

## ***Winfield Wolverines Softball***



### **2017 WinFIELD of DREAMS Tournament**

Friday, July 14<sup>th</sup> – Sunday, July 16<sup>th</sup>

Rules and Tournament Information



## 2017 WinFIELD OF DREAMS Tournament

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Thanks for participating in the 2017 WinFIELD OF DREAMS! Please check in approximately one hour before your first game. Check-in will be located at the field you play your first game at. Everyone should turn in a roster and proof of insurance. Birth certificates must be available throughout the tournament.

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

#### **Player Eligibility**

- Please bring a complete roster 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**

- 4 game guarantee. 3 games in pool play (weather permitting).
- To start a game, a team must have a minimum of 8 players
- Game time is forfeit time
- Teams should be ready to play 30 minutes before scheduled game time.
- No infield / outfield warm-up between innings.
- Time limits
  - **Pool Play:** No inning shall begin after 1 hour and 15 minutes of the official start time (1 hour and 30 minutes for 10U). An inning started shall be completed. We have requested the umpires to announce the official game 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.
  - Games tied after 7 innings (6 innings for 10U), but prior to 1 hour 15 minute limit will go to California Tiebreaker – Team begins the inning with the last batted out on 2nd base and no out. This will continue until such time as a winner is established or the time limit is reached.
  - **Tournament:** No inning shall begin after 1 hour and 15 minutes of the official start time (1 hour and 30 minutes for 10U). An inning started shall be completed. Championship game has no time limit.
  - Games tied after 7 innings or the time limit is reached will go to California Tiebreaker. This will continue until such time as a winner is established.
- In pool play the home team is determined by a coin toss at the start of the game. The team listed first on the schedule shall occupy the 3<sup>rd</sup> base dugout. In tournament play, the higher seed will be the home team and occupy the 3<sup>rd</sup> base dugout. This will not apply to teams playing back to back games on the same field. They do not need to change dugouts.
- Umpires will report scores to the tournament directors after the game. It is both the coach's responsibility to verify scores throughout the game.
- In the 1<sup>st</sup> inning, the pitcher will be permitted 5 warm up pitches. In all subsequent innings, a returning pitcher will be permitted 3 warm up pitches. A new pitcher in subsequent innings will be permitted 5 warm up pitches.
- 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.
- Mercy Rules
  - 12 runs after the 3<sup>rd</sup> inning, or 2 ½ innings if the home team is ahead.



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- 10 runs after the 4<sup>th</sup> inning or 3 ½ innings if the home team is ahead
- 8 runs after the 5<sup>th</sup> inning or 4 ½ innings if the home team is ahead
- There will be no protests! Umpires' decisions are final.
- Courtesy runner (last batted out) may be used for pitcher/catcher at any time.
- Defensive lineup consists of 9 player positions.
- For the entire tournament continuous batting order and free substitution must be used. All players present must bat. In the event a player becomes injured or is forced to leave 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 player's spot in the batting order. See special rules in 14/16U divisions.
- 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.
- On deck batter must wait in on deck circle behind the batter (i.e. for right hand batter, the on deck batter stands on third base side).
- 1 visit to the mound per inning. 2<sup>nd</sup> visit pitcher must come out and cannot re-enter in same inning.
- Starting pitcher may re-enter once.

### **Special Tournament Rules**

#### **10U**

- Pitchers can pitch three (3) innings per game in any order. One pitch is considered an inning.
- Relief pitchers can come from any position, including the bench. However, only the starting pitcher may re-enter to pitch again.
- Stealing of 2<sup>nd</sup> and 3<sup>rd</sup> is permitted. Runners may leave the base as the pitch crosses the plate.
- At no time will the runner be able to steal home, even if a play is made on her after she takes a leadoff.
- When stealing, runners may advance as far as 3<sup>rd</sup> base on an over-throw, however, they may not take home on the play.
- Two runners may steal 2<sup>nd</sup> and 3<sup>rd</sup> on the same pitch and/or within the same batter's plate appearance, but under no circumstance is either of them allowed to take home on the play.
- Runners at third may not score after a pick off attempt is made.
- There will be no infield fly rule.
- No direct stealing of second after a walk.
- There is no dropped third strike.
- Pitching rubber will be 35' and bases 60'.
- 11" ball.
- Games will be 6 innings long, unless time expires.
- Strict maximum of 5 runs per inning in pool play only, including the 6th/final inning. (No catch up plus 5, nor additional runs scoring on a play that results in a team achieving 5 runs). The half-inning is over once the 5th run scores.
- No run limit in tournament play.

#### **12U**

- There are no pitching limits for this tournament.
- Pitching rubber will be 40' and bases 60'.
- 12" ball



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- Games will be 7 innings long, unless time expires.

### **14U & 16U**

- There are no pitching limits for this tournament.
- Lineup during Pool Play – Continuous batting order with free substitution
- Lineup during Bracket play – Continuous batting order with free substitution **OR** ASA rules.
- Pitching rubber will be 43' and bases 60'.
- 12" ball
- 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.
- In good sportsmanship, we ask that there be no cheering against an opponent
- Seeding for tournament play will be based on: 2 points for a win, 1 point for a tie, 0 points for a loss.
- Tie breakers:
  1. Head to Head competition
  2. Total runs allowed in pool play
  3. Total runs scored in pool play
  4. Coin Toss
- Seeds for Sunday will be ready no later than 9:00pm on Saturday, pending weather. All managers will be emailed by the tournament directors immediately.
- 1<sup>st</sup> and 2<sup>nd</sup> place 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.
- In case of weather or darkness, a ruling by the tournament officials will be made to determine the completion status of the game.
- In case of rainouts or weather, tournament officials determine outcome of the tournament.
- No refunds after the 1st pitch.
- 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.
- All information and brackets will also be posted on our web-site at:
- <http://winfieldtravelprogram.org/Page.asp?n=112034&org=winfieldtravelprogram.org>
- Tournament play will be held at four different locations: Glasshagel, County Farm, Wynwood & East Street. See maps and directions below.
- "Official Finders" 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.**



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### WINFIELD FIELD CONDITIONS

In the event of inclement weather, access the Winfield Park District website at [www.winfieldparkdistrict.org](http://www.winfieldparkdistrict.org). Field condition information is on the center-lower section of the home page.

### TOURNAMENT GAME RESULTS

- Tournament game results will be posted at
- <http://winfieldtravelprogram.org/Page.asp?n=112034&org=winfieldtravelprogram.org>

### Tournament Contacts

Scott Roskuszka	630-701-5916	<a href="mailto:sroskuszka@gmail.com">sroskuszka@gmail.com</a>	Tournament Director
Bruce Alexander	224-360-7159	<a href="mailto:brucealex@netzero.com">brucealex@netzero.com</a>	16U Head Coach
Lisa Willuweit	630-258-6435	<a href="mailto:wolverinescoachlisa@yahoo.com">wolverinescoachlisa@yahoo.com</a>	14U Head Coach
Scott Garazin	630-415-8899	<a href="mailto:skgarazin@att.net">skgarazin@att.net</a>	12U Head Coach
Amanda Woods	309-397-3899	<a href="mailto:ajmclau@gmail.com">ajmclau@gmail.com</a>	10U All Star Head Coach



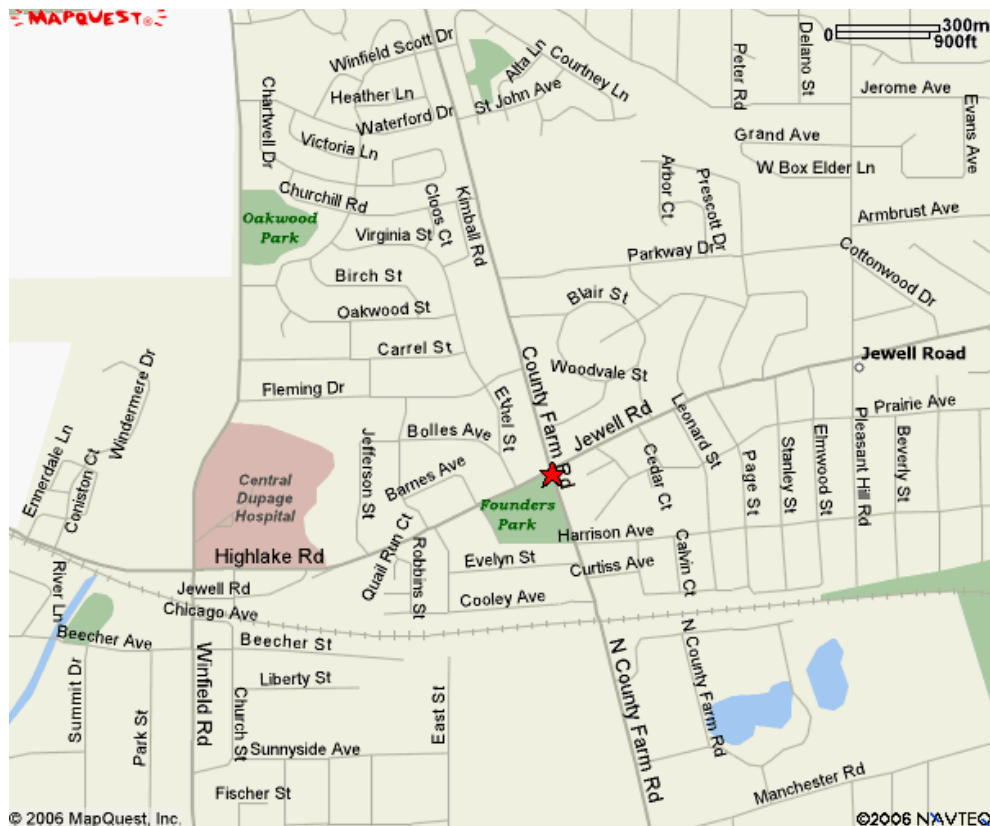
## 2017 WinFIELD OF DREAMS Tournament

### 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.

The main parking lot is next to the Winfield Park District Building (entrance off of County Farm). There is an auxiliary parking lot on the West end of the park, which can be accessed off of Jewel Road on the North of the park. There is a new auxiliary parking lot located adjunct to the South end of the main parking lot.





## 2017 WinFIELD OF DREAMS Tournament

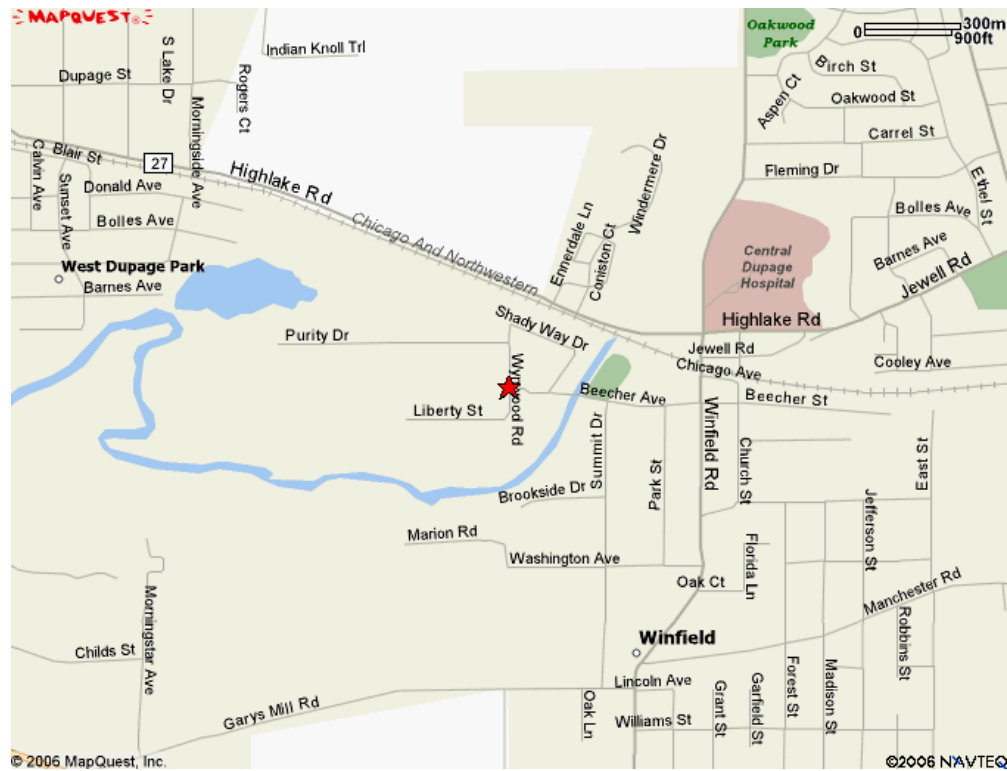
### Map & Directions to Wynwood Fields - 12U Division

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.







## 2017 WinFIELD OF DREAMS Tournament

### Map & Directions to Glasshagel Fields - 14U & 16U Division

27W345 St Charles Rd., Winfield IL 60190

From the West take North Ave (Route 64) 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 (Route 64) 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.







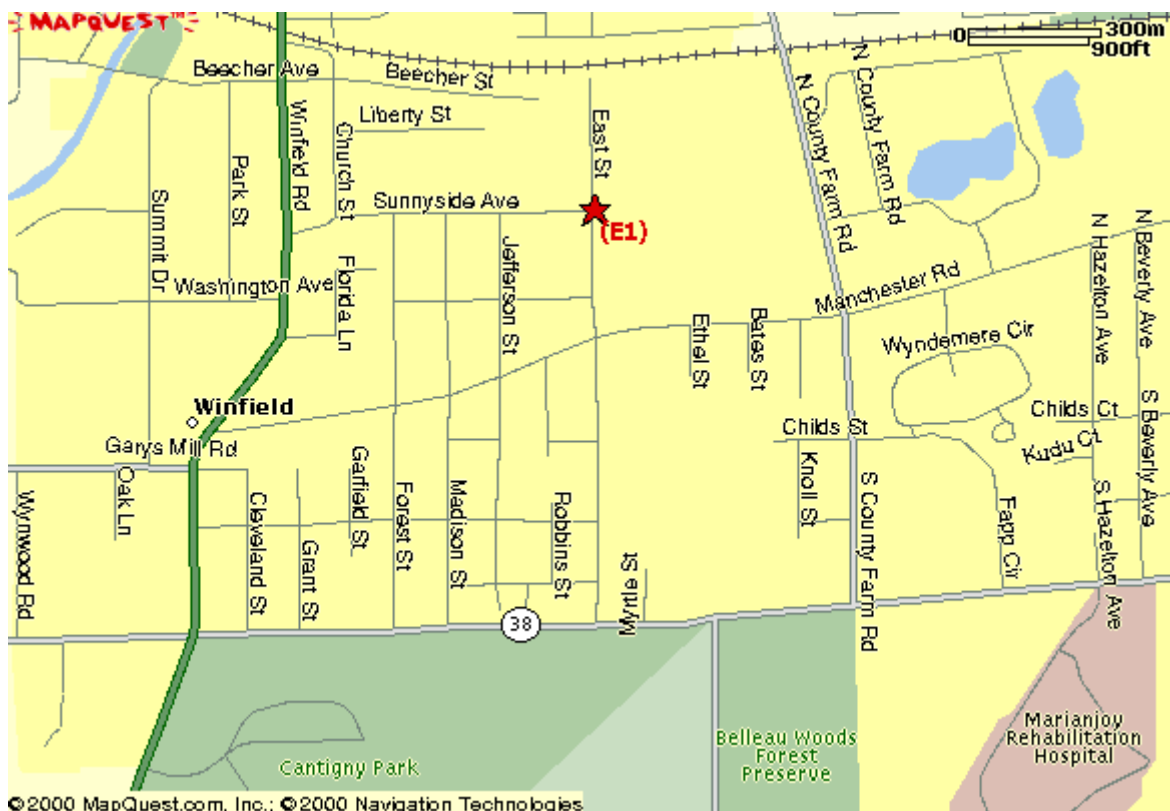
## 2017 WinFIELD OF DREAMS Tournament

### Map & Directions to East Street Fields - 14U Division

East Street and Sunnyside Rd, Winfield, IL 60190

From the West or South, take Roosevelt Rd to County Farm Rd NORTH to Manchester Rd. Go LEFT on Manchester to East St. Go RIGHT and the field will be on your RIGHT at the corner of Sunnyside Ave.

From the East or North, take North Ave to County Farm Rd SOUTH to Manchester Rd. Go RIGHT on Manchester to East St. Go RIGHT and the field will be on your RIGHT at the corner of Sunnyside Ave.





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# 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.