



Website: www.sgsfastpitch.org

Thank you for entering the Toledo Tune-Up. Because of the large number of teams and the 7 game guarantees, we have some special rules to help things run smoothly. PLEASE READ CAREFULLY TO AVOID CONFUSION. Each age bracket will receive two National tournament bids.

REGISTRATION AND CHECK-IN:

ALL TEAMS MUST CHECK IN AT THE SITE OF THEIR FIRST GAME BEFORE THE FIRST GAME.

Rosters: You will not receive your packet until the roster is handed in. Roster must have girls' names, birth dates, and player signatures. Do not mail us the roster. We are requesting that all teams enter your roster on the USSSA Website. If can then print it out and bring the paper copy to any USSSA Tournament. Here are the instructions to enter your roster: Go to www.ussa.com. Click on fastpitch to enter the site with your login I.D.

Birth Certificates will not be handed in. All coaches must have copies of proof of age for any participating player upon request. Failure to produce proof of age for any participating player upon request will result in forfeiture of all games in which player participated. Tournament director's decision is final in this matter.

Your packet will include several very important items.

Revised schedule—as with any tournament of this size, changes will occur after the original schedule has been sent out. If your schedule has been changed since you received the original, a revised one will be in your packet.

Coaches Passes – There will be 3 coach's passes for each team. These passes are good for all games at all sites.

Game MVP Ribbons – There will be 7 ribbons - ONE FOR EACH GAME. These are to be given at the end of each game to the player on the opposing team whom you feel deserves it.

Game result cards – Please remember to turn them in to the site director, whether you win or lose. We have both coaches do it as a double check. With our format of no playoff at the end, our tiebreaker involves the number of runs allowed, and we need this information to determine the winner of the tournament!

Directions: Written directions for each complex will be on our website as well as your packet.

FORMAT: 7 game tournament pool play format. To determine tournament winners, you will receive 2 points for each win, 1 point for a tie, and 0 points for a loss. At the end of the tournament, the total number of points divided by number of games played will determine the winner (minimum of 4 games). All teams in each age bracket will be considered one pool. If a team plays more than 7 games, only the scheduled games will count.

Don't forget the game # is the game # on the schedule (eg Game 324) not your game number (eg 1-7)

TIE BREAKERS:

- 1) Head to head competition
- 2) Number of runs allowed
- 3) Coin flip

TIME LIMIT: Each game will have a 1 hour 25 minute time limit. At the end of that time if a batter is currently at the plate, she will finish her turn at bat and then the game will be considered ended. The umpire shall keep the official time. The time clock will continue to run in the case of an injury or in the case of rain. If the game is tied when time expires, the game shall be considered a tie (if the game is tied after 7 innings before time expires, the international tie breaker rule shall be used). **FINAL SCORE:** Because of the strict time limit we have adopted the completed innings rule used in international play. This states "In determining the final score only the completed innings will count, unless the home team is at bat and ahead or tied when time expires. In this case the final score will be the score when time expires." **IN THE SPIRIT OF FAIR**

PLAY, COACHES ARE ASKED NOT TO STALL.

MERCY RULE: 10 runs after 5 complete innings

There will be no pre-game conference except at the first game of the day. There will also be no coin flip as the home team is the second team on the schedule (with the strict time limit policy and the last completed inning rule there is not really an advantage to be home team). Dugouts are on a first come basis and if a team has played the previous game on the same field they will keep the same dugout. There will be no pre-game warm-ups on the infield at any time, and only on the sidelines if time permits

No umpire shall declare the game over if the mercy rule has not been met, and time has not expired, (e.g. a team comes up 7 runs behind with 4 minutes left). Again the purpose of this tournament is to get each team as much playing time as possible, and each additional run could affect the tie breakers.

START TIME: Because of the tight schedule, the start time shall be the scheduled start time. If a game starts late for any reason, it will be a shortened game. A team will have a 15 minute time period before a forfeit is declared. (i.e. if a team is not there the umpire will still start the time clock.) The site director must approve any exception.

Because this is a tune-up and a lot of coaches want to give their players experience, we have changed the additional player to a maximum of 3 additional players – at the coach’s discretion. In other words, the coach can play either 9, 10, 11 or 12 players. All additional player rules shall apply. (Injury, ejection, etc). Players who have participated in the game in any other capacity ARE NOT entitled to serve as a courtesy runner. Tournament director’s decision is final in this area.

The home scorebook is the official book. Substitutions thru the umpire must be given to the other team. Since this tournament is strictly pool play, the outcome for some teams will be decided before they finish their 7 games. However we expect all teams to play their full schedule of games. If a team does leave early, they will not be allowed to play in any future SGS Magic tournaments.

RAIN: Because of the full use of all available fields and the strict game time limit, there will be no rain delays. If your game is delayed or lost because of rain or lightning, it will not be made up. 3 complete innings will constitute a complete game.

- 5-7 games played – no refund
- 4 games played – \$50 refund
- 3 games played – \$75 refund
- 2 games played – \$100 refund
- 0 or 1 game played – \$225 refund

We will have tournament t-shirts. A large selection of other softball apparel, helmet printing, and action photos will be available at the CYO Complex throughout the tournament.

Admission Charge: \$5.00 per day or \$10.00 for the tournament pass. This will cover all games, all 3 days, at all sites. Children age 6 and under are free. Please advise your fans of the admission charge.

CLEATS: Please take note that for insurance and park regulation reasons, STEEL CLEATS WILL BE ALLOWED ONLY FOR THE 14U, 16U, 18U AND 18 & OVER TEAMS. Coaches please remember to tell your players. We have no choice on this matter.

The outcome of the tournament will not be known until the last games are played. The winning two teams in each age bracket will have the awards sent to them. Tournament results will be posted at www.ussa.com.

The tournament staff will have t-shirts on that say “Staff”. Feel free to ask them any questions. They are there to make your experience as enjoyable as possible. We have a hard working, experienced crew of umpires. Because of that and the strict time limit, the umpire’s decisions and judgments will be final. There will be no appeals. The tournament director – Denny Rose, will make final decisions on the operation of the tournament itself.

Because of park restrictions we are sorry but no pets are allowed at any of the parks.

COACHES; YOU ARE ALLOWED TO WARM UP BEHIND THE TEMPORARY FENCES AT ROLF PARK AND THE LUCAS COUNTY RECREATION CENTER.

PLEASE HAVE YOUR HITTERS AND PITCHERS WARM UP IN THE WARNING TRACK.

To receive text message alerts for possible weather delays/cancellations or other tournament information, please text the following keywords to **84483**:

For the U-8,U-10,U12 age groups, text **TUNEUPCYO**

For the U-14 age group, text **TUNEUPRolf**

For the U-16,U18,U18 & over age group, text **TUNEUPLCRC**

At the conclusion of the tournament, please text **STOP** to **84483** to be removed from this service.

THE SGS MAGIC STAFF