



## **Welcome to the 2022 “Bring on the Magic” Fastpitch Tournament**

**Welcome!** On behalf of the New Berlin Magic, we would like to welcome all of this year's teams for being part of the 2022 “Bring on the Magic” Girls Fastpitch Softball Tournament. We ask everyone to make this truly a great tournament weekend by your display of good sportsmanship, whether winning or losing. Good sportsmanship is contagious – for adults and children. Let's all catch it and enjoy!

### **Sportsmanship**

- It is the responsibility of the coaches and/or team managers to control their players, parents and fans.
- Umpires and/or the Tournament Coordinator reserves the right to eject any player, coach or fan from the tournament at any time.
- Poor sportsmanship by a player, coach or fan may result in a game forfeit or team ejection from the tournament, with no refund. Anyone ejected from the tournament **will not** be allowed back.

### **Umpires and Appeals**

- **Umpires' judgment calls may not be appealed. Interpretation of rules by umpires may be appealed by the head coach only during games by calmly talking to the umpires. There are no appeals of calls or results to the Tournament Coordinator during or after the game.**
- 8U games (Pool & Bracket) will have one umpire. 10U and 12U games will have one umpire for all pool play games and two umpires for all bracket play games. 14U through 18U will have two umpires for all games. If a 2nd umpire is not available or does not show, the game shall be played with one umpire.

### **Registration**

- Registration is handled through Tourney Machine. Proof of birth and proof of insurance is required to be available if requested.

### **Player Eligibility**

- A player's age shall not exceed the maximum dictated by the division of play. The age cut-off will be that which is dictated by NAFA fastpitch softball. According to NAFA, a player's age as of December 31st determines the age in which the player is eligible to play the following year.
- Teams using ineligible players will forfeit all games and be excused from the tournament, **without refund**, at the discretion of the Tournament Coordinator.

## **Concussions**

- **Concussions – Very Important:** In a past tournament, one of the umpires pulled a player after an incident on the field during a semifinal bracket game. The player showed signs of having a concussion and was acting funny. The umpires are trained, “when in doubt pull them out”. The player was pulled from the game, the coach and fans became a little upset and the player was unable to return until after seeing a doctor. Basically, her weekend was finished. If this happens again this year, the Magic will stand behind the umpire’s decision. It is everyone’s responsibility to keep our players safe whatever the outcome.

*Coaches please read and understand the rules of this tournament. If something is missed during your game, it cannot be overturned after the game ends no matter the outcome. Please understand and have a copy with you.*

## **Concessions**

- We will offer a full range of concessions including, muffins, fruit, water, Gatorade, soda, hot dogs, brats, and more at all parks (Malone, Calhoun and VFW). Please enjoy, as this is a major source of revenue for our tournament!

**Tournament T-shirts** We will have a limited number of tournament t-shirts for sale at all parks by the concession stands. The shirts will have all participating teams listed on the back of the shirt. In past years they have sold out on the first or second day. The shirts will be sold for \$25.00

**Tournament Format** This is a 4 Game Guarantee tournament (3 pool play games and single elimination bracket play). To keep all games moving and on time, games will be as follows....

- **Pool and Bracket play games:** 7 innings or when the 75 minute time limit has expired. If an inning has started before the 75 minute mark, the full inning must be completed. NO DROP DEAD times. Run-ahead rules will apply. 8U and 10U have special rules noted below.
- **Championship games:** 7 innings or when the 105 minute time limit has expired. If an inning has started before the 105 minute mark, the full inning must be completed. NO DROP DEAD times. Run ahead rules will apply. 8U and 10U have special rules noted below.
- **Ties:** Pool play games can end in a tie
- **Tie breaker rule for bracket and championship games** – International tie-breaker (follow NAFA Rules)

**Special note: Because some age groups have an odd number of teams, certain Magic teams are playing 4 pool play games. In those cases, the worst result of the 4 pool play games will not be considered for seeding purposes.**

## **Seeding criteria will be as follows:**

- Record in pool play
- Head to head in pool play
- Least number of runs allowed in pool play
- Run differential (no more than +/-15 per game)
- Coaches coin flip

## **Seeding criteria will be as follows for the Brackets:**

- **8U** – seeding will be 1 through 5
- **10U** – Each pool will be seeded 1 through 4. 1<sup>st</sup> place in Pool A plays 4<sup>th</sup> place in Pool B, and so on.
- **12U** – Each pool will be seeded 1 through 4. 1<sup>st</sup> place in Pool A plays 4<sup>th</sup> place in Pool B, and so on.
- **14U** – seeding will be 1 through 13.
- **16U** – seeding will be 1 through 12.
- **18U** – seeding will be 1 through 11.
- Tie breakers are determined as noted above.

### **Inclement weather policy**

- The Tournament Coordinator reserves the right to change the format of the tournament in the event that it is shortened due to inclement weather.
- Pool and Bracket game schedules may be adjusted in order to complete the tournament.

#### **Every attempt to complete the tournament on their scheduled days will be made.**

- In the event of a rainout prior to or during the championship game, the higher seeded teams from pool play who have not been eliminated in bracket play, will receive the 1<sup>st</sup> and 2<sup>nd</sup> place trophies respectively. Also, 4 complete innings will constitute a complete game for semi-final and championship games if a rainout cancels the remainder of the tournament.
- Team Managers are responsible for staying in contact with tournament staff in the event of inclement weather. All communications will be coming through Tourney Machine, so please ensure your coaches, families and friends have access to the site. You need to “follow” your team to ensure communications come to you.
- For those teams that play Friday/Saturday, please note that in case of inclement weather, we simply cannot move the tourney to Sunday. Two primary reasons for this are (1) certain fields are not available on Sunday, and (2) umpires that are scheduled to work Friday and Saturday are the same umpires that are working the 16U and 18U games on Sunday.

### **Tournament field play policy**

For our tournament we use fields that are run by the New Berlin Parks and Recreations Department and the New Berlin VFW. The New Berlin Magic must defer to these parties to determine if the fields can be used in case of bad weather. If they determine the field conditions are non-playable or unsafe the tournament will not continue on those fields. **The New Berlin Magic has no discretion in this matter.**

### **Bring on the Magic Refund Policy**

Teams that drop out within 30 days of the tourney will not be given a refund.

If your team doesn't play any games due to weather or other circumstances, a refund minus a \$100 administration fee will be given.

If the first games in your age group of pool play have started and the tournament is cancelled, a \$100 refund will be given. If the second games in your age group have started and the tournament is cancelled, no refund will be given.

### **Field Locations**

- **New Berlin VFW** – 17980 W. Beloit Road, New Berlin, WI - Fields 1, 2, 3
- **Malone Park** – 16400 W. Al Stigler Parkway, New Berlin, WI – Fields 2, 4, 5, 6, and 8
- **Calhoun Park** – 5400 S. Calhoun Road, New Berlin, WI – Fields NE, NW, S

## 2022 “Bring on the Magic” Tournament Game Rules

NAFA Rules will apply with the following tournament modifications.

- 1) **Official Game Scorebook:** Pool play, home and visitor is determined by a coin flip. Team coming from the farthest distance calling. Bracket play, the home team is the higher seeded team. The Home team will keep the official scorebook.
- 2) **Official Line up:** (9) players constitute an official line-up. A team may play any portion or all of a game with eight (8) players. An “out” shall be declared each time the “vacated” 9<sup>th</sup> spot in the order comes up. **Exception:** An “out” for a vacated ninth position shall not be declared if there are already two outs in an inning and the batter(s) preceding the ninth vacated spot walked.
- 3) **Continuous Batting:** For pool play games, continuous batting order is mandatory for all age groups. For bracket play, continuous batting order is mandatory for 8U, 10U and 12U, and optional for 14U, 16U and 18U (see below).
- 4) **DP/ Flex or EP (extra player):** Optional for U14, U16 and U18 bracket play only.
- 5) **Free defensive substitutions:** You are not required to report defensive substitutions when batting a continuous lineup. However, you cannot change the batting lineup once it is reported to the umpire.
- 6) **Illness or injury:** If a player leaves the continuous batting lineup or base running duties at any point in the game (with the exception of the courtesy runner rule). That player will not be allowed to return to the game. However, when batting the entire lineup, no out will be charged to a team when a player leaves the batting lineup. The lineup will simply be condensed and the game will continue. If a player becomes ill/injured while running bases, courtesy runner rules will apply (last out) and the player leaving the game is not allowed to return to the game.
- 6) **Forfeits:** A team that does not field at least 8 players within the 10 minute grace period of the scheduled game time will be assessed a forfeit and a loss. A forfeit will be determined as a LOSS with the forfeiting showing no runs scored and 7 runs allowed. The winning team will be credited with a WIN with zero runs allowed and 7 runs scored.
- 7) **Run Ahead Rule:** There will be a “run-ahead” rule for all pool, bracket and championship games – 12 runs after 3, 10 runs after 4, 8 runs after 5 completed innings.
- 8) **Pitching:** Rule 6A, Section 1C: Both feet must be on the ground within the 24-inch length of the pitcher’s plate. The shoulders shall be in line with first and third bases. The pitcher shall take a position with their pivot foot in contact with the pitcher’s plate and their non-pivot foot in contact with or behind the pitcher’s plate. This allows female pitchers to start with one or two feet on the pitcher’s plate. This aligns the male and female pitching rule as it relates to foot placement. This also allows female pitchers to take a backward step from the pitcher’s plate before, during or after the hands are brought together. This aligns the male and female pitching rule as it relates to stepping back from the pitcher’s plate.
- 9) **Pitching Mound distances:** 8U-35’, 10U-35’, 12U-40’, 14U-43’, 16U-43’, 18U-43’
- 10) **Metal cleats:** Will be allowed for 14U, 16U and 18U age groups only
- 11) **Helmets:** must be worn by all base runners on deck hitters. Bat boys/girls **must** wear helmets at all times. Players warming up a pitcher must wear a helmet and mask.
- 12) **Jewelry:** Allowed for 14U, 16U and 18U only.
- 13) **Awards:** Individual player awards will be given out per team - 1<sup>st</sup> Place and 2<sup>nd</sup> Place in each age group. Those teams also qualify for the NAFA Northern and/or Midwest Nationals in July.

## U8 Special Rules

- U8 games will have one umpire
- U8 shall utilize a continuous batting order.
- U8 Max. **5 runs** allowed per inning. Unlimited runs allowed in the last inning.
- U8 Games will be **75 Minutes - this includes bracket and championship games**
- U8 Unlimited defensive substitutions.
- U8 No bunting allowed. No fake bunting and pull-back allowed.
- U8 Dropped 3rd strike is not in effect. (i.e., batter cannot take first base on dropped 3rd strike).
- U8 One base per overthrow. If a play is not made after the initial overthrow, the runner must stop at the next base. Ex. A runner advancing to 2nd Base on an overthrow must stop if the defense does not make another play to 2nd Base. They may not advance from 1st to 3rd Base.
- U8 Infield fly rule will not be in effect.
- U8 No stealing. Runners may leave base only after ball pitched has crossed home plate.
- U8 Pitching Mound distances, 8U -35 feet

## U8 Catchers, Pitchers and Coach pitch

- U8 The catcher must wear full protective catching gear including facemask and helmet.
- U8 Pitching will involve player and coach pitch. Player pitch will be used until the player strikes out or ball 4 is called. After ball 4, the coach will pitch from the existing strike count. Pitcher and coach must reside in the pitching circle during coach pitch. A player can strike out on coach pitch.
- U8 Pitchers are limited to 3 innings per game (one pitch in an inning is counted as one inning). 5 warm-up pitches allowed between innings or for a new pitcher.
- U8 For extra innings, limit is one additional inning for each pitcher that has exceeded their 3 inning max

## 10U Special Rules

- U10 All outfielders must start defensive play on the outfield grass.
- U10 **Max 7 runs allowed per inning**. A team that is tied or ahead at the start of an at bat, can only score 7 runs during that at bat. A team behind at the start of an at bat can only score enough runs to go ahead by 7 runs during that at bat. This will be used in pool play only.
- U10 Bunting is allowed.
- U10 Stealing is allowed.
- U10 Infield fly rule is in effect.
- U10 Dropped 3rd strike is in effect.
- U10 Pitching Mound distances, 35 feet