Winfield Wolverines Softball

2010 WinFIELD of DREAMS Tournament

Friday, July 23rd – Sunday, July 25th

10U, 12U and 14U Tournament Information

2010 WinFIELD OF DREAMS TOURNAMENT

10U, 12U, 14U – RULES AND POLICIES

ALL ASA RULES WILL APPLY IN CONJUNCTION WITH THE FOLLOWING TOURNAMENT RULES.

Player Eligibility

- Please bring a complete roster (using the attached roster form) with birth dates and proof of insurance. A copy of each girl's birth certificate must be readily available if a tournament director or team requests.
- Teams may roster up to 15 players
- All players must wear a numbered jersey. They should be of same or similar color, unless an exception has been made.

Game Play

- To start a game, a team must have a minimum of 8 players
- **Time limits-**
  - **Pool Play:** No inning shall begin after 1 hour and 30 minutes of the official start time. Drop dead is 1 hour 45 minutes. Scores revert to last completed inning. We have requested for the umpires to announce the official game time if it is not announced, do not hesitate to ask for the official time. The umpires' can declare a pool play game a tie. There is no requirement to declare last inning. This is the umpire's discretion.
  - **Tournament:** No inning shall begin after 1 hour and 30 minutes of the official start time. An inning started shall be completed. Championship games will have no time limits.
  - **No infield / outfield warm-up between innings.**
- In pool play the home team is determined by a coin toss at the start of the game. In tournament play, the higher seed will be the home team. Dugouts are first come, first serve during pool play. During tournament play, the higher seed will take the third base dugout.

- The winning team will be responsible for reporting official game results. All game results must be reported to the tournament Director at the end of your game. It is both the coach's responsibility to verify scores throughout the game.
- In the 1st inning, the pitcher will be permitted not more than 5 warm up pitches. In all subsequent innings, a returning pitcher will be permitted not more then 3 warm up pitches. A new pitcher in subsequent innings will be permitted not more than 5 warm up pitches. No warm-up balls in infield or outfield after the first inning.
- Exposed jewelry will not be permitted. Exposed jewelry is anything that is outside of the shirt, pants, shorts, or socks of the player. Taping of jewelry outside of the uniform will not be permitted. The sole exception to this rule is for medical alert bracelets or necklaces.
- Scoring Limits-

  10U- 5 runs per inning max (during pool play only) except for final inning.

  12U- 6 runs per inning max (during pool play only) except for final inning.

  14U- 6 runs per inning max (during pool play only) except for final inning
- The following mercy rules will apply:
  - > 12 runs after the 3rd inning or 2 ½ innings if the home team is ahead.
  - > 8 runs after the 4th inning or 3 ½ innings if the home team is ahead.
- There will be no protests! Umpires' decisions are final.
- Courtesy runner for pitcher or catcher after 2 outs. The runner will be the player who made the last batted out.
- Stealing is allowed. The runner can leave upon release of the ball by the pitcher.
- There will be free and unlimited substitutions.
- Defensive lineup consists of 9 player positions.
- For the entire tournament, including bracket play, continuous batting order, free substitution must be used. In the event a player becomes injured during the game and cannot bat, she is skipped and may not return to play in the game. No out will be recorded for skipping the injured players spot in the batting order.
- If a player in the lineup is late, the coach must decide to both take an out and skip the batter or remove the player from the lineup. If the coach takes the out, an out will be recorded for every at bat the player misses.
- A continuous batting order will be utilized. All players present must bat.
- Coaches will fill score cards following each game. Score cards will be provided in the coaches' packet upon check-in. These cards will be turned in by the winning head coach as the official score.

Special Tournament Rules

10U

- Pitchers will be allowed to pitch three (3) innings per game in any order. One called pitch is considered an inning. There are no maximum innings allowed for this tournament.
- At no time will the runner be able to steal home.
- There will be no infield fly rule
- There is no dropped third strike.
- Pitching rubber will be 35' and bases 60'
- No direct stealing of second after a walk
- Two 11" balls will be provided.
- Games will be 6 innings long, unless time expires.

12U

- There are no pitching limits for this tournament.
- Pitching rubber will be 40' and bases 60'.
- Two 12" balls will be provided.
- Games will be 7 innings long, unless time expires.

14U

- There are no pitching limits for this tournament.
- Pitching rubber will be 40' and bases 60'.
- Two 12" balls will be provided.
- Games will be 7 innings long, unless time expires.

General Tournament Information

- Unsportsmanlike conduct will not be tolerated. If a player or coach is ejected, that individual must completely leave the park. The player or coach will sit out the next tournament game as well. In tournament play, any ejection will cause the player or coach to be banned for the remainder of championship play.

- Seeding or advancement for tournament play will be based on the following point system:

  > 2 points for a win

  > 1 point for a tie

  > 0 points for a loss

  Tie breakers will be determined as follows:

  > Head to Head competition

> Total runs allowed in pool play

> Total runs scored in pool play

> Coin Toss

- Seeds for Sunday will be ready no later than between 9-9:30pm on Saturday, pending weather. All listed managers will be called by the tournament directors immediately.
- All 1st and 2nd place division winners will receive trophies.
- Rain delays – a complete game is 3 innings for a 6 inning game and 4 innings for a 7 inning game.
- 1 game played is considered a complete tournament if severe weather conditions exist.
- We will attempt to re-organize the tournament to the best of our ability in the case of severe weather. Our goal is to get in as many of the games as possible. We reserve the right to make changes to the game times/rules in order to get games in.
- Coaches will be kept informed as much as possible.

All information and brackets will also be posted on our web-site at:

www.winfieldinaction.org

- Tournament play will be held at three different locations: Glasshagel, County Farm and Wynwood fields. See maps and directions below.
- Check-in times will begin at 1hr before your first game of the tournament at your home field (some exceptions will be made). Rosters and proof of insurance must be submitted prior to first game, and birth certificates must be available upon request. You may be asked to review your team's birth certificates at registration.
- Elite Umpires Association (EUA) will be utilized to officiate the games.
- Concessions and washroom facilities are present at all fields.
- **Any information not covered in these rules or the ASA rule book that should arise as a situation will be determined by the Tournament Director on a case by case basis.**

WINFIELD FIELD CONDITIONS

In the event of inclement weather, access the Winfield Park District website at www.winfieldparkdistrict.com. Field condition information is on the center-lower section of the home page.

TOURNAMENT GAME RESULTS

Tournament game results will be posted at www.winfieldinaction.org

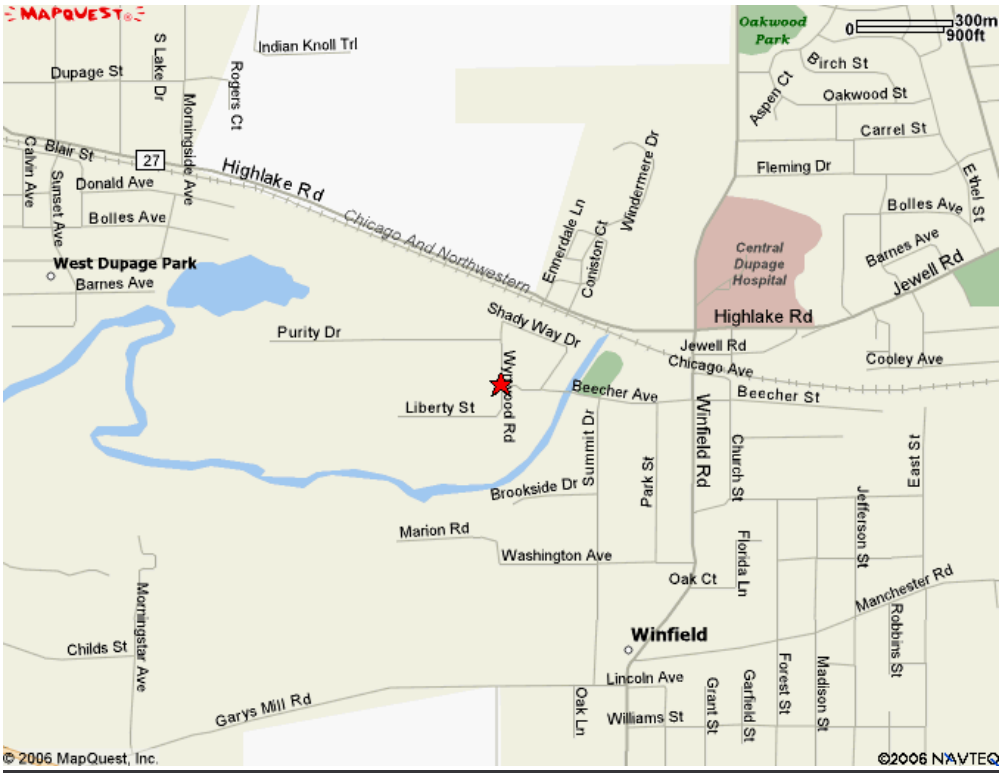
Map & Directions to Wynwood Fields - 12U Division

0S060 Wynwood Rd, Winfield IL 60190

(Wynwood Rd and Beecher Ave.)

From the West or South, I-88 / Butterfield Rd / Roosevelt to Winfield Road, NORTH to Beecher Ave, make a left at the traffic light (Beecher). Take Beecher until it dead ends into the fields. Go right (north) for parking.

From the East or North take North Ave to County Farm SOUTH to Geneva Rd WEST to the first traffic light which is Winfield Rd go LEFT (SOUTH) cross the railroad tracks and make a RIGHT at the traffic light (Beecher). Take Beecher until it dead ends into the fields. Go right (north) for parking.



Map & Directions to Glasshagel Fields - 14U Division

27W345 St Charles Rd., Winfield IL 60190

From the West take North Ave EAST to County Farm Rd SOUTH, at the first traffic signal, St Charles Rd, make a RIGHT turn and the fields will be on your LEFT about ½ mile WEST.

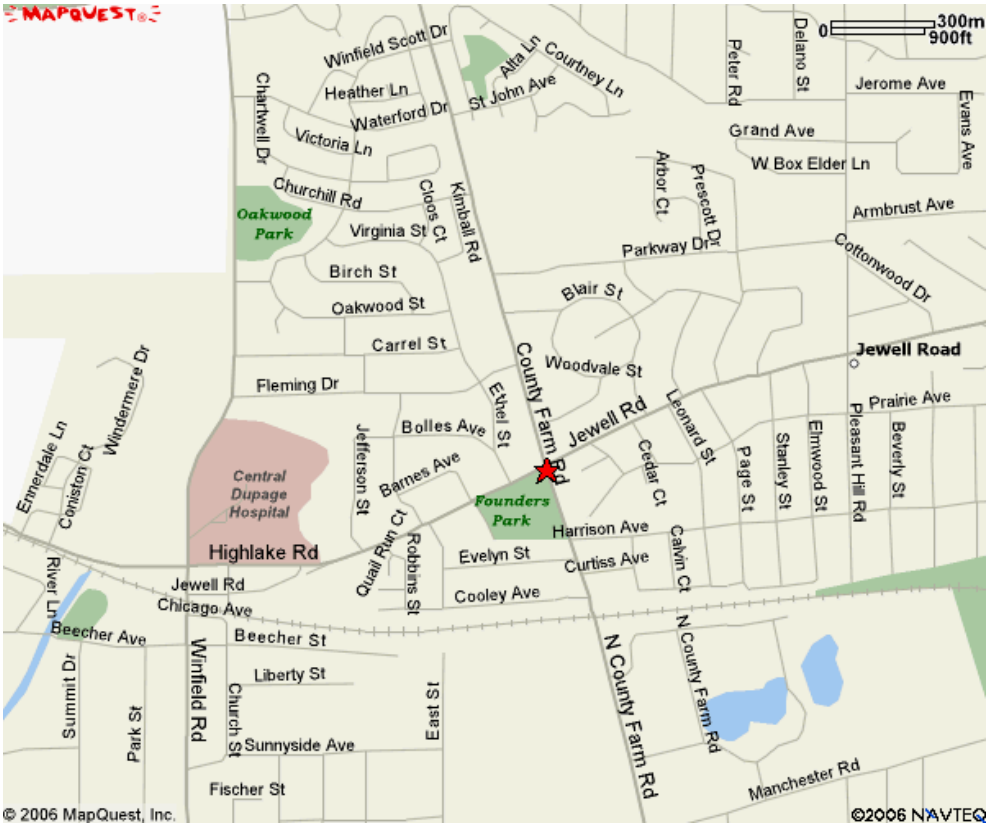
From the East take North Ave WEST to County Farm Rd SOUTH, at the first traffic signal, St Charles Rd, make a RIGHT turn and the fields will be on your LEFT about ½ mile WEST.

Map & Directions to County Farm Fields (Founders Park) – 10U Division

0N020 County Farm Rd, Winfield IL 60190

From the West or South, take Roosevelt Rd to County Farm Rd NORTH go through the underpass and the fields will be on your LEFT adjacent to the Winfield Park District building.

From the East or North, take North Ave to County Farm SOUTH and the park will be on your RIGHT just past the intersection of Jewel Rd.



Tournament Contacts

Contact	Title	Cell #	Home #	Email
Jeff McHenry	Wynwood Tournament Co-Director (12U)	630-327-4776	630-784-1004	mchenryk@comcast.net
Chuck Zydek (12U Manager)	Wynwood Tournament Co-Director (12U)	312-375-3312	630 653-3719	czydek@iso.com
Brian Schieber	Glasshagel Tournament Co-Director (14U)	630 746-6513	630 746 6513	bschieb@ameritech.net
Dom Imbrogno (14U Manager)	Glasshagel Tournament Co-Director (14U)	847-736-4165	630-690-9238	dimbrogn@charlesindustries.com
David Reynolds	County Farm Tournament Co-Director (10U)	630-336-5205	630-510-8744	cubbysox3@yahoo.com
Dan Wilkens (10U Manager)	County Farm Tournament Co-Director (10U)	630-336-8681	630-668-2132	dan@thewilkens.com
Dom Imbrogno	Wolverines Travel Commissioner	847-736-4165	630-690-9238	dimbrogn@charlesindustries.com

Form: Team Roster

Team _____ Head Coach _____

	PLAYER NAME	JERSEY NUMBER	BIRTH DATE
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			

SCORING LOG

Please fill out and return to a Tournament Director or to the concession stand following your game. Failure to do so may result in a forfeiture. HOME TEAM will be held responsible for obtaining information and signatures and for turning in log.

DATE:_____

DIVISION: 10U 12U 14U

HOME TEAM : _____

HOME TEAM RUNS SCORED_____

HOME TEAM SIGNATURE:_____

OPPONENT TEAM : _____

OPPONENT TEAM RUNS SCORED_____

OPPONENT TEAM SIGNATURE:_____

PLATE UMPIRE NAME:_____

WINFIELD IN ACTION

WEATHER SAFETY POLICY

At the first signs of lightning or thunder, all games and practices are to stop and teams are to leave the field immediately until safe conditions are apparent. You are advised to seek shelter in a substantial building or a fully enclosed vehicle with the windows completely shut. You should wait 30 minutes after the last observed lightning or thunder before you leave shelter. After 30 minutes, game officials and coaches will make a decision regarding the safe resumption of activities. The suspension of a game can be immediate if conditions are apparent that play cannot be resumed or if the game cannot be completed within given time limits.

Winfield In Action has installed THOR GUARD, a lightning *prediction* system, at the fields. When conditions indicate that a lightning occurrence is probable, a signal is sent to the alarm horns and strobe lights.

- A **Warning Signal** is one long 15-second horn blast. This means a potentially dangerous weather situation exists and all patrons MUST leave the fields and take shelter.
- A **Strobe Light** will flash until the All Clear horn blasts. No activities are allowed on the fields during this time.
- The **All Clear Signal** is three short horn blasts. After the All Clear Signal sounds and strobe lights deactivate, park patrons may resume their activities.

Winfield In Action's 30 minute policy supercedes the THOR GUARD system.

- If there is lightning or thunder before the warning signal has had a chance to blast, all games and practices are to stop and teams are to leave the field immediately. In this case, you should wait 30 minutes after the last observed lightning or thunder before you leave shelter. Game officials will make a decision regarding the safe resumption of activities.
- If the ALL CLEAR signal is sounded while lightning is *still* visible in the distance the mandatory 30 minute rule still applies to the situation.

Neither the signal nor the system is intended to guarantee that conditions are safe.

If the signs for lightning or thunder are evident, the National Lightning Safety Institute says:

- **AVOID** all metal objects including goalposts, bats, backstops, bleachers, fences, gates and machinery.
- **AVOID** picnic shelters, canopies and dugout areas. These are not safe from lightning.
- **AVOID** standing under or by trees.
- **AVOID** light poles, flagpoles and power poles.
- **AVOID** water, high ground and open spaces.

Lightning's behavior is random and unpredictable. Preparedness and quick response are the best defenses against the lightning hazard.

The THOR GUARD system consists of sensors that measure electrostatic charges at ground level and in the atmosphere. These electrostatic charges, invisible to the naked eye, build up in the atmosphere prior to lightning occurrences.