DEEP RUN
FIELD OF DREAMS TOURNAMENTS

Manager's Checklist

We look forward to hosting you and your team at a Field of Dreams Tournament. Our organization strives to give each team a truly memorable experience. We have provided this tournament hand-out with some important reminders, information and rules to assist your team in preparing for a wonderful weekend of baseball.

Have you provided the following to Deep Run Baseball?

_____ Payment
_____ A team roster (fixed for entire tournament) > provided upon arrival at manager's welcome tent
_____ Insurance Certificate for your team > copy to be provided upon arrival at manager's welcome tent
_____ Birth Certificates > copies to be provided upon arrival at manager's welcome tent

Have you read all the Rules and Procedures?

- Please contact the tournament director or host manager for any questions
- All the following information can be downloaded from our website- www.drvsa.org

_____ Tournament Schedule > will be posted 2 weeks prior to the tournament(subject to change)
_____ General tournament Information
_____ Tournament rules
_____ Pitching Limit Chart
_____ Pre-game Schedule
_____ Complex Map
_____ Directions to Deep Run Field of Dreams Tournament
_____ Post –Game Report (must be completed, signed by both managers, and handed in at the conclusion of each game)

Important information for parents and fans that will be attending:

✍✍ Give them a copy of the rules and general tournament information or ask them to view it from our website
✍✍ Map of Deep Run complex & directions (on the website)
✍✍ Parking information (no parking along entrance road or exit road at complex) – one way traffic pattern
✍✍ Anyone that displays unsportsmanlike conduct towards any umpire, coach, player or fan will be ejected from the complex and may not be allowed to return for the duration of the tournament.
✍✍ ***TOBACCO & ALCOHOL PRODUCTS ARE PROHIBITED EVERYWHERE AT THE DEEP RUN COMPLEX***
✍✍ Our Concession stand is one of the finest in the area and will be open daily. In addition, a cart may visit each field with refreshments.
✍✍ All fields are off-limits except for schedule games
✍✍ Each individual is responsible for removing all items brought onto the complex (especially trash)
✍✍ Foul balls need to be returned
✍✍ Parents and fans should bring portable chairs with them to the Deep Run complex as some fields do not have seating
✍✍ ***PETS ARE NOT PERMITTED AT THE DEEP RUN COMPLEX OR ANY OTHER SATELLITE FACILITIES***

Help us maintain the excellent quality of our complex and playing fields by:

✍✍ Removing all trash from the dugout after each game (no food in dugout drinks only)
✍✍ Reminding your parents, players and fans to pick up all of their trash around the field each game
✍✍ Warm-up / play catch in the outfield only (not on the foul territory near bench or dugout)
✍✍ Hit fungos from the dirt, not from the grass
✍✍ Do not hit any balls into the fencing or walls

DEEP RUN
FIELD OF DREAMS TOURNAMENTS

General Tournament Information

Manager's Welcome Tent

This will be located near the flag pole which is straight ahead as you enter the Deep Run Complex. Prior to your first game, each manager must provide all necessary paperwork and any questions you still may have will be answered. This is also the location that all scores will be reported and posted throughout the tournament. This location is designed to allow us the opportunity to verify each participant's birth certificates and collect team information. To hear and answer any questions you might have, listen to any ideas for future events you might have and to just get to know everyone in a relaxed setting.

Rosters

Teams must submit a roster with no more than 14 players and 4 coaches(one manager and 3 coaches). Teams may also have a score keeper if necessary outside the dugout.

** **Rosters need to be submitted prior to the start of your first tournament game and will be fixed for the entire tournament.**

**** No independent or AAU teams are accepted into the Field of Dreams Tournaments. Only local Little League, Cal Ripken or Sport Association teams may participate.**

Insurance

Each team is required to carry its own insurance and submit a copy of the certificate to Deep Run Baseball prior to their first tournament game. No team will be allowed to play until we have that information.

Tournament Payment Policy

Listed below are the Deep Run Field of Dreams Tournament payment policies, failure to abide by these policies may result in the forfeiture of a tournament spot. Due to the amount of teams that try to participate each year, when we receive your check we will lock up your position in the tournament.

- ✍✍ **$250** tournament fee is required to hold your spot in the Field of Dreams Tournament and is due no later than **two weeks** prior to the tournament start date. Exceptions will be made for wait list teams.
- ✍✍ If at anytime prior to a Field of Dreams Tournament your team needs to pull out of the tournament for any reason , Deep Run Baseball will refund **$100** of the original Tournament Fee to your team.
- ✍✍ A wait list will be kept for each tournament. Managers on the wait list will be contacted in the order that their calls were received. When we contact the wait list, managers will be given 24 hours to get back in touch with us before we move onto the next name or team.

Awards

The top four teams that go into Sundays Championship Round will receive an award. 1st, 2nd 3rd place trophy and 4th place medallion. 14 awards per team only are available.

Rain / Inclement Weather Policy

✍✍ Tournament director will call you if weather is a problem.

In the event of rain we will do everything within our power to stay as close to the game schedule as possible. However; because of limited field availability we may have to deviate from the printed schedule.

✍✍ If and when we need to alter the schedule, we will use the following procedures/priorities as our guide:

1. Our first priority always will be to make sure that each team plays it's minimum number of games
   - We will use additional fields if necessary
   - We will try to maintain the original schedule as much as possible
2. We will always attempt to have a championship game
   - We will never name a champion of a tournament without a championship game
   - We may need to extend the tournament into the following week to conclude it if all teams still involved can make the schedule change

3. If necessary at the tournament directors discretion the Tournament may need to be changed to a single or double Elimination format if all other means can not finish the event

✍✍ Games that do not make it to regulation (4 complete innings for a six inning game) due to weather / darkness will be considered a suspended game and will be resumed (if possible) from the point of the suspension at the earliest time available. If there is not time to resume the game, it will be considered a complete game at the end of the last complete inning and the team that is winning at that point will be the winner. If the score is tied at that point a coin toss by a Tournament official will decide the outcome. All outcomes are considered final and no protest will be allowed.

✍✍**Weather or other related refund policy:**

3 game minimum tournament
Play 0 games - 75% refund
Play 1 game – 50 % refund
Play 2 games – 25% refund
Play 3 or more games – No refund

Please note:*

*If your team drops out of the tournament and does not allow Deep Run sufficneit time to replace your team. No Refund will be granted without approval from the Deep Run Valley Baseball Commissioner.

*If your team drops out of the tournament once play in the tournament has begun you will receive no refund.

No Alcohol or Tobacco Products

Absolutely no alcohol or tobacco products will be permitted on the Deep Run Complex, fields, dugouts or any other location at the Deep Run site. Failure to comply with this regulation will result in ejection from the complex.

No Pets Allowed

Please leave all pets at home. Anyone with a pet at the Deep Run Complex will be asked to please remove such animal from the complex that includes their vehicle. Failure to comply with this request may result in ejection from the complex until the pet has been removed.

Photography Service at Field of Dreams Tournaments

Our facility will provide a photography company for all tournaments if the companies schedule permits. They will take a team photo and individual player photos during one of your games. The photos will be made available for sale near our concession stand on Saturday and various packages are also available.

50 /50's

Our tournament staff will be coming around selling 50/50 raffles to help support our efforts to send our teams to Cooperstown N.Y. each year or they may conduct other events for the same purpose. Please support our young players.

Umpires

Our umpires are all Little League trained. Please support their efforts and desire to be a part of your game. All pool games will have 2 umpires, with the semi-final, consolation and championship games having 3 if possible. In the event only one umpire is available for pool play the game will still be played as scheduled

Admission

Admission to all Deep Run Field of Dreams tournaments is free.

Tournament formats

We will use an Olympic style format for our **12** team 4 day tournament schedule with each team guaranteed 3 games which will be in pool play. The top team from each pool and a tournament wild-card team will advance to the semi-final games with a consolation and championship game to follow those games as well.

* If the tournament has been expanded to 14 teams or more, you will be advised of a new format and rule changes by the Tournament Director prior to the start of the tournament.

✍✍ **Wild card team will be determined by the following criteria in order: pool record, head to head, runs allowed, run differential, coin toss.**

✍✍ **A maximum of + / - 7 runs will be recorded in all win or lose situation to keep teams in the hunt for a play-off spot and one big win or lose does not help or hurt your teams efforts substantially. Example a 10-0 loss would be recorded for the winning team as a +7 in runs scored 0 allowed and the losers as a -7 in runs allowed 0 runs scored.**

✍✍ **If your team forfeits a game during tournament play, you will not be eligible for the Field of Dreams Championship Round.**

✍✍ **If your team benefits from a forfeit. You will be awarded with a 1-0 victory according to our Field of Dreams tournament rule.**

Time Limit

During pool play all games will have a two hour time limit. No inning may start after the time limit has been reached from the time of the first pitch. If the time limited is reached in the top of an inning and the home team is winning at the end of that half, the home team will not hit in the bottom of that inning. The time limit will be eliminated (if possible) for the semi-final, consolation and championship games.

Baseball Equipment

Only Little League approved equipment will be allowed. Game balls will be provided. Catcher's helmet must have a throat guard and he must wear a cup. Pitchers - no batting **g**loves, wrist bands, jewelry (all players) allowed. Also if pitcher wears a shirt onto his sleeves it may not be of a white of grey color. Bats 2 ¼" (no big barrels). All other L.L. rules will apply.

Parking

There is plenty of parking at the complex. No parking is permitted in the turning circle near the clubhouse or along the entrance or exit access roads. Please park nose in at all parking locations. Handicap parking is available. Please drive safely, slowly within the complex and watch for children**. Speed limit 10-15mph. Park at your own risk.**

Concessions

Our concession stand is located in the Deep Run Clubhouse near our flag pole and turning circle. The stand will be open daily during tournament game and provides a wide array of items for breakfast, lunch and dinner. Plenty of shade and two pavilions are available with tables.

Protests

Judgment calls can not be protested. The tournament directors including the official(s) who was on-site at the time of a protest, will make the final ruling. We will resolve issues as they occur. Any protest must be made before the umpires leave the playing field. All decisions will be final. If a protest occurs during a game, time will be added so the complete 2 hours can be played.

Home / Visiting Team

This will be determined by a coin toss prior to all pool games.
For the semi-finals, consolation and championship game the lowest seed will be the home team (ie. 2 seed –home <> 4 seed away)

Jewelry

Players are not allowed to wear jewelry during the game. This is a safety issue. The only exception will be made for jewelry wore for medical reasons. In those cases, the item must be taped to the body before the player will be allowed to play. Please have your players comply with this policy.

Dress Code For Coaches

Managers and coaches are not required to be in uniform during a game. However; we do expect the adults on the field to be dressed appropriately.

Age Restriction

All players must be team age prior to **MAY 1st** of this year.
**Any team found to have played a game with a player that is over age, will forfeit every game that such player participated in to date. (On the game roster is participation). In order for team to continue play, said player will be removed from the remainder of the tournament. There will be no discussion in regards to breaking the age restriction rule whether known or unknown by the manager, coaches or league of said player.

DEEP RUN
FIELD OF DREAMS TOURNAMENTS

Additional Rules of Play

These rules will apply to all levels of play unless noted

- Little League tournament rules and rule book for this tournament www.littleleague.org will apply. We will list some other rules that come up often during play, some may differ from Little League and if listed is the rule to be followed.
- Pitcher may pitch 6 innings per day and a maximum of 12 innings for the entire tournament. One (1) pitch will constitute an inning.
- Pitcher does not have to observe a day of rest if they pitch 3 or more innings in a game. Although we would encourage you to consider his arm.
- Pitching distance will be 46' for 9, 10, 11 and 12 year olds.
- Once pitcher is removed from the mound during a game he may not return as a pitcher for the remainder of that game.
- You may visit your pitcher and entire team at the mound if needed.
- In field fly rule will be in effect
- Two coaches or coach and player allowed as base coaches. (player must wear a helmet)
- One on deck batter allowed ONLY- out of dug-out
- All players must remain in dug-out or bench area unless on deck
- Cheering is allowed from the dug-out; however no banging of benches, shaking fence or taunting of an opposing pitcher or other player will be tolerated. This is the Umpires and Tournament Directors discretionary call.

  In other words, sportsmanship rules the weekend, teach it and live it.
- A coach may warm up the pitcher
- Substitution rules are as follows:
  - ?? A starting player, once removed from the game, may return to the line-up one time only and must re-enter on defense in his original spot in the order.
  - ?? Substitute players may not re-enter the game once removed from the game.
  - ?? **Minimum playing requirement -** per player is 3 consecutive outs and one at bat. Failure to meet the minimum playing requirement for all players rostered for a full six inning game, will result in a forfeit. Must be brought to umpires attention before they leave the field. Please make every effort to assure all players play in each game.
  - ?? **If the game is shortened due to the 10 run rule after 3 ½ innings, you DO NOT need to meet the mandatory play rule.** (New rule 2006)
  - ?? No free substitution allowed at anytime as you will bat 9 only.
- A complete game will be six (6) innings. The 10 run rule will be in effect at the end of 4 full innings or if the home team is ahead after 3 ½ innings. The home team must get final at bat if needed in the 4th,5th or 6th inning.
- Runners must have contact with base. No leads allowed.
- Runners must slide or avoid contact at every base if a play is being made at that base. Failure to comply will result in the runner being called out.
- No head first sliding, except if player is returning to a base. Violators will be called out.
- Once a player shows a bunt on a pitch, he **may not swing** at the same pitch. Violators will be called out.
- Base stealing is allowed of all bases including home. ***(9 year olds no stealing of home or taking home on a pass ball).***
- Player may leave the base once the ball reaches the batter.
- ***9 year olds may not take second base on a walk***
- **Courtesy Runner** may be inserted for the catcher with two outs in an inning to speed up play. The runner must be a player currently not in the game or if only 9 players, then the player who made the last out may run.
- **Special Pinch –Runner**: Once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. **A player may be removed for a special pinch- runner only one time during a game**. The player for whom the pinch –runner runs is not subject to removal from the line-up. This pinch runner may not be used again if he enters the game as a substitute. However; if removed later in the game he is available to special pinch run as he is no longer in the line-up. Any player out of the line-up may special –pinch run. Just remember you can only special-pinch run for each player one time during the game.
- You may warm up in the batting cages or additional fields at complex 1 hour before your game time. Each team manager should work out a schedule as needed. There is plenty of room to warm –up.
- Fielding practice can be taken in the outfield of the field you will be playing on or an open field at the Deep Run complex.
- **Dug-out assignment for games**. Each team will have a team # on the tournament schedule.

  Low # has 1st base dugout, high # has 3rd base dugout. ***No exceptions please.***

WE SINCERELY HOPE THAT YOU HAVE A TERRIFIC BASEBALL WEEKEND AT OUR FIELD OF DREAMS TOURNAMENT, WITH YOUR PLAYERS AND FAMILIES!!

Yours in baseball,

Mark Zickler
Deep Run Valley L.L.
Baseball Commissioner

Duane Freed
Deep Run Valley L.L.
Player Agent