



Field of Screams with Velocity Fastpitch Tournament Rules:

- Tournament Field Location:

Independence park: 900 south Wilson Ave Hartford Wi. 53027

- NO CARRY IN ALCOHOL

- NO CARRY INS -This tournament is the primary fundraiser for The Hartford Velocity Softball Organization - Concessions will be available we sincerely appreciate your support!

- **NO PARKING ON THE GRASS (POLICE CITATIONS WILL BE ISSUED per city ordinance)**

- Each team will submit a Tournament Roster and copy of their Certificate of insurance to be on file with the Tournament Director prior to the first game. This will be done at the Concession Stand.

- Tournament director reserves the right to modify the format if necessary.

PITCHING:

- 10u Pitching distance is 35' with bases @ 60'

- 12u Pitching distance is 40' with bases @ 60'

- 14u, 16u & 18u Pitching distance is 43' with bases @ 60'

- There is no limit to the number of innings a pitcher may pitch in a game

All games will be governed by USSSA rules except where amended by these rules.

1. Continuous batting order mandatory in pool games, optional in bracket play
2. Courtesy runner can be used for pitcher and catcher.
 - a. If batting continuous the last out is the courtesy runner.
 - b. When not batting continuous, subs are courtesy runners.
 - c. If an offensive player is injured a courtesy runner may be used, however the injured player may not return during that game. In the event a player must leave the game before her next at bat, she will be disqualified for the rest of the game. An out will be recorded below the nine player lineup position.
3. On-deck hitter will warm up behind the batter regardless of dugout.
4. Game time is forfeit time (unless team is finishing another game). Be ready to start early if possible.
5. Teams must have 8 players to start and finish any game.

6. RUN RULE- in effect in all games: (12) after 3 complete innings, (10) after 4 complete innings, (8) any time after 5 complete for all 14u, 16u and 18u games. All divisions have a mercy rule where the game will be ended if a team has an 18 run lead in any completed inning.

7. Coin flip determines home team in pool games in bracket play the higher seed is home team.

8. Time limit:

a. Pool is 70 minutes drop dead.

b. Bracket is 70 minutes in all games except bracket championships. No new inning will start after 70 minutes. If inning is started it will be finished. Umpires will enforce a 1 minute time limit between changing of innings.

9. The umpires are the official timekeepers; time begins at the conclusion of the captains meeting.

10. a. The home team is the official scorekeeper and is responsible to note the start time provided by the umpire.

b. Each team is responsible for reporting the score to the concession stand after the game is completed.

11. Ties: Pool games may end in ties and will result in a half win and a half loss.

Bracket games: Bracket play will be time limit or International Tie Breaker. The time limit will begin at the end of the home plate conference when the umpire announces the home team to take the field for all games. Each game will be 70 minutes. No new inning will be started after 70 minutes and at the time limit that inning will be completed. The International Tiebreaker will be implemented for all Bracket Play at the end of 70 minutes. (Last out of the inning will be the runner on 2nd base and there will be 1 out)

Bracket Championships:

-(10u) championship game will be 6 innings in regulation length with no time limit

-(12u, 14u, 16u and 18u) will be 7 innings in regulation length with no time limit.

-Tiebreaker is only used in extra innings, run rule DOES apply to Championship Game.

12. Prior to the start of the game, the umpires shall determine ground rules, THERE WILL BE ABSOLUTLY NO PROTESTS, THE UMPIRES DECISION WILL STAND.

13. Each team shall clean up their bench area after their game.

14. Schedules/Brackets posted on Tourney Machine are the Official Schedules/Brackets. Teams will be ready to play 30 min. prior to game time to keep the tournament on schedule. If an opportunity arises to begin a game early because of run rule it will be up to the Tournament Director's and/or umpire's discretion to do so.

-In the event of inclement weather, it will be the responsibility of a team representative to confirm revised schedules as posted, during Inclement weather Four (4) innings will count as a complete game.

15. Seeding will be determined in the following way:

a. Overall record

b. Head to head

c. Runs allowed

- d. Runs scored
- f. Coin flip
- 16. Metal Spikes allowed at 14u and up
- 17. Game balls will be supplied by the Tournament Director:
 - 10u – 11 inch game ball
 - 12u - 18u – 12 inch game ball
- 18. At the conclusion of each game, there will be a game MVP award exchanged for both teams. Each team will pick a player, on the opposing team, where the players efforts or sportsmanship stood out compared to the rest of that players team. After deciding, they will announce the player and present the award to the chosen player.

Additional U10 Rules Only:

- 1. No infield fly rule.
- 2. Teams may field 4 outfielders, must be in outfield position, no extra infielders.
- 3. Maximum 6 runs per inning in pool games unless it is the losing team. The Losing team is no longer losing if the score is TIED!

The Tournament is available thru Tourney Machine to view the schedule on your computer, Click the green notifications button, follow your team and receive tournament updates. Every coach and parent can have updated information as it relates to game times, locations and any changes due to rain delay.

If there are any questions regarding the Tournament Guidelines or scheduling because of rain delay you may contact:

Tournament Director:

Tammy Heesen 920-559-6150

Thank you, and good luck! Enjoy the Tournament!