



Minnesota Sting Queen Bee Tournament
May 18th - May 19th 2019
8U Tournament

Location: Lac Lavon Fields
15501 Lac Lavon Drive
Burnsville, MN 55306

DIRECTIONS: The fields are located at the corner of Lac Lavon Drive and 160th Street W.

There will be a full Concession Stand for your enjoyment throughout the tournament.

When you arrive at Lac Lavon Fields, please report to the registration table. The registration table will be located by the concession stand. When you register we will confirm:

1. Registration/Entry Fee Confirmation
2. Phone numbers of coaches
3. Turn in roster form
4. Turn in 2 balls

***In the event of inclement weather, the Tournament Director reserves the right to modify game times and durations. All decisions are subject to the Tournament Director and/or the Umpire-In Chief's discretion. Refunds will be 100% less \$25 admin fee for no games played, 70% with 1 game played. 2 or more games played will have no refunds.**

Tournament Format:

8U will have pool play to determine seeding.

Once pool play has been completed, all teams will be placed in brackets.

There will be one umpire for all games, including pool and bracket play.

All teams will earn medals after the completion of the tournament.

Tournament Director: Steve Hofer 612-366-4472 (cell)

GENERAL INFO:

- Scheduled 4 games
- Games are 55 minutes - no new inning will begin after 50 minutes.
- Coaches must check in near the concession area a minimum of 45 minutes prior to your first game.
- The first 3 games are pool play with seeded bracket play following (1 bracket game). Team seeding will be determined by (1) Record/points (Win: 2 points; Tie: 1 point; Loss: 0 points); (2) Total Runs against; (3) Total Runs scored; (4) Coin toss.
- All protests will be settled on the field. Umpire decisions are final.
- Each COACH is to set a GOOD EXAMPLE FOR PLAYERS AND SPECTATORS!
- Carry-ins and Seating: There will be a full concession stand with reasonable prices. Please no carry-ins in the park. We do have limited seating and recommend that you bring in your own chairs. The dugouts are not covered. You may want to bring pop-up tents. The dug-outs are only fenced in front, so tarps can't be used.

TOURNAMENT RULES:

EQUIPMENT

- We will use an eleven (11) inch softball, preferably a Dudley SBC11 with an ASA stamp.
- Pitching will be handled by a blue Louisville Slugger Pitching Machine and set at 30-34 mph. It would be helpful if every coach would bring their own blue pitching machine to insure proper calibration.

DIMENSIONS

- The pitching plate will be placed at 35 feet.
- Base distances will be 60 feet.

GAME PLAY

- Each batter gets 3 swings or 5 pitches unless last pitch is a foul ball. The at bat will continue on a foul ball just as with all other age groups.
- Bunting is not allowed.
- The Infield Fly Rule will not be applied by umpires.
- Runners will not be allowed to advance after a dropped third strike.
- Stealing is not allowed.
- Designated players (DP) will not be allowed.
- Leading off is not allowed. Runners may not leave their base until ball contact with the bat.

GAME PLAY CONT

- Pitcher must stay in the pitcher's circle (behind or on side of coach) until ball contacts the bat.
- Outfielders must start the play standing on the grass at the edge of the infield. If the infield is cut for baseball and arc 15 feet behind the bases may be applied and the outfielders must start behind that.
- Play and runners will stop when:
 - A ball that never leaves the infield: Once a fielder has control of the ball the runners should stop at the next base. This encourages the infielder to throw the ball to the appropriate base without the fear of runners advancing to the next base because of an overthrow.
 - A ball hit to the outfield: If no outfielder has control of the ball the runners may continue to advance. Once the outfielder gains control of the ball and throws it toward the infield the runners will stop at the next base. Even if the ball doesn't make it to the "dirt" on the throw, the act of throwing the ball in is the attempt at making the correct play. Players must stop at the next base.
- Teams must bat the entire roster.
- Maximum of nine players on the field (defense) for a game (3 outfielders).
- Innings are complete after 3 outs or 5 runs
- Run ahead rule: 15 after 3, 12 after 4, 8 after 5
- Teams may have one coach on the field, if needed, to help train and teach the game.
- Coaches need to make every effort to stay out of the player's way.
- The coach feeding the pitching machine must keep extra softballs in his possession, not laying on the ground around the machine.
- Coaches are part of the field and are in play. They should give the pitcher a verbal that they are about to place a ball in the pitching machine.
- Coaches need to operate the game with the highest amount of integrity. At all times keep the kid's best interest in mind.
- The umpire (or a Sting Representative) will bring the score card to the tournament director located by the concession stand so the brackets can be updated.