



Date: May 5, 2014
To: Participating Fireball Tournament Coaches and Teams
From: Greg Osterhaus, Tournament Director
Re: 2014 Burnsville Fireball Tournament Information and Schedules
May 17th and 18th

Thank you once again for your participation in our upcoming Tournament. Enclosed you will find your tournament information packet and schedules.

Please note that some Saturday 10U games will be played at Sue Fisher Fields off of Hwy 13 in Burnsville due to repair work on 2 of our fields at Savage Community Fields. There is road construction on Hwy 13 so please add a few minutes for congestion.

A blank roster form is included that must be completed and turned in (along with your two game balls) at the Site Directors table next to the concessions at the **EITHER** field. This must be done PRIOR to you beginning any play. If you have your own roster form to utilize, that is also acceptable provided it lists all players and their age. Please keep an additional copy of your roster with you at all times.

All schedules are also provided herein. This information packet and schedules, will also be posted under the FIREBALL TOURNAMENT tab on our website www.burnsvilletravelingfastpitch.com. The website will be updated throughout the tournament with information regarding weather delays and schedules.

The Burnsville Fastpitch Softball Club is committed to making this a successful and memorable tournament for everyone. Should you have any questions or needs, please feel free to contact me at 612-720-9298 or at greg.osterhaus@parsons.com.

Thank you for your support of our organization and we look forward to hosting you and your team at the ***Burnsville Fireball Tournament!***

Yours in Softball,

A handwritten signature in black ink, appearing to read "Greg Osterhaus". The signature is fluid and cursive, written over a white background.

Greg Osterhaus
Tournament Director
612-720-9298



Tournament Schedule and Results

- A. Schedules will be emailed to all coaches approximately 1-2 week prior to the Tournament
- B. Schedules will also be posted on the Tournament webpage at www.burnsvillevtravelingfastpitch.com
- C. Results of Pool Play will be updated at each location as games are completed. Bracket Placement will be completed immediately following completion of Pool Play.
- D. Bracket play schedules will be updated on-site and also be made available on the website as well as emailed to all coaches on the evening of Pool Play Completion.

Bad Weather Information

Should in-climate weather impact play the Tournament Director will be communicating information via email as well as posting information on the website. Please refrain from contacting the Director directly unless absolutely necessary. Tournament Directors Phone Number 612-720-9298.

1. Current information will be immediately available at the Tournament Site Coordinator Table located next to the posted schedules near the concession stand.
2. Emails regarding delays will be sent and the tournament web page will be updated ASAP.

Important Fireball Tournament Activities/Events

- **“FIREBALL SPIRIT AWARDS”** – During each pool play game coaches will choose a player from their own team to recognize who best demonstrated the philosophy of *FIREBALL SPIRIT* (Sportsmanship, Fair-play, Respect and Hustle). Each player receiving this award will be given a prize and free item from our concessions stand, as well as entered into a drawing for an additional prize.
- **“50/50 Raffle and Silent Auction”** – A 50/50 Raffle as well as silent auction will be conducted on Saturday at Both Fields.
- **“PLAYING OF OUR NATIONAL ANTHEM”** – This will take place prior to play beginning each day. This is a great opportunity for our young players to reflect on the opportunities that have been afforded to them by living in this great Country.
- **“FLAG RAISING”** – Each day Veterans and Service-members in attendance are invited to participate in the raising of the American Flag prior to play commencing. We want to encourage all your players that may have family and friends in attendance to participate. Our goal is to remind our young athletes of the sacrifices made by others and to encourage them to get involved and “give back” to their communities.

Tournament Information and Rules

- A. General
 1. When: May 17th & 18th, 2014 (8U Play on Saturday only)
 2. **Saturday 10U Play at Sue Fisher Fields**12700 Vincent Ave S. Burnsville, Minnesota 55337
 3. **Saturday 8U &12U Play at Savage Community Park,** 13500 Dakota Avenue South Savage, Minnesota 55378
 4. **All Sunday Games at Sue Fisher Fields**



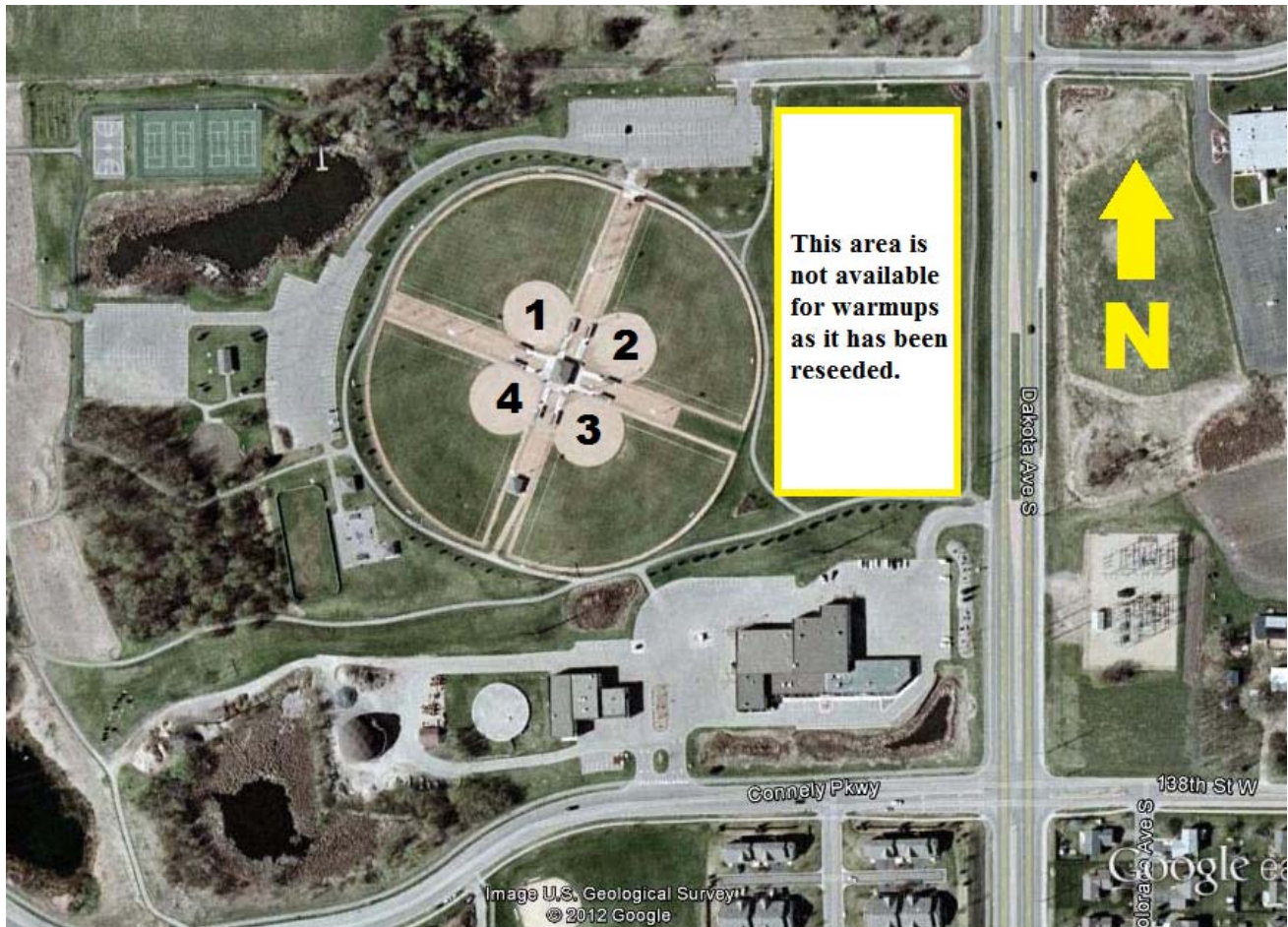
5. Tournament Director: Greg Osterhaus greg.osterhaus@parsons.com, 612-720-9298
 6. Teams must check in at Tournament Table prior to their first game and should have birth certificates of all players available throughout the tournament. **All teams must submit a team roster at check-in and keep one for their records.**
 7. This tournament offers a berth to NAFA/ASA tournament to the highest placing team in the 12U, 10U & 8U Gold and Silver Brackets.
- B. Tournament Format
1. 8U (B,C) – Bracket Play
 2. 10U (B,C) Round robin pool play on Saturday with bracket play on Sunday
 3. 12U (B,C) Round robin pool play on Saturday with bracket play on Sunday
- C. Game Rules All Levels (8U, 10U,12U)
1. NAFA and ASA Rules apply except as noted below.
 2. Age Cutoff – Eligibility of players is determined by age on December 31st
 3. Home team for each game will be determined prior to each game by rolling of ball to mound.
 4. Home team keeps official score book for each game.
 5. All Games for Round Robin and Bracket Play (with exception of Championship final games) are 7 innings **or 65** minutes. No new inning may start after the 65 minute time limit has expired. Innings begun prior to time limit shall be completed unless the home team is leading and the top half of the inning is complete, at which time the umpire shall call the game when the time limit has been reached.
 6. All Games (**EXCEPT 8U**) for Championship Games are 7 innings **or 75** minutes. No new inning may start after the 75 minute time limit has expired. Innings begun prior to time limit shall be completed unless the home team is leading and the top half of the inning is complete, at which time the umpire shall call the game when the time limit has been reached.
 7. Pool play games may end in a tie and no extra innings shall be played regardless of time limit.
 8. Bracket play games ending in a tie at the completion of 7 innings or the time limit shall continue and immediately begin play under international tie breaker rules: Runner starting at second base with 0 outs (Runner shall be that player who is scheduled to bat last in the inning).
 9. The criteria for placement of teams in brackets following pool play in order of priority are: Points Earned (2 Points for Win, 1 for tie, 0 for Loss) Head to Head competition; fewest runs allowed in combined pool play; Runs Scored in pool play, Coin flip.
 10. Coaches are responsible to verify posted game results for accuracy and notify Tournament Director promptly of any discrepancies.
 11. All 10U and 12U games will have one umpire with the exception of the championship games of each bracket which will have two umpires. 8U games will have an umpire for the championship games, and volunteer umpires for other games.
 12. All protests will be settled on the field before play continues. Umpire may consult with the Tournament Director however umpire decisions are final. No appeals to Director are allowed.
 13. Any delays lasting in excess of 5 minutes shall be credited against the time limit for the game. Umpire shall advise the amount of time to be added to the game.
 14. On deck batters shall be placed to the back of the batter for safety purposes.
 15. All teams are required to bat their entire roster.
 16. Courtesy runners may be used for the pitcher, catcher or an injured player that must leave the game. Courtesy runners are to be the last out, or the last player due to bat in the inning if no outs. Subsequent courtesy runners in the same inning begin with the next to last out or second to last batter scheduled for the inning.
 17. Unlimited substitution of players on defense is allowed.
 18. There are no restrictions on the number of innings a pitcher can pitch.



19. Five (5) runs per half inning except championship final game
 20. Run Rules: 12 after 3 innings, 10 after 4 innings and 7 after 5 innings.
 21. The Tournament Director reserves the right to shorten the games or amend the schedule/ tournament as may be deemed necessary.
 22. A forfeit **MAY** be awarded by an umpire, after consultation with the Tournament Director, should any team not be able to commence play at the scheduled time.
- D. 8U Specific Rules
1. Machine Pitch at approximately 30 MPH at 30' to 35'
 2. Yellow Optic Color 11" Ball with a COR of .47 shall be used
 3. No walks or HBP allowed.
 4. No Called Balls or Strikes.
 5. 3 Strikes or 6 pitch limit whichever comes first (unless last pitch is fouled off)
 6. Batter is out on dropped third strike, runners may not advance.
 7. No Stealing of bases or advancement on passed ball or overthrows.
 8. Leading off bases is **NOT** allowed. Runners must wait for bat to contact ball.
 9. Possession of the ball in the infield dirt stops runners from going beyond the base en route
Example - ground ball hit through to right field. Player is on the way to second base when the outfielder gets it to any player in the infield or runs into the infield herself. The runner has to stop at 2nd. Doubles, triples, homeruns allowed as long as possession in the in the infield has not been made in time to stop the next base.
 10. No advancing on an overthrow. We want them to attempt to make the play but we don't want to penalize them for trying. So in the example above, if the infielder tries to throw the runner out who is going to second but the shortstop misses it and it goes out to left field or out of play or anywhere, the runner cannot advance.
 11. Runners may not steal home and can advance home only on a play resulting from a batted ball, hit by pitch, walk or interference call.
 12. Possession of the ball by an infielder in the dirt stops runners from going beyond the base they are in route to.
 13. 9 players utilized in the field (3 outfielders) but entire roster is batted.
 14. Outfielders must start in the grass until ball is pitched.
 15. Bunting is allowed
 16. Coaches are allowed to coach in the field.
- E. 10U Specific Rules
1. 35' pitching distance
 2. Yellow Optic Color 11" Ball with a COR of .47 shall be used
 3. Runners may only advance one base on a steal attempt or overthrow, including home.
 4. Batters may attempt first on dropped 3rd strike
 5. Runners may only advance home on a live, batted ball; or when forced by a walk/hit batter/defensive interference with bases loaded. They may also **not** advance home on a dropped third strike with bases loaded; in this instance the batter is out.
- F. 12U Specific Rules
1. 40' pitching distance
- G. Player and Fan Code of Conduct
1. Heckling of the umpires will not be allowed. The Coach of the team whose fans violate this rule will be warned once. If the heckling continues, fans will be asked to leave the facility. Fans not complying within two minutes will cause the forfeiture of the game to the opposing team. Coaches – please make sure your fans know of this rule prior to the tournament.
 2. Teams must remove all trash from the bench area after each game.



Savage Field Map #'s and Directions to Park



Savage Community Park – 16500 Dakota Avenue South, Savage, MN 55378

Directions from the South via I-35W: Exit County Road 42 near Burnsville Mall and proceed West approximately 3.9 miles (Cty road 42 turns into Eagan Drive). Turn right on Dakota Avenue and proceed .7 miles. Park will be on your left.

Directions from the North via I-35W:

PLEASE NOTE MN HWY 13 WEST OF I-35W WILL BE UNDER CONSTRUCTION, RECOMMEND USING SAME DIRECTIONS NOTED ABOVE.

Directions from the NE via I-35E:

Exit County Road 42 near Burnsville Mall and proceed West approximately 3.9 miles (Cty road 42 turns into Eagan Drive). Turn right on Dakota Avenue and proceed .7 miles. Park will be on your left.

Directions from the North via HWY 169: Proceed South on HWY 169 and take the CR-101 ramp towards Savage/ Shakopee. Once you **merge** on CR-101 South you will proceed approximately 1.3 miles. Turn Right on MN HWY 13 South and go an additional 1.3 miles to 132nd st/ McColl Drive. Turn Left on 132nd and go 1.1 miles. Turn Right on Dakota Avenue and proceed .5 miles. Park is on your right.

Directions from the SE via MN HWY 13: Proceed on MN HWY 13 North out of Prior Lake for approximately 3 miles and take Eagan Drive (140th street NE) East. Go .9 miles on Eagan Drive to Dakota Avenue. Turn right and proceed .7 miles. Park will be on your left.



Sue Fisher Field Map #'s and Directions to Park



Sue Fisher Fields – 12700 Vincent Ave S, Burnsville, MN 55337

PLEASE NOTE THAT HWY 13 IS UNDERGOING CONSTRUCTION BETWEEN I-35W, AND THE FIELDS. PLEASE ALLOW SOME ADDITIONAL TIME FOR CONGESTION.

Directions from North and South via I-35W: Exit South on MN Hwy 13 and proceed approximately 1.2 miles to Washburn Avenue. Turn Left and then again Left on Frontage Road. Turn Right on Vincent (after McDonalds).

PLEASE NOTE THAT I-35E, and MN HWY 13 WEST OF I-35W WILL BE UNDER CONSTRUCTION

Directions from the North via HWY 169: Proceed South on HWY 169 and take MN HWY 13 North and go approximately 4.5 miles to Washburn Ave. Turn Right on Washburn and then Left on Frontage Road. Turn Right on Vincent (after McDonalds).

Directions from the SE via MN HWY 13: Proceed on MN HWY 13 North to Washburn Ave. Turn Right on Washburn and then Left on Frontage Road. Turn Right again on Vincent (after McDonalds).



* All teams must submit 1 copy of Team Roster to Tournament Site Director's table and check-in prior to commencing play.

TEAM ROSTER				
TEAM NAME				
ORGANIZATION				
AGE LEVEL (PLEASE CIRCLE)		8U	10U 12U	
COACH'S NAME		PHONE NUMBER	EMAIL ADDRESS	
#	PLAYER'S NAME	BIRTH DATE	EMAIL ADDRESS	PARENT'S NAME
			Not Required	
			Not Required	
			Not Required	
			Not Required	
			Not Required	
			Not Required	
			Not Required	
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			Not Required	
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ADDITIONAL STAFF NAMES		PHONE NUMBER	EMAIL ADDRESS	POSITION