



Minnesota Sting Queen Bee Tournament

May 20th - May 21st 2017

12U 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 Aronson Park, 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's and/or the Umpire-In Chief's discretion.**

Tournament Format:

12U 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.

First place teams will earn medals after the completion of the tournament.

Tournament Director Bob McGarry 612-708-5655 (cell)

Tournament Rules for 12U:

1. Maximum of nine players on the field for a game.
2. There is a maximum of 5 runs per inning.
3. No jewelry is allowed. Coaches please check each player to ensure that they have removed all ear rings, necklaces, etc.
4. Bases are at 60 feet. Pitching distance will be at 40'.
5. Five warm up pitches are allowed in the 1st inning, 3 will be allowed in the rest of the innings.
6. Pitchers must stand with both feet touching the pitching rubber. The first step must be forward. You cannot step backward.
7. Pitchers may have some arc, as long as the ball goes through the strike zone. Too much arc is at umpire's discretion.
8. Free substitution at all positions allowed.
9. Pitchers will use a 12' ball throughout the game.
10. Bunting is allowed.
11. Pitchers may pitch unlimited innings.
12. Base stealing is allowed per NAFA rules and is unlimited when the ball is in play. Players may steal home and may advance to 1st base on a dropped third strike, even with the bases loaded. The catcher simply needs to touch home plate before the runner to record the out.
13. A ball is generally considered dead if the pitcher has it in the 8 foot pitching circle, unless she throws it and thus puts the ball back in play. Once the pitcher has the ball, runners need to return to their last base or advance at own risk. Runners need to go back or forward, can't stand there, or will be called, "OUT".
14. Runners must make an attempt to avoid a collision when a play is being made at their base. Runners who do not make an attempt to avoid a collision and interfere with a fielder will be called out.
15. Runners can leave the base after the ball leaves the pitcher's hand. Runners will be called out for leaving early.
16. In cases of catcher interference and hit by pitch, the batter will be allowed first base.
17. Infield fly rule is in effect.
18. 7 innings per game. Time limit is 65 minutes. Umpires start/finish times are official. No new inning can start after 60 minutes.
19. For Sunday bracket play, the 15 run rule will be in effect after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings.
20. You must bat your entire line-up. All on Deck batters must be behind the current hitter in the "on-deck circle".
21. Out of Field Ball: Advance 1 base only.

22. All other rules per NAFA.

Additional Rules:

1. Games will be 65 minutes in duration. No new inning can be started after 60 minutes. If an inning is started, it must be finished. Starting time is to be acknowledged by both coaches as set up by the tournament directors and the on field umpire. On Saturday (pool play), if a game is tied at the end of 65 minutes (must also be the end of an inning), it will remain at a tie. On Sunday, if a game is tied after 65 minutes, the game will be decided by the International Tie breaking method. Each team starts the new inning with a runner on second base. The inning is then completed with 3 outs or 5 runs, and then the opposing team gets their opportunity starting with a runner on 2nd base.
2. Tournament director reserves the right to shorten game times due to weather related situations.
3. Equipment and game rules:
 - a. Players must wear a league/team related t-shirt with a number on the back. Players must also wear tennis shoes or rubber spikes.
 - b. Batting helmets **MUST** contain a face mask.
 - c. Batters, base runners, and on-deck batters must wear a helmet at all times.
 - d. Catchers must wear face mask, chest protector, helmet, and shin pads.
 - e. The home team will be defined by the "Ball Rolling Method". Each team picks on representative to stand on or near home plate and each player will roll a ball towards the pitchers circle and mound area. The closest ball to the actual mound allows that team to pick home or away.
 - f. Winning coaches should collect the umpire score card and turn it in to the tournament director located by the concession stand so the brackets can be updated.
 - g. Teams must clean out the dugout prior to a new team using it.

Carry-ins and Seating:

There will be a full concession stand with reasonable prices. All proceeds will benefit the Sting Fast pitch Program. Please no carry-ins in the park. We do have limited seating and recommend that you bring in your own chairs.

Rules after Pool play:

Teams will be placed into bracket play at the conclusion of pool play. Seeding will be determined by records (Win: 2 points; Tie: 1 point; Loss: 0 points). Tie breaker will be determined in order by: head-to-head record, then runs allowed, then runs scored, then coin toss.