

MARSHALL COUNTY ANNUAL BLUEBERRY FESTIVAL

FAST-PITCH SOFTBALL TOURNAMENT

September 2 - September 5, 2011

TOURNAMENT INFORMATION: THIS WILL BE A 3-GAME GUARANTEE BRACKET
(WEATHER PERMITTING)

DATES: FRIDAY, SEPTEMBER 2, SATURDAY, SEPTEMBER 3,
SUNDAY, SEPTEMBER 4, and MONDAY SEPTEMBER 5

ENTRY FEE: \$325.00 NON-REFUNDABLE AFTER DEADLINE DATE.
TEAM MUST BE REGISTERED ASA
OTHERWISE THERE IS AN ADDITIONAL \$25.00 FEE

MAKE CHECKS PAYABLE TO: PLYMOUTH YOUTH SOFTBALL
ATTN: BRIAN HAMANN
230 FRANKLIN ST
PLYMOUTH, IN 46563

TOURNAMENT DIRECTOR: BRIAN HAMANN
PHONE: (574) 936-8879
E-MAIL: bhamann82@comcast.net

ENTRY DEADLINE: **MUST BE POSTMARKED BY AUGUST 12, 2011**
FOR RETURNING TEAMS TO BE GUARANTEED A SLOT
AND AUGUST 24, 2011 FOR ALL NEW TEAMS.

PLEASE RETURN THIS PORTION WITH YOUR CHECK
PLEASE PRINT LEGIBLY

TEAM NAME: _____

14-U _____ 12-U _____

COACH'S NAME: _____

ADDRESS: _____

CITY, STATE, ZIP: _____

PHONE: (H) _____ (W) _____

ARE YOU ABLE TO PLAY THURSDAY NIGHT? YES _____ NO _____

ARE YOU ABLE TO PLAY FRIDAY NIGHT? YES _____ NO _____

E-MAIL ADDRESS: _____

BLUEBERRY GIRLS FAST-PITCH SOFTBALL TOURNAMENT

GENERAL RULES:

1. EIGHTEEN (18) PLAYER ROSTERS.
2. 14-U DIVISION WILL CONSIST OF PLAYERS THAT ARE 14 AS OF JANUARY 1ST, 2011
3. 12-U DIVISION WILL CONSIST OF PLAYERS THAT ARE 12 AS OF JANUARY 1ST, 2011
4. PLAYER UNIFORMS NEED TO BE ALIKE, WITH SHIRTS TUCKED IN.
5. TEAMS MUST PRESENT BIRTH CERTIFICATES AND ALL ASA REGISTRATION INFORMATION BEFORE FIRST GAME.
6. EACH TEAM NEEDS TO BE AT THE FIELD FORTY-FIVE (45) MINUTES BEFORE YOUR SCHEDULED GAME TIME. **IF THE PRECEDING GAME FINISHES EARLY, THE NEXT GAME WILL START EARLY.**
7. **LINE-UPS ARE DUE TO THE TOWER THE SECOND INNING OF THE PRECEDING GAME, THE COIN TOSS WILL BE DONE AT THIS TIME TO DETERMINE HOME TEAM, IF YOU ARE NOT PRESENT IT WILL BE CONDUCTED WITHOUT YOUR TEAM PRESENT.**
8. NO INFIELD PRACTICE BEFORE ANY GAME, NO INFIELD BALLS AFTER THE FIRST INNING.
9. **ALL HELMETS MUST HAVE CHIN STRAPS AND FACE MASKS!!!**

ALL A.S.A. RULES WILL GOVERN, EXCEPT THE FOLLOWING:

1. UMPIRES DECISION IS FINAL, NO PROTEST WILL BE ALLOWED
ONLY ONE WARM-UP PITCH ALLOWED AFTER PITCHER MAKES AN APPEARANCE, FIVE WARM-UPS TO START.
2. TWELVE (12) RUN RULE AFTER THREE (3) INNINGS, TEN (10) RUN RULE AFTER FOUR (4), EIGHT (8) RUN RULE AFTER FIVE (5)
3. BRACKET PLAY WILL BE ONE HOUR AND FIFTEEN MINUTES.
4. **YOU MUST COURTESY RUN FOR YOUR CATCHER NOT MATTER WHAT! THIS IS TO KEEP GAMES MOVING! YOU MUST USE A LEGAL SUB. IF NO LEGAL SUB IS AVAILABLE YOU MAY USE YOUR LAST OUT OR YOUR FLEX PLAYER.**

