

**3rd Annual
Elkton Chamber of Commerce Men/Women
Wind Turbine
Softball Tournament Registration Form**

**FRIDAY & SATURDAY
JULY 16TH & 17TH 2010**

Please Print Legibly or Type

TEAM NAME: _____

TEAM MANAGER: _____

MAILING ADDRESS: _____

City: _____ Zip _____

Home Phone: () _____ Work Phone: () _____

CELL# () _____ E-MAIL ADDRESS: _____

Registration information: Contact Scott Carr
Phone: (989) 550-3378

Cost is \$150.00 per Team (**Please send money with registration form**)

Double elimination (depending on # of teams)

T-Shirts and trophy for first place

Trophy for 2nd place

Limited to the first **20 teams**

Mail-In Registration Address: Elkton Chamber of Commerce
ATTN: Scott Carr/ Softball Tournament
P.O. Box 23
Elkton Mi, 48731

Registration Dates: June 17th, 2010 thru July 15th, 2010

Payment Method: Cash, Check, or Money Order

Checks made payable to "Elkton Chamber of Commerce"

Signature of Team Representative: _____ Date: _____

Entertainment Tent Saturday Night with Live Band!
"Wing Fling" Chicken Wing Cook-Off Saturday Night in Entertainment Tent!

ABSOLUTLY NO GLASS BOTTLES

Drinking in pavilions only!!!

This is your First and **Only** warning!!!

No Exceptions

Proceeds to benefit Little League Project Fund

Free Rustic Camping all weekend

ELKTON'S WINDTURBINE SOFTBALL TOURNAMENT RULES

1. Basic ASA Rules apply.
2. 4-ball/3-strike Mat Ball Tournament. Due to time restraints the 3/2 count maybe instituted.
3. Teams are expected to be at the game site & ready to play 30 minutes prior to game time.
4. Home scorebook is the official book for games without a P.A. Announcer.
5. **NO NEW** inning can start after 1-hour of playing time.
6. Ten (10) run mercy rule after 5 innings.
7. **NO** discussion with judgment calls (balls, strikes, fair, foul, safe, out). Umpire decision is final!!!
8. **Foul Ball Rule:** Third strike foul and the batter is **OUT!**
9. 5-Home Run limit per game. Any Home Run over 5 is an automatic **out!** All bats must be ASA approved. Base runner only needs to advance to the next base on a homerun.
10. **Any** 10 ball players may play defense, (unlimited substitution for defense).
11. Each team can bat 10 plus an extra player for a total of 11 hitters.
12. Pitcher gets 3-warm up pitches to start game & 1 between innings.
13. **NO** infield warm up ball between innings.
14. Batter-runner **MUST** use orange part of 1st base (to avoid/prevent collisions). If failure to do U there is a collision the batter will be out.
15. **LAST OUT** courtesy runner (1 per inning). Additional runners will be allowed to prevent further injuries. Both teams will get this opportunity. Umpires decision.
16. Relaxed/Courtesy step will be allowed for all base runners.
17. If **“dead meat”** at any base... you are expected to slide and/or take yourself out of the play.
18. **Tie Breaker:** The last batter from the previous inning is placed (starts) on 2nd base. The game will continue for each full inning until a winner is determined.
19. Good sportsmanship and respect for others is expected by everyone.
20. Everyone is responsible for maintaining the “spirit & intent” of the rules and the purpose of this tournament.
21. Players play at their own risk. The tournament committee and property owners are not responsible for any injuries/death to anyone.
22. In the event of inclement weather the games may be suspended and/or a reduction of game time maybe instituted by the head umpire or the Tournament Director.
23. The games will continue at the point of interruption after the delay. Game time is forfeit time only if play is resumed.
24. The manager of each team is responsible for any schedule changes. Please see Tournament Director.
25. If the tournament is cancelled due to weather, possible make-up dates will be determined by tournament director.