



Minnesota Sting Queen Bee Tournament  
May 18<sup>th</sup> - May 19<sup>th</sup> 2019  
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 160<sup>th</sup> 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:**

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 Steve Hofer 612-366-4472 (cell)

## Tournament Rules for 12U:

1. Maximum of nine players on the field (defense) 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 1<sup>st</sup> 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. The catcher or any player warming up a pitcher must wear a face mask.
12. Base stealing and dropped third strike rules will be handled in accordance with age appropriate NAFA rules.
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. Stealing home is allowed.
17. Pitcher's may pitch unlimited innings.
18. In cases of catcher interference and hit by pitch, the batter will be allowed first base.
19. Infield fly rule is in effect.
20. 7 innings per game. Time limit is 65 minutes. Umpires start/finish times are official. No new inning can start after 60 minutes.
21. 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.
22. You must bat your entire line-up. All on Deck batters must be behind the current hitter in the "on-deck circle".
23. All other rules per NAFA.

### **Additional Rules:**

1. Games will be 65 minutes in duration if 7 innings are not completed. 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 which shall be the batter before the next eligible batter to hit. The inning is then completed with 3 outs or 5 runs, and then the opposing team gets their opportunity starting with a runner on 2<sup>nd</sup> 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/jersey 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. 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.
  - g. Teams must clean out the dugout prior to a new team using it.

### **Carry-ins and Seating:**

- 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 dugouts are only fenced in front, so tarps can't be used.

### **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.