

Blue Chip Softball – Meijer State Games Tournament June 22-23, 2019

General Information

Tournament for 10U (4 teams), 12U(4), 14U(8), 16U(8), 18U(4) softball teams. Will open to more teams if there is enough demand. Entry Fee: \$700 (No Gate Fees Collected on Site). Four games (Weather permitting)

Hosted at:

Whistle Stop Park, 2120 - 76th Street, Byron Center, MI 49315.

We will have a licensed athletic trainer at each site throughout the tournament. Coaches and parents, if there is an injury minor or not, please let our expertly trained staff do their jobs and help your kids before you do.

Lodging – This is **not** a **stay to play event but if you need hotel recommendations**, Contact Matt Houseman at: matt.bluechipsoftball@gmail.com or 231-740-2274.

IN CASE OF RAIN...Tournament Director may have to adjust schedule – this procedure will not be debatable. Tournament updates will be on the Remind App group, please check for messages regularly

Contact Brad Koch at: bkoch1991@gmail.com or 616-822-4567 for questions or more information.

Tournament Format and Rules

Pool play with 2 games on (weather permitting) with 1 hour 20 minute (drop dead time limit). Pool games are exposure games and wins and losses do not affect seeding. You may but the roster and freely substitute (offense or defense) and make changes in order to give your athletes maximum exposure. For example, if a coach is there and wants to see an athlete do something in particular, put her in and let her do it if you choose.

All teams then play in a pre-seeded, blindly drawn, **single elimination** Championship Bracket. Bracket games are 1 hour 30 minute (no new inning time limit). If you lose game one of bracket play, you then enter a Consolation Bracket that will be played out to a Consolation winner. In all bracket play, you may still bat the roster if you choose but no free substitution (on offense) as described below in pool play games. If you are batting the roster, you may sub freely on defense. No time limit for Championship game. ITB will be used in bracket play for all games tied after 7 or after time expired, including the championship game. Always be prepared to start early if situation allows. Game results will be posted at the site and also on Tourney Machine app as close to real time as possible.

Home team will be determined by flip with umpires prior to start of game. The score should be verified between the two teams and the umpire at regular intervals during game. Please report final score to the main tent or by texting to 616-822-4567

MERCY RULE- 15 runs after 3 innings, 12 after 4 innings, and 8 runs after 5 innings. Rule will apply to both Pool Play and Bracket

Tournament will follow PGF Game Rules unless otherwise stated for special rules improvised by the tournament as follows:

Teams may bat the entire roster if they choose. Courtesy runners are allowed for the pitcher or catcher (and no one else) at any time. The runner must be someone who is currently not in the batting line up or if batting roster, the player who made the most recent out. In the event that both pitcher and catcher reach base in the same inning and a 2^{nd} courtesy runner is needed, the out before the most recent should be used. The same girl shall not be the courtesy runner more than once per inning.

WARM-UPS BETWEEN INNINGS - ALL GAMES

We are looking to keep games on time and play as many innings as possible. So, first inning each team will be allowed three (3) warm-up pitches and one throw down by catcher & infield and outfield warm-up allowed in first inning only. All innings after the first will be one warm-up pitch and throw down by the catcher and no infield-outfield warm-ups. Make sure your leadoff batter is prepared to step in box after the pitcher's first warm-up pitch. Play will be resuming quickly –umpires will be enforcing this for it allows a better opportunity of teams playing their seven innings. PLEASE MAKE YOUR PLAYERS AWARE PRIOR TO GAME OF THIS WARM-UP RULE AND HAVE THEM HUSTLE ON AND OFF THE FIELD. EACH COACH WILL BE RESPONSIBLE TO HAVE THEIR TEAMS PREPARED TO RESUME PLAY QUICKLY FROM DEFENSE TO OFFENSE.

SPORTSMANSHIP DURING TOURNAMENT WILL BE STRICTLY ENFORCED. All players and coaches are expected to behave in a professional manner. No inappropriate behavior will be tolerated. All games are to be played in a respectful manner towards players, coaches, umpires and fans. No profanity will be accepted. Umpire-in-chief will have final authority on all matters regarding a game dispute. ANY EJECTIONS ... YOUR NEXT GAME WILL BE SAT OUT ... NO APPEALS. We have a responsibility as coaches to set the example of proper game conduct. There will be no inappropriate behavior towards umpires, a judgment call is exactly that, an umpires judgment. You can make the players and fans have a respect for the game ... if you display that respect in a leadership role.

Blue Chip Entry Refund policy – no refunds given to teams that withdraw less than 90 days prior to the tournament's start date. • Refund Policy once the tournament begins: - If no (0) games are played a refund of 60% of each team's tournament registration fee will be given. If games are played (at least one round played to completion) the registration fee is fully earned and no refunds will be given.

BCS Meijer State Games Team Entry Form

June 22-23, 2019

Team Name and Age Group:
Manager Name:
Email Address:
City:
Cell Phone Number:
Remember : Copies of birth certificate must be available. Check-in will be done online. All teams and players must have insurance to participate in this tournament. You must provide us with a copy of your Team Insurance Certificate via email before May 31, 2019.
Entry Fee \$700
Registration procedure is to pay the \$75 non-refundable deposit through Tourney Machine to reserve your spot using the link here:
https://www.tourneymachine.com/E52228
Then please mail a check for the difference (\$625) as directed below.
Make checks payable to "BCS, LLC."
Send this form and check to
Coach Brad Koch
7055 Quintara NE
Comstock Park, MI 49321
616-822-4567

mibluechip@gmail.com