

# 4-A KINGCO FASTPITCH TOURNAMENT **2010**

## 1. TOURNAMENT DIRECTOR:

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## 2. TOURNAMENT LOCATION:

Home Sites  
Hartman Park, fields 5 & 6

## 3. DATES/TIMES:

Monday, 5/17  
Tues – Th 5/19-20

## 4. TOURNAMENT FORMAT:

MONDAY, 5/17

Game Time

GAMES 1: Crown 1 vs. Crest 1, 7:00, Hartman field 6

TUESDAY,, 5/18

GAMES 2 - 4 HOME SITES, times TBD

WEDNESDAY, 5/19

GAME 5, Winner game 4 vs. KingCo 2, Hartman, 5:00, Field 6

GAME 6, Winner 3 vs. Winner 4, Hartman, 5:00, Field 5

GAME 7, Loser 3 vs. Loser 4, Hartman, 7:00, Field 6

GAME 8, Loser 2 vs. Loser 5, Hartman, 7:00, Field 5

THURSDAY, 5/20

:

AT HARTMAN PARK

GAME 9, Winner 7 vs. Winner 8, Hartman, 3:00, Field 5 LOSER OUT

GAME #10 Winner 5 vs. Winner 6, Hartman, 5:00, Field 6

GAME 11, Winner 9 vs. Loser 6, Hartman, 5:00, Field 5 LOSER OUT

GAME 12 Winner Game 10 vs KINGCO 1, Hartman, 7:00, Field 6 WINNER TO

STATE AS KINGCO #1, LOSER KINGCO #2

GAME 13 Winner Game 11 vs. Loser Game 5, Hartman, 7:00, Field 5 LOSER

OUT

FRIDAY, 5/21

:

AT HARTMAN PARK

GAME 14 Winner Game 13 vs. Loser Game 10, Hartman, 3:00, Field 6, WINNER

KINGCO # 3 TO VANCOUVER, LOSER OUT

## **5. POSTPONMENT PROCEDURES**

- A. SCHOOLS SHOULD BE NOTIFIED AS EARLY AS POSSIBLE OF POSTPONED GAMES.
- B. POSTPONED GAMES WILL BE PLAYED ON THE NEXT AVAILABLE DAY.
- C. FRIDAY RAINOUTS WILL BE PLAYED AT 8:00 AM ON SATURDAY AT HIDDEN VALLEY
- D. GAMES RAINED OUT ON SATURDAY WILL BE PLAYED ON MONDAY AT WOODINVILLE, BOTHELL OR INGLEMOOR.

## **6. GAMES DISCONTINUED**

IF A GAME HAS TO BE DISCONTINUED DUE TO INCLEMENT WEATHER, THE GAME WILL BE RULED COMPLETE IF 5 INNINGS HAVE BEEN COMPLETED (PER RULE BOOK). IF LESS THAN 5 INNINGS HAVE BEEN COMPLETED, THE ENTIRE GAME WILL BE REPLAYED.

## **7. DRESSING FACILITIES**

ALL TEAMS SHOULD COME DRESSED TO PLAY

## **8. GAME BALLS**

EACH TEAM MUST PROVIDE **TWO** NEW GAME BALLS FOR EACH GAME (WHICH ARE **BADEN 12"** UNRESTRICTED FLIGHT "OPTIC YELLOW" RF-47/375).

## **9. TEAM UNIFORM**

- A. IDENTICAL TEAM UNIFORMS WITH NUMBERS MUST BE WORN.
- B. METAL CLEATS ARE NOW ALLOWED.

## **10. UMPIRES**

- A. THE TOURNAMENT MANAGEMENT AND THE UMPIRES ASSOCIATION WILL SCHEDULE UMPIRES.
- B. TWO (2) UMPIRES WILL BE SCHEDULED PER GAME.

## **11. INFIELD PRACTICE**

- A. INFIELD PRACTICE WILL ONLY BE ALLOWED PRIOR TO THE **FIRST** GAME OF THE DAY.
- B. THE HOME TEAM WILL TAKE INFIELD FOR 10 MINUTES (MAX) FOLLOWED BY THE VISITING TEAM.

## **12. OFFICIAL SCORE**

- A. THE OFFICIAL SCORER WILL BE THE HOME TEAM SCORER.

## **13. PROTESTS**

- A. ALL PROBLEMS CONCERNING RULE INTERPRETATIONS MUST BE RESOLVED IMMEDIATELY. THE UMPIRES AND COACHES WILL MEET.
- B. IF THE UMPIRE AND COACHES CANNOT AGREE, THE UMPIRE MAY CONSULT THE TOURNAMENT MANAGER OR THE ASSISTANT MANAGER WHO WILL ASSIST IN MAKING THE FINAL DECISION.

## **14. GAME LENGTH**

- A. ALL GAMES ARE PLAYED TO COMPLETION EXCEPT – WHEN GAME IS CALLED DUE TO INCLEMENT WEATHER, OR UNDEFINED CIRCUMSTANCES THAT CAUSE THE GAME TO END.
- B. IF EITHER TEAM IS AHEAD BY 10 OR MORE RUNS AT THE END OF 5 INNINGS THE GAME WILL END WITH THAT TEAM DECLARED THE WINNER.'
- C. \*\*\*EXTRA INNINGS\*\*\* W.I.A.A. TIEBREAKER WILL BE USED. AT THE TOP OF THE 9<sup>TH</sup> INNING, THE LEAD RUNNER – THE 9<sup>TH</sup> SCHEDULED BATTER FOR THAT INNING -- IS PLACED AT 2<sup>ND</sup> BASE.

## **15. GROUND RULES**

THE UMPIRE BEFORE THE START OF THE GAME WILL REVIEW GROUND RULES.

## **16. HOME TEAM**

- A. IN GAMES #1 COIN TOSS- #2-#4-THE HOME TEAM IS THE HIGHER SEEDED TEAM.
- B. IN GAMES #8 - #13 THE HOME TEAM IS DETERMINED BY A COIN TOSS. THE HIGHER SEEDED TEAM CALLS THE TOSS.
- C. THE VISITING TEAM HAS THE OPTION OF PICKING ITS DUGOUT.