

BUCKEYE RECRUITFEST SHOWDOWN 2018 RULES

Thanks for coming to the 9th annual Buckeye RecruitFest Showdown. The purpose is for all girls to have fun, enjoy the game of softball, and present their skills to college coaches. Your participation in this tournament, and the time you devote in helping the girls grow as young ladies, makes it all possible. The tournament format was designed specifically at the requests of college coaches. It is the largest recruiting tournament East of the Mississippi, and probably will be the largest tournament in 2018 for most teams. So take the time to enjoy it, and if there is anything we can do to make your time in Columbus more enjoyable, please let us know.

1. CHECK - IN

The coach or a representative of each team is required to check-in at least one hour before their first game at the registration table at tournament headquarters and -

- a. Sign in and pick up tournament packet.
- b. Leave best phone number to contact them throughout the tournament. (We need it so that you are properly logged in to our One Call system)
- c. Show a copy of team insurance and your USA Softball registration (USA registration available on site).

No official roster must be turned in to tournament officials, but proof of age for all players must be available throughout the tournament, and must be provided if challenged by the opposing coach. Any eligibility protest must be made before the game starts. In the event of a challenge, and the coach cannot provide proof of the players age, that player will be removed from the tournament, and all previous games will be forfeited. Tournament directors decision on all age eligibility questions is final.

d. No double rostering and/or additions are allowed throughout the tournament unless consented to by the tournament director.

- e. Final decisions on all roster eligibility questions made by tournament director.

2. YOUR PACKET INCLUDES –

a. Official pool assignments and game times. Please be sure to check this as this is the official schedule, and with any tournament last minute changes may occur.

- b. A copy of the official rules.

c. Game result sheets -- within one hour after the game, each team coach is responsible to be sure these get turned in -- win or lose -- after each pool game (if the team has back-to-back games, score sheets can be turned in after the second game). If only one team turns in the game result sheet, it will be recorded as the correct score. If there is a discrepancy, the home team score will be recorded as correct. If neither team turns in a scoresheet within 24 hours it will be recorded as a 7-7 tie. Any dispute of game results must be done within 2 hours of posting. (Tournament directors discretion is final). These game result cards are essential as they determine your seeding in bracket play.

Also on the game result cards we ask you that your rate be umpires -- simply "A" thru "F" ("A" being an excellent rating). We have a hard-working crew of umpires and we are constantly looking for ways to make this a better tournament. This method gives the coaches a fair way to have input on the quality of our umpiring, and also gives us data in order to make improvements for next year's tournament. We have used this method in the past and it has helped us improve the quality of our umpires.

FOR THOSE OF YOU THAT FIND IT EASIER, THE COACH OR SCOREKEEPER MAY JUST TEXT THE SCORE TO 419-777-4377 IMMEDIATELY AFTER YOUR GAME. (If you choose either option please be sure to include both teams name, age group, field #, scheduled start time, and final score, NO PICTURES ARE ACCEPTED).

ONLY TEXT SCORES WILL BE RECEIVED AT THIS # - NO OTHER COMMUNICATION.

e. Where there is an admission charge, your coaches packet will include a limit of 3 coaches passes. Where there is no admission, but instead a parking charge as in Columbus, this is collected and administered by the city and there will be no coaches passes as we are not allowed to exempt any cars from the parking charge.

f. Player Bibs - All 14u, 16u, and 18u players must wear their assigned bib to play in the tournament. Any player not wearing a bib will not be permitted to play. Any player who is already committed or does not wish to be recruited should wear her bib backwards.

3. FORMAT

12U DIVISION --This is a 2 day tournament so we will use our standard 2 day 5 game guarantee format. Games will only be played on Saturday and Sunday. All teams will have 5 games guaranteed. Games will not start before 1:45pm Saturday. All 12U teams will be divided into two pools. Teams will play 4 pool games and then they will be ranked in their pool based on how they did in pool play. For the fifth game, each team will play the corresponding finisher in the other pool from their age group. So you must go to headquarters to find out when and where your fifth game is being played. This way each team will know where they finish in the tournament and we can give each team a guaranteed 5 games in 2 days. THERE IS NO BRACKET PLAY AT 12U.

PLEASE READ CAREFULLY AS THIS TOURNAMENT FOR 14U, 16U, AND 18U IS DIFFERENT THAN OUR OTHER TOURNAMENTS AND IS DESIGNED TO ACCOMMODATE THE WISHES OF COLLEGE COACHES.

Each team at 14u, 16u, and 18u will be playing 3 pool games on Friday and part of Saturday. At the completion of pool play, all teams will be seeded depending on how they finished in their 4 team pool. Then they will be placed into Super Pool Division brackets. For each Super Pool there will be 4 Divisions - Gold, Silver, Bronze, and Copper. (In other words the 1st Place finisher of Pool B will face the 1st Place finisher of Pool C in the Gold Division for their first bracket game. The 2nd Place finishers will face each other in the Silver Division etc.). If you win your first bracket game, you play until you lose. If you lose your first bracket game, you will play one additional game for your fifth and final game. This means that every game is important – even Pool games. This format will create much more equal competition in bracket play which is what the College coaches want to see. The winners of the Divisions will not meet - the College coaches really don't care who wins the tournament, they just want to see the players in real game situations against like competition. All Super Pool Division winners (Gold, Silver, Bronze, and Copper) will advance to separate single elimination brackets to determine the champions in each Division.

Pool play games will have the “drop dead” format 90 minutes after the scheduled start time. This is to ensure that college coaches know specifically when and where one particular team/player is playing, and the college coaches are not standing around waiting. The final score will revert back to the last completed inning, unless the home team is at bat and has either tied the score, added to their lead or gone ahead in the last half inning. If the home team is at bat at the completion of time, the batter will finish her at-bat and the results of her at bat will count. If the visiting team is at bat when time expires, the batter will finish her at bat and the final score will revert to the last completed inning.

Pre-game – at the scheduled start time there will be a MANDATORY pre-game warm-up in all POOL games (this will not be done in bracket play games) with on-field skills being demonstrated. The mechanics of this is listed on our website fastpitchshowdowns.com. But basically it will be your standard before game fielding practice. Because the college coaches have asked for this, the skills demonstrations will not be allowed to start early in order that all coaches who would like to be there to see the demonstrations can be there. This should take only about 5 minutes per team. In order to achieve the maximum game playing time, there will be no coin flip before the game. The home team will be the last one listed in the schedule for that game. The visiting team shall be the first one to take their pre-game drills, followed by the home team which will stay out in the field to start the actual game.

All Star Games -- Because of the NCAA rule that limits the number of recruiting days for some college coaches, and because many coaches will be at the NFCA camp, we will have All-Star games starting at 6 PM on Thursday July 7 immediately following the Player Development and Recruiting Clinic – in this way both the All-Star game exposure and the clinic combined will only count as one recruiting day for those coaches.

4. POOL PLAY TIEBREAKERS

- a. Won - loss record (point system of 2 points per win, ½ point for a tie)
- b. Head to Head (if one team did not beat all the teams with identical records, go to the next step). Once multiple team tie is broken, go back to step “a”. (We do it this way because we feel the true purpose of the game is to win, not to give up the fewest runs. So the quickest we can get back to winning as the tiebreaker, we will do so.)
- c. Least runs allowed per game
- d. Most runs scored per game (maximum of 7 runs per game so as not to encourage teams to run up the score)
- e. Coin flip
- f. Call to God

5. MISCELLANEOUS RULES

- a. Any rescheduled or replacement games, and any crossover pool games, will count as regular games. Tournament directors discretion is final on all makeup games.
- b. The games are guaranteed to each team except for circumstances beyond the tournament directors control.(e.g. rainouts, teams canceling, umpire mis-schedules,etc.)
- c. Games must be 3 complete innings (unless there is a mercy) to be counted as complete (2 1/2 innings if home team is ahead). Incomplete games due to rain, injuries, etc. are recorded as a rain out.
- d. It is the responsibility of each coach to understand their final rankings in pool play and where and when they will play bracket play. Bracket play positions will be determined after the completion of pool play and will be marked on the scoreboards as such. Any coach then has 15 minutes to dispute the results. After that the pool play board will be marked as “ FINAL” and the results cannot be disputed.

4. GAME LENGTH

- a. Time limit on all pool games is 90 minutes **FROM THE SCHEDULED START TIME!** This will help keep the tournament on time for the other teams, fans and spectators, even if this results in a shorter game. Umpire’s time is official time. No inning shall start after 90 minutes, and **the drop dead rule will be used in all pool games (so college coaches will know for sure where specific players/teams are). Drop dead rule will not be used at 12u.** If a suspended inning lasts past the scheduled end time, the inning will not be continued and the final score will revert back to the last completed inning. An inning shall start upon the last out of the previous inning. Tie games are allowed and shall be recorded as such. In the event of a tie, and time has not expired, the international tiebreaker will be used.
- b. **All bracket play games will be 80 minutes from ACTUAL START TIME, and finish the inning rules will be used.**
- c. The championship games will have a 2 hour time limit unless there are league or other games on the field immediately following. Then the games will be the standard 80 minute bracket play.

5. USA Softball Rules will be followed with the following tournament exceptions IN POOL AND BRACKET PLAY -

- a. Because the intent of this tournament is to give the players more playing time, the coach has the option of batting up to her entire lineup. This is strictly a coaching option. This means you can bat up to everyone on the roster, and any 9 on your roster can play defense. Official batting order is handed to umpire at start of game, and cannot be changed during game (to help play as many girls as possible, and the coach has chosen to bat his entire lineup, an out is not declared if a player is injured and then her batting position comes up). Once an injured player is removed on offense, they may not re-enter.
- b. Free substitution in the field
- c. Courtesy runner for pitcher or catcher (not same person in same inning) may be used at any time and may be the last recorded out or a player not currently in official batting order -- coaches option.

d. Metal cleats allowed at the 14u,16u, &18u age groups.(Except pitchers on the turf fields)

6. In order to achieve the maximum game playing time, there will be no coin flip before the game at 14u, 16u and 18u Pool Play. The home team will be the last one listed in the schedule for that game. Home team book is official. The visiting team is responsible for resolving any scoring discrepancies between innings. Dugout assignments on a first come basis, and if a team has played the previous game on the same field they keep the same dugout. At 14u, 16u and 18u, for all bracket play games, coin flip will determine the home team. At 12u, coin flip will determine the home team in all games.

7. A team not on field ready to play within 15 minutes of game time will forfeit the game unless granted an extension by site director for good cause. Forfeited games benefit neither team, and tournament director's decision is final on all matters regarding a forfeit. Forfeited games will not be counted in determining runs allowed, or runs scored.

8. Mercy rules are 15 runs after 3 innings, 12 runs after 4 innings and 8 runs after 5 innings.

9. Awards – There will be medals for the champions and finalists in the Gold, Silver, Bronze, and Copper divisions for 14u,16u,and 18u. At 12u, there will be medals for the champions and finalists.

10. Game Balls – Baden certified ASA “Danielle Lawrie” signature leather softballs with .47 cor will be provided for each game.

11. First Aid – For all injuries, please contact local EMT services.

12. Protests – All field decisions by umpires are final. **There are no protests.** College coaches really don't care who wins the argument and it just delays the game. We feel we have a knowledgeable crew of umpires, and because of the size of the tournament among other things, this is necessary to keep the tournament on time for the other participants. **You must work out any conflicts with the umpires at the time of the disagreement.** However umpires decision is final.

All tournament decisions (rain delays, scheduling, etc) are made for the smoothest operation of the tournament for the majority of the teams involved -- not just your team or age group -- and are made by the tournament director. His/her decision is final.

13. Admission –there will be no admission charge for this tournament, however the city of Columbus will be charging a \$5 per day parking fee. Tournament officials have no control of the administration or collection of this charge, and it is used to help offset the cost of maintaining the fields. Unfortunately all coaches and players must also pay this parking charge as there are no coaches or players passes. **PLEASE LET YOUR PARENTS AND FANS KNOW THIS SO NO ONE IS SURPRISED.**

14. Uniforms–All players must be in uniform. However, because call-up players are allowed, the uniforms do not have to be matching.

15. Rain Delays – Due to the many games that are scheduled, if games are cancelled due to weather, etc., there will be no make-up games and no altered game times. Games may be adjusted, and/or shortened to complete the tournament or get back on schedule. Games interrupted might not be rescheduled. For current weather information affecting the tournament go to our website - www.fastpitchshowdowns.com. Your parents and fans may sign up for free tournament and weather updates at fastpitchshowdowns.ealert.com.

16. Rain Out Policy – If no games are able to be played, a partial refund will be provided to each team. Full refunds are not possible due to the expenses of the tournament which must be paid prior to the first game played.
3 or more games played – No refund

2 games played - \$100 refund
0 or 1 game played - \$175 refund

For refund purposes only, a game that has started and the umpires have received pay, this will count as a game played.

17. Souvenirs, official tournament t-shirts, and other tournament services will be available throughout the tournament at Tournament Headquarters. Concessions will be available throughout the park.

18. Refund Policy – Balance of entry fee (after \$100 non-refundable fee) refunded if team drops more than 30 days prior to the tournament. No refund if team drops within 30 days of the tournament or if schedule has been mailed out.

19. Facility Rules –

- a. Gates do not open until 1 hour before scheduled first game.
- b. No warm-ups on infield before game
- c. No smoking in dugouts, on the field, or in stands.
- d. Coolers are allowed.
- e. Hitting softballs into fences is not allowed
- f. Hard softball pitching machines are prohibited.
- g. Pet policy is determined by each facility.
- h. No artificial noisemakers are allowed during the game.
- j. Berliner turf fields are Fields 1,4,5,10-13,and 14-17.

20. Full details, schedules, teams participating, rules, motel list, directions are available at each tournament listing under www.fastpitchshowdowns.com.

21. Sportsmanship -- please remember that these are softball games are being played to help the girls grow into confident young women. They are not life-and-death situations. Unsportsmanlike conduct will not be tolerated in any Fastpitch Showdowns tournament and will be dealt with on an individual basis -- including the barring of any team/individual from this or any future Fastpitch Showdown tournament. Managers/coaches are held responsible for the players & fans conduct also, so please take control of any possible situation.

The City of Columbus is proud of having the biggest softball complex in the United States. But with any complex of this size, **please have all your parents players and fans use common sense and keep valuables out of sight in their cars and lock their cars when they are not there.** Also let's everyone do their part to keep it clean by having the players and fans clean up after themselves.

Remember, the purpose of this tournament is for the girls to have fun, play competitive softball, and make new friends. That goes for the fans and coaches also. So take the time to shake hands with a stranger and tell them about the beautiful country that we are privileged to live and play softball in.

Best of Luck!

FASTPITCH SHOWDOWNS TOURNAMENT STAFF