equipped **(Rule 3-2-11)**.

3. START TIMES: Please be prepared 15 min. before the posted start time. Any changes **above 15 min**. will be made by and communicated through the Event Directors through the Tourney Machine. Once the umpire(s) are on the field and calls for a plate meeting, **all team warmup procedures must stop** and coaches must immediately proceed to the plate meeting. **TIME STARTS WITH THE COIN FLIP**. Umpires don't manage team game time, play until time expires. **(Rule 4-1-6)**

4. HOME TEAM: Will be decided by a Coin Flip in **Pool Play**, **Bracket Play** = Will be the **High Seed (may choose)**, but, if both are the same seed = A Coin Flip will be conducted. **Championship** - Undefeated Team is home team

5. COACH: Any time a coach is in the live ball area to confer with players or an umpire, or to occupy a coach box, the coach shall be attired in a Team uniform or jersey/coach shirt OR in team colors OR colors of khaki, black, white or gray. **Cut-off Jean Shorts are prohibited. Only closed-toed shoes must be worn on the field**. **(Rule 3-5-3)**

6. 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, coach, or player **will be cause for removal from the event and complex and be subject to permanent or temporary BAN and/or Forfeiture** 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. (Rule 3-6-13)**

b) Behavior in any manner **not in accordance** with the spirit of play - team personnel **shall not charge an umpire, arguing balls and strike calls, or other umpire judgment calls. (Rule 3-6-14, 15)**

Penalty - The umpire **shall eject the offender from the game,** unless the offense is judged to be minor in nature. If the offense is minor, the umpire **may warn** the offender and eject if the offense is repeated. **Coaches who are found to be in violation may be restricted to the bench/dugout for the remainder of the game or ejected from the game**. Coaches, you will be held responsible for your fans' behavior.

***Anyone** ejected from a game/facility **3 times in a rolling 6 month period** will receive a **6-12 month suspension** at the discretion of the D1 Prospects Board.

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*__All Offenses__: All Warnings, Ejections, and Restrictions will be documented at each event. **Repeat Offenders will be subject to removals and suspensions** at the discretion of the D1 Prospects Board.

__SPECTATORS ARE NEVER TO ADDRESS UMPIRES ON OR OFF THE FIELD__

* Warnings issued to a team or fan will be documented and carried throughout the tournament. **__You will not get a warning per game__. After one (1) warning**, a forfeit/ejection at the Directors/UIC's discretion can be enforced **(Rule 3-6-13)** .

7. __LINE-UP CARDS:__ All Lineup Cards shall include the following; **T**eam **N**ame, **C**oaches **N**ame(s), **P**layer's **F**irst initial and **Last name**, **J**ersey **N**umber (**no players on the same team may wear identical numbers**), **P**osition and **B**atting **O**rder of each starting player and eligible substitute **(Rule 3-1-3)**. Lineup cards will become official after they have been exchanged, verified, and accepted by the plate umpire during the pre-game conference. **Any *changes made after becoming official to a player/substitute name or number or if a player/substitute is added to the line-up card __will be considered the first offense__ and the umpire shall issue a team warning to the head coach of the team involved (Rule 3-1-3, Penalty). Any further offenses __will result in the ejection of the head coach__ from the facility for the remainder of the tournament and __the player(s) being called out__.*** *Only IF at the discretion of the umpire/director, it appears that these repeated offenses take away from the spirit and integrity of the game.*

8. __RE-ENTRY RULE__: Starters and any substitutes **may leave the game and __re-enter one time__** and in the same spot in the batting order as the person who replaced them. **(Rule 3-3-5)**

9. __BATTING ORDER__: (Rules 7-1-1, 2)

- **Pool Play: 10/12/14/16 & 18U** - Teams may bat their whole lineup or **__traditional Straight 9 lineup with substitutions__ in all divisions** with a **free __defensive substitution__**, but must keep the offensive integrity at all times. **Must declare pitcher, catcher, and substitutions at the time of change (including courtesy runners)**.

- **Bracket Play: __10/12/14/16 & 18U__: Same as pool play Teams will at this point in the tournament choose to bat a traditional straight 9 or DP/FLEX with substitutions for the remainder of the tournament.**

- Bracket Play Games will not start **__until all pool play games have been completed, scores entered and the bracket has been released__.** We will **NOT PREDICT seeding** for brackets.

10. __COURTESY RUNNERS:__ Can be used for a **Pitcher and/or Catcher only**. **(Rule 9-9-1-6)**

- If a team is batting their entire lineup (**more than 9**), **__any player not on base__ can be a courtesy runner** for the Pitcher or Catcher __only__. If a courtesy runner __is on base__ and their spot in the batting order comes up, **they will be declared out** at the plate.

- **If a team is NOT batting their entire lineup**, the courtesy runner **MUST come from the substitutions** listed on the line up card.

No Courtesy Runner __may run for both the__ **Pitcher and Catcher __in the same game__**.

11. __PLAYING SHORT HANDED__: (Rules 4-3-1g and 7-4-1). __This applies to 8/10/12U only__: A team shall be **allowed to play with one batting position unfilled**, __provided they have a minimum of 8 batters present__. **The vacant batting position will be designated as the absent player.** Whenever the absent player is scheduled to bat, **__an out shall be declared__.** A team may play short-handed under the following circumstances:

A. A team may continue a game with one less batting position than listed in the starting batting order, **whenever a player leaves the game** (for any reason) **__and no substitutes are available__**. If a team falls __below 8 batters__, **a forfeited game shall be declared (Rule 4-3-1g).**

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1. If the absent player is the batter or a runner, **an out shall be declared (Rule 7-4-1).**
EXCEPTION: If the absent player was injured while as EITHER a batter-runner or runner, **the absent player may be replaced by the last completed at bat** to fulfill her base running responsibility only. However, this exception **does not apply to any future at-bats.**

2. An absent player **may not return** to the lineup. **EXCEPTION:** A player who left under the Blood Rule **may re-enter** once treated and cleaned up **(Rule 7-4-1).**

A. **A team may begin the game short-handed.** The absent player **must be listed in the ninth (9th) batting position.** Under no circumstances shall a team be allowed to have less than eight (8) players in the batting order.

B. A team **may not play** short-handed **if an eligible substitute arrives.** Upon arrival, she must be inserted in the absent player's position in the batting order **immediately (Rule 3-3-8d).**

A team may drop more than 1 batting position, (i.e., may have multiple absent players) **provided the lineup is maintained with at least 8 batters physically present**. All other restrictions above apply. If a team has multiple absent players and an eligible substitute arrives, **they must enter the game immediately** in the first available absent player position due up in the batting order.

12. PITCHING: Reference NFHS **Rules 2-47 and 6-1-2c,** When pushing off from the pitcher's plate, both feet may be disengaged from the playing surface (**Leaping**) as long as the feet remain within or partially within the 24-inch length of the plate **and do not create a replanting of the pivot foot which will result in the pitcher pushing aain from a spot farther away from the pitcher's plate. When pushing off from another place other than the pitcher's plate will result in the non-pivot foot landing closer to home plate which is illegal.**

13. WARM UPS BETWEEN INNINGS - All defensive teams **will have between innings 1 minute (60 SECONDS)** to throw 5 pitches or less and the offense must be ready to bat at the end of the time frame. So, please have your players hustle between innings. **(Rule 7-3-1)**

14. GAME LENGTH:

POOL PLAY - For ages **10U through 18U** all game times will be **75 minutes no new inning** and **may end in a tie**.
- **Events scheduled at 90 min will be as follows. 90 min no new inning. May end in a tie.**

BRACKET PLAY - The **higher seeded team will have a choice** of being the home team and play **75 minutes** or 7 innings whichever comes first. **Must have a winner**.

CHAMPIONSHIP GAME - The **Undefeated team is the home team** (**no choice given**) and plays 7 innings or the time limit listed below for each age group, except 8U:

- **Play 90 minutes for 14U through 18U**
- **Play 80 minutes for 12U**
- **Play 75 minutes for 10U**
- **Play 60 minutes for 8U (Only)****

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8u - 60 min no new after 55 min

1. The 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 are scored, teams will 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. The ball is considered **dead each time it is pitched** and not hit by the batter

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 be at.

15. RUN RULES: The game will be **considered to be over**, if one team is ahead by:
These run rules **will apply in all phases** of Pool, Bracket, and Championship games.

12 runs after 3,
10 runs after 4,
8 runs after 5 complete innings

* ***POOL PLAY ONLY*** ***In 8/10/12U divisions only, each team may score a maximum of 6 runs per half inning***. *After 6 runs have been scored, each team will exchange offense and defense sides*. ***Only an over-the-fence homerun can score more than 6 runs in POOL PLAY ONLY.***

16. TIE GAME: In the event that time has expired, we will use the **International Tie Breaker (ITB) procedure, (Rule 4-2-6)** beginning in the top of the next inning, then move to progressive Tie Breaker, if still tied. **The last completed batter (LCB) from the previous inning will be placed on 2nd base as a base runner to start off the next half of the inning.** If still tied after the first round of ITB, **2 runners will be placed on bases at 1st and 2nd base** for the next round of ITB.
****See 8u rules**, For **TIE - Record-Head-Head, Runs Allowed, Run Diff, Runs Scored, Win %**.

17. SCORE: The Plate umpires will keep the official score on the field. They will check with each team's scorekeeper every half-inning for verification. **The winning coach must sign/acknowledge the score and all game scores will stand as written.** The scorebook of the home team shall be the official scorebook unless the plate umpire rules otherwise.

18. PLAYERS, GUEST PLAYERS AND ILLEGAL PLAYERS: - Each team must start the game with a minimum of eight or nine players and must have 8 players to continue play. ***Any falsification of identity will be considered an Illegal player and will be ejected** from the event along with the head coach **(Rule 4-3-1g).***

Guest Players - Players not listed on the Online team roster are not eligible to play. Illegal players are grounds for forfeit/ejections **(Rule 3-4-1)**. **NO REFUNDS for roster errors!** **Rosters will be frozen at 5 pm the two days before the start of the event or as defined in the event notes.** ****The Director may grant an emergency guest player exception at their discretion.***

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Player Eligibility - A player's age of eligibility is determined by their age as of August 31 of the prior year (ie; 08/31/202?). A player may always play up in age divisions, **but cannot** play below their eligible age division. However, Players who are more than 2 years younger than the age division **MUST** get Approval. **No player may play on more than one roster during the event.** It is the coach's responsibility to verify all athletes on their roster and to provide proof of age if asked to do so by the Event Staff. ***See our website for NEW age eligibility requirements starting Sept 1, 2024. www.d1-prospects.org**

19. PROTESTS: You may protest the application **of a RULE or use of Illegal Player only**. **Judgment calls** are Non-Protestable. Protests on a judgment call will not be allowed and no fee will be accepted. All protests will require a **$100 on the spot Fee to be made out 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 you win the protest the $100 fee will be refunded.** If it is denied, the protest fee will be processed**. (Rule 1-1-9).**

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 its intentions to protest** before the umpires exit the playing field.

b. Protests made during a game **will be decided immediately** and 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 immediately and before the game is allowed to continue. **The game 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 head coach of the offended team, **while the player in question is in the game** and before the umpires leave the playing field.

   i. **If during discovery D1 determines there are other illegal players** on the team - the penalty will apply to all illegal players.

   ii. **Penalty** - **Ejection of both head coach and Illegal player** at the time of discovery.

      1. **The Head Coach is ejected from the Offending game**. However, may return to subsequent games **as a spectator only** and cannot coach the team in any way.

16. FORMAT: The **event games guaranteed** means that **your team will be scheduled for the number of games mentioned**. In instances where games may not be played due to a forfeit or other circumstance, your team will take the win and the other team a loss counting toward your game guarantee. **Forfeits will be recorded as a 7-0 score**.

17. COVID-19: Please share any venue-specific COVID-19 guidelines with your players, coaches, parents, and spectators. Each event location may have individual regulations, rules, and guidelines, and your participation in the event constitutes an agreement to abide by and follow all local, state, and event guidelines. Teams, players, and/or spectators may be removed for not following these guidelines.

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Points:
Non-Qualifier/National Events
Pool Games: 10 points per win, 1 point per loss, 4 points per tie
Bracket Games: 15 points per win, 3 points per lose
Bracket Semi-Final Games: 30 points per win, 12 points per lose
Bracket Championship Games: 50 points for a win, 20 points for loss
***Silver and Bronze brackets will only receive straight bracket points for their bracket - (15 for win, 3 for lose OR 30 for win and 6 for lose for Qualifiers)**

Qualifier & National Event Points:
Pool Games: 20 points per win, 2 points per loss, 8 points per tie
Bracket Games: 30 points per win, 6 points per lose
Bracket Semi-Final Games: 60 points per win, 24 points per lose
Bracket Championship Games: 100 points per win, 40 pointers for loss

Players Photos MUST BE ADDED to the roster for this event through your Tourney Team Account

EVENT DIRECTORS: Our goal is to make this experience memorable. If you need assistance please feel free to contact us at Register@d1-prospects.org

Leadership and Contacts:

- CEO - Shawna Weaver register@d1-prospects.org
- Senior Director Kathy Stahl kathy@d1-prospects.org
- Owner, Director Hadlei Weaver weaver.hadlei4@gmail.com
- Utah State/National UIC Kelley Yakiwchuk kelley@d1-prospects.org
- Asst Northern Utah UIC - Marianne Gardner
- Asst Northern Utah UIC - Cal Yoshimura
- Asst Southern Utah UIC - Herschel Hill
- Asst Idaho UIC - Rob Kelly
- Recreation Programs Director Northern Utah - Hadlei Weaver hadlei@d1-prospects.org
- Utah State UIC - Recreation Programs - Chris Opie
- Asst. Uic - Recreation Programs - Tyler Rasmussen
- Nevada State Director - Las Vegas - Tad Richards tad@d1-prospects.org
- Nevada Asst. Uic - Las Vegas - James Fritz

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