



Banshees Fastpitch Softball
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Richard Millhouse 14U ASA National Qualifier Tournament Participant:

The Banshees Fastpitch Softball organization is proud to host the Richard Millhouse ASA 14U National Qualifier. We hope that you and your team enjoy the tournament and your stay in our fine community. We believe the fields that you will play on during the tournament are in excellent shape. Our facilities offer many amenities and should serve your needs during your stay. Please do not hesitate to contact me if you have any problems with our fields and/or facilities. Our proud team parents stand ready to serve you so that the experience at our hosted ASA tournament will be one to remember fondly.

Enclosed with this letter, you will find the tournament rules, directions to the fields, a tournament scoring sheet for bracket play and the bracket play schedule.

A blind draw for the bracket schedule will be held on Sunday, June 27th, 2010 at 8:00 pm to determine the bracket play schedule. A team name will be drawn and will be entered into A1 with each subsequent team name drawn filling the bracket schedule from A2 through D4 on. The ASA District 14 JO Commissioner/State Deputy Commissioner will conduct the blind draw to assure an unbiased bracket schedule. The blank bracket schedule is included in this packet. Upon completion of the blind draw, the completed bracket schedule will be forwarded to each Head Coach by email. The double-elimination bracket/tree is also included within this packet. Team double elimination play will be determined by your seeding from the bracket round of play.

Thanks again for your support. We hope you have a great time at our tournament.


Robert F. Casagrand

Banshees Summer Breakout Host
Richard Millhouse ASA National Qualifier 14U Tournament
Tournament Rules

1. **All teams must check-in at their first game field location. There will be a Banshee's representative available at each field to give you your packets and to check to assure you have the ASA Roster, birth certificates and team insurance (with a minimum \$2M general liability). Be sure to provide a Team POC and phone number in the event of last minute schedule and/or field changes to the Banshee's representative.**
2. Games may be started early at the discretion of the Tournament Director (TD). Teams must be ready to play 15 minutes before the stated game start time. It is the manager's responsibility to have the team ready to play and pitchers warmed up. Forfeit time is stated game time.
3. Game schedule, length of game and number of guaranteed games may be altered by the TD in the event of inclement weather or other factors outside of the TD's control.
4. Game Length shall be 7 innings plus the ITB, if time permits.
 - (a) BRACKET PLAY: No new inning will begin after 1 hour and 20 minutes. Complete the inning, if necessary, for a complete game. Games may end in a tie.
 - (b) DOUBLE ELIMINATION PLAY: No new inning will begin after 1 hour and 20 minutes. At the end of the inning in which time expires, and if teams are tied, the next and each subsequent inning shall use ITB until a winner is declared. The Championship game shall play a 7 inning game followed by ITB should the teams be tied after 7 innings until a winner is decided. No time limit for the Championship game.
5. STRICT ASA RULES will be followed.
6. There shall be no questions regarding Umpire's Judgment. The UIC has final say on all rules, interpretations and decisions. Protests on any issue other than an umpire judgment call will require a \$75 cash protest fee. A protest on a rule or procedural interpretation must be made before the next pitch and will be decided upon before the game is allowed to continue. If the protest is upheld, the \$75 will be refunded. If the protest is denied, the fee will be forfeited.
7. Noisemakers of any kind may NOT be used by anyone (Players, coaches, or spectators)
8. **Double elimination seeding will be determined immediately following the conclusion of bracket play on Saturday. Each team Manager must either report to LUKENS PARK PAVILION or call the hotline at the conclusion of bracket play in order to obtain double elimination seeding position. Double elimination seeding will be determined in the following order of precedence:**
 - (1.)Wins/Losses (2.)Head to Head (3.)Least Runs scored against (4.)Most runs scored**Double elimination play will start on Saturday as close to 2:30 pm as possible.**

9. In the event of inclement weather, the Team Manager should contact the Banshees Fastpitch Softball hotline at 215-525-1680 for up to date information on schedule changes. The Tournament Director can be reached at 215-872-2229 should the Team Manager have questions about schedule and/or field changes. PLEASE LIMIT CALLING THE TD TO ONLY ONE CONTACT PERSON PER TEAM. Should the schedule require altering due to inclement weather, the TD will consult with the JO Commissioner and any changes in the schedule will be compliant with ASA rules.
10. Failure to show up for rescheduled games will result in a 0-7 loss being recorded.
11. **Each field will have a Score Report Sheet (see sample in this packet) attached to the back stop for bracket play. The Winning Team Manager SHALL record the game score on the Score Report Sheet immediately following each game. The Winning and Losing Team Manager shall initial the Score Report Sheet at the conclusion of the game to validate the score.** Scores reported on the Score Report Sheet will be deemed correct and final at conclusion of Bracket Play regardless of whether both Coaches initialed the score sheet or not. It is the Coaches responsibility to assure the scores shown on the scoring report sheet are correct prior to leaving the field of play. Failure to properly record scores will result in a 0-7 loss for both teams. The TD will collect the scores from the Score Report Sheet and record the scores on the board at Lukens Park. Final seeding for each bracket will also be placed on the hotline by 2:00 pm on Saturday. Double elimination play will start at 2:30 pm on Saturday.
13. Bracket Play Home/Away: Coin Toss (farthest team calls)
Double Elimination Play: Higher Seed has choice.
14. WARM-UP PITCHES:
5 For 1ST INNING OR RELIEF PITCHER; 3 BETWEEN INNINGS
15. The tournament will have an established registration headquarters (aka "Tournament Headquarters (HQ)") at Lukens Park, 540A Dresher Road, Horsham, PA. Tournament HQ will have a first aid station to handle minor injuries during tournament play. Tournament HQ will also have telecommunication capability and emergency telephone numbers for local police, fire and ambulance service. 911 emergency service is available in the Horsham area. For the Hatboro-Horsham High School and Carpenters Park, fire, police and ambulance service is available within 1 mile of the field sites.

(b) Local service access: Horsham Township has a fully functional police department, fire department and ambulance service with 24/7 availability for emergency situations. Horsham Township services are located within five (5) miles of the tournament sites allowing for quick response time. In addition to having 911 emergency service capabilities in the region, the following phone numbers shall be available at Tournament Headquarters for quick contact in the event such services are necessary.

Horsham Police (Non-Emergency)	(215) 643-3600
Horsham Fire Company (Non-Emergency)	(215) 675-9859
Horsham Ambulance (Non-Emergency)	(215) 672-6212

Score Report Sheet

Field # _____

Field Location: _____

GAME	WINNER/INITIAL	WINNER SCORE	LOSER/INITIAL	LOSER SCORE
8:00 AM				
9:30 AM				
11:00 AM				
12:30 PM				

Each field will have a Score Report Sheet attached to the back stop. The Winning Team Manager SHALL record the game score on the Score Report Sheet immediately following each game. Winning and Losing Manager must initial the sheet next to the score to validate the results. Scores reported on the Score Report Sheet will be deemed correct and final at the conclusion of Bracket Play. Failure to properly record scores will result in a 0-7 loss for both teams. The TD will collect the Score Report Sheet from each field at the conclusion of bracket play. Final double elimination seeding will be recorded on the hotline by 2:00 pm. (215-525-1680)

Richard Millhouse 14U ASA National Qualifier
BRACKET PLAY SCHEDULE

SATURDAY BRACKET PLAY					
Bracket A		Bracket B		Bracket C	
A1	NJ Cyclones	B1	Banshee's Fastpitch Softball	C1	Philadelphia Spirit Black
A2	SpringFord Sting Black	B2	SpringFord Sting White	C2	Delco Rage Red
A3	Orange Crush	B3	PA Shooting Stars	C3	Newtown Rock Blue
A4	Finch's Aces	B4	Sellersville Belles	C4	LV Patriot Flames
Bracket D					
D1	Warrington Blue Thunder				
D2	Delco Rage Black				
D3	Lady Fireballs				
D4	Lower Bucks Lady Lions				

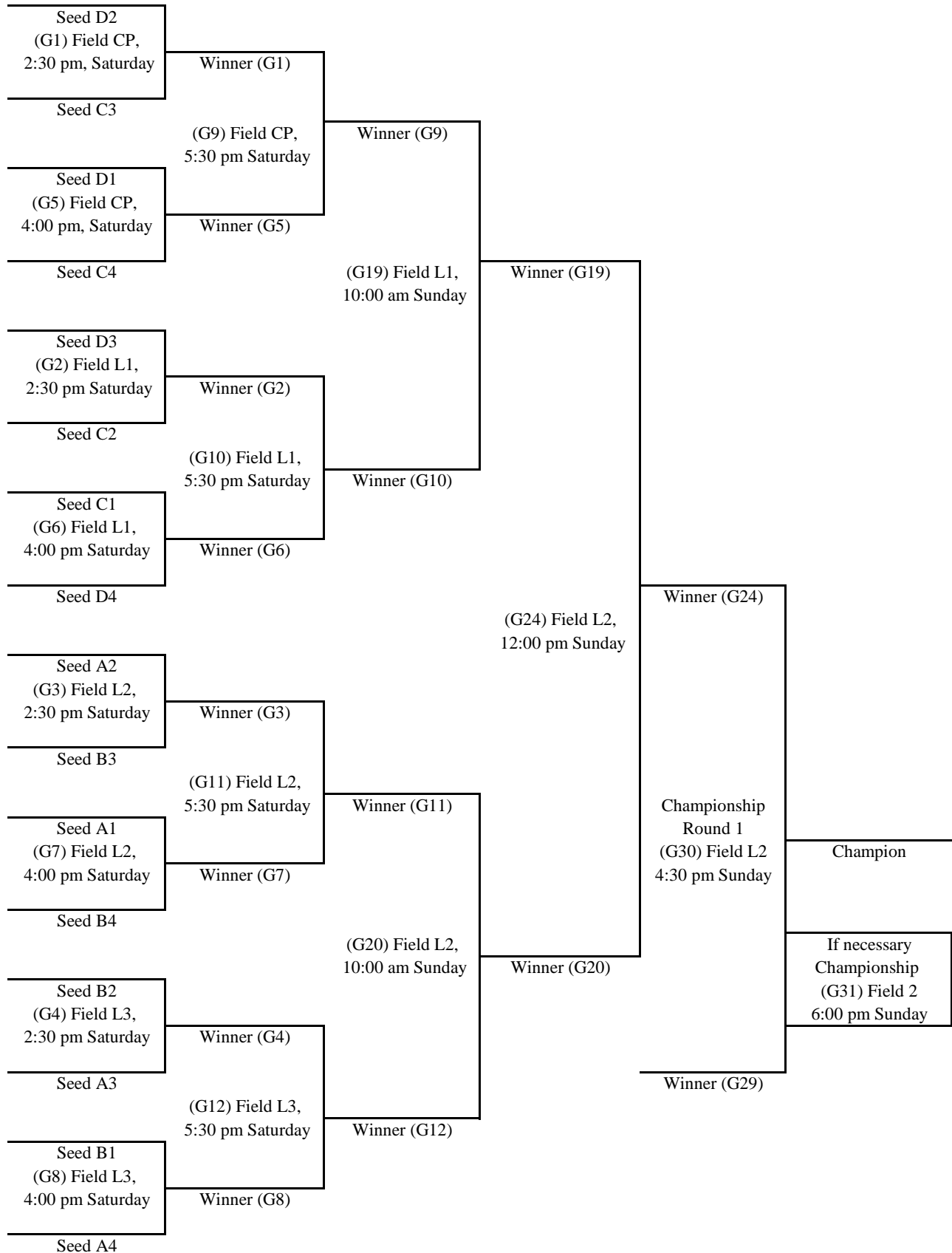
Game	Time	Lukens 1	Lukens 2	Lukens 3	CP
1	8:00 AM	A1 vs A2	B1 vs B2	C1 vs C2	D1 vs D2
2	9:30 AM	A3 vs A4	B3 vs B4	C3 vs C4	D3 vs D4
3	11:00 AM	W1 vs W2	W1 vs W2	W1 vs W2	W1 vs W2
4	12:30 PM	L1 vs L2	L1 vs L2	L1 vs L2	L1 vs L2

Lukens 1, 2, 3 – Lukens Park; CP-Carpenters Park Field #1; DM-Deep Meadow Park

BANSHEE'S SUMMER BREAKOUT ASA NATIONAL QUALIFIER



Winner's Bracket



Double Elimination Schedule

Saturday Double Elimination Schedule						
Game #		Team	vs	Team	Field	Time
1		Seed #D2	vs	Seed #C3	CP	2:30 pm
2		Seed # D3	vs	Seed #C2	Lukens #1	2:30 pm
3		Seed #A2	vs	Seed #B3	Lukens #2	2:30 pm
4		Seed #B2	vs	Seed #A3	Lukens #3	2:30 pm
5		Seed #D1	vs	Seed #C4	CP	4:00 pm
6		Seed #C1	vs	Seed #D4	Lukens #1	4:00 pm
7		Seed #A1	vs	Seed #B4	Lukens #2	4:00 pm
8		Seed #B1	vs	Seed #A4	Lukens #3	4:00 pm
9		Winner Game #1	vs	Winner Game #5	CP	5:30 pm
10		Winner Game #2	vs	Winner Game #6	Lukens #1	5:30 pm
11		Winner Game #3	vs	Winner Game #7	Lukens #2	5:30 pm
12		Winner Game #4	vs	Winner Game #8	Lukens #3	5:30 pm
Sunday Double Elimination Schedule (continued from Saturday)						
13		Loser Game #1	vs	Loser Game #12	CP	8:00 am
14		Loser Game #2	vs	Loser Game #11	Lukens #1	8:00 am
15		Loser Game #3	vs	Loser Game #10	Lukens #2	8:00 am
16		Loser Game #4	vs	Loser Game #9	Lukens #3	8:00 am
17		Loser Game #5	vs	Loser Game #8	DM #9	8:00 am
18		Loser Game #6	vs	Loser Game #7	DM #10	8:00 am
19		Winner Game #9	vs	Winner Game #10	Lukens #1	10:00 am
20		Winner Game #11	vs	Winner Game #12	Lukens #2	10:00 am
21		Winner Game #15	vs	Winner Game #16	Lukens #3	10:00 am
22		Winner Game #13	vs	Winner Game #14	CP	10:00 am
23		Winner Game #17	vs	Winner Game #18	DM #9	10:00 am

Sunday Double Elimination Schedule (continued)

24		Winner Game #19	vs	Winner Game #20	Lukens #2	12:00 pm
25		Loser Game #19	vs	Winner Game #21	Lukens #3	12:00 pm
26		Loser Game #20	vs	Winner Game #22	Lukens #1	12:00 pm
27		Winner Game #23	vs	Loser Game #24	Lukens#2	1:30 pm
28		Winner Game #25	vs	Winner Game #26	Lukens #1	1:30 pm
29		Winner Game #27	vs	Winner Game #28	Lukens #2	3:00 pm
Championship Play						
30		Winner Game #24	vs	Winner Game #29	Lukens #2	4:30 pm
If Necessary						
31		Winner Game #30	vs	Loser Game #30	Lukens #2	6:00 pm

DIRECTIONS TO BANSHEES FASTPITCH SOFTBALL FIELDS

FROM NEW JERSEY/NEW YORK (NORTH):

TAKE NJ TURNPIKE TO PA TURNPIKE. PROCEED TO EXIT 343 WILLOW GROVE/DOYLESTOWN/JENKINTOWN. ONCE THROUGH THE TOLL BOOTH, FOLLOW SIGNS FOR 611 NORTH. (SEE LUKENS PARK (LP), HATBORO-HORSHAM VARSITY/JUNIOR VARSITY (HHV/HHJV) OR CARPENTERS PARK (CP) FIELD DIRECTIONS ONCE ON 611 NORTH BELOW).

FROM NEW JERSEY (SOUTH):

TAKE WALT WHITMAN BRIDGE AND FOLLOW 76 WEST. TAKE 76 WEST THROUGH CITY AND UP TO CONSHOHOCKEN. TAKE I-476 NORTH TO PA.TURNPIKE ENTRANCE. ENTER TOLL BOOTH AT PA TURNPIKE AND GO EAST FOR TWO EXITS TO EXIT 343 WILLOW GROVE/DOYLESTOWN/JENKINTOWN. ONCE THROUGH THE TOLL BOOTH, FOLLOW SIGNS FOR 611 NORTH (SEE LUKENS PARK (LP), HATBORO-HORSHAM VARSITY/JUNIOR VARSITY (HHV/HHJV) OR CARPENTERS PARK (CP) FIELD DIRECTIONS ONCE ON 611 NORTH BELOW).

FROM DELAWARE/MARYLAND/VIRGINIA (SOUTH):

TAKE 95 NORTH TO CHESTER. TAKE THE BLUE ROUTE I-476 NORTH UNTIL IT ENDS AT THE PA TURNPIKE ENTRANCE. ENTER TOLL BOOTH AT PA TURNPIKE AND GO EAST FOR TWO EXITS TO EXIT 343 WILLOW GROVE/DOYLESTOWN/JENKINTOWN. ONCE THROUGH THE TOLL BOOTH, FOLLOW SIGNS FOR 611 NORTH (SEE LUKENS PARK (LP), HATBORO-HORSHAM VARSITY/JUNIOR VARSITY (HHV/HHJV) OR CARPENTERS PARK (CP) FIELD DIRECTIONS ONCE ON 611 NORTH BELOW).

DIRECTIONS FROM 611 NORTH TO FIELD LOCATIONS

LUKENS PARK (LP) (540A DRESHER ROAD, HORSHAM, PA 19044):

FROM EXIT 343 OF THE PA. TURNPIKE TAKE ROUTE 611 NORTH TO (FOURTH LIGHT) HORSHAM ROAD (RTE 463) (WENDYS ON CORNER). TURN LEFT AND GO APPROXIMATELY 1/2 MILE TO (FIRST LIGHT) DRESHER ROAD. MAKE A LEFT ONTO DRESHER ROAD. PROCEED UP THE HILL APPROX. ¼ MILE. LUKENS PARK (EVERYBODY'S PLAYGROUND) WILL BE ON YOUR RIGHT. ENTERING THE PARK YOU WILL SEE A PLAYGROUND AND PAVILION ON YOUR LEFT. FIELD #1 WILL BE DIRECTLY IN FRONT OF YOU AS YOU ENTER. FOLLOWING THE ROAD AROUND YOU WILL SEE FIELD #2 IN THE MIDDLE AND FIELD #3 IS AT THE FAR END. THE TOURNAMENT REGISTRATION TABLE WILL BE A TENT JUST AFTER THE PAVILION. REST ROOM ARE LOCATED AT THE BACK OF THE PAVILION.

CARPENTERS PARK (CP), 1020 HORSHAM ROAD, HORSHAM, PA 19044):

FROM EXIT 343 OF THE PA. TURNPIKE TAKE ROUTE 611 NORTH TO (FOURTH LIGHT) HORSHAM ROAD (RTE 463) (WENDYS ON CORNER). TURN LEFT ONTO HORSHAM ROAD AND PROCEED TO THE SEVENTH LIGHT (YOU WILL PASS THE HATBORO-HORSHAM HIGH SCHOOL ENTRANCE AT THE SIXTH LIGHT). CONTINUE THROUGH THE SEVENTH LIGHT AND APPROXIMATELY ¼ MILE ON YOUR RIGHT WILL BE THE ENTRANCE TO CARPENTERS PARK. TURN RIGHT AND THE TENNIS COURTS WILL BE ON YOUR RIGHT. THE FIRST FIELD ON YOUR LEFT IS THE SOFTBALL #1 FIELD AND IS JUST NEXT TO THE VOLLEYBALL AND BASKETBALL AREAS. RESTROOMS ARE AT THE BACK SIDE OF THE PAVILION.

DEEP MEADOW PARK (DM), 1020 HORSHAM ROAD, HORSHAM, PA 19044):

FROM EXIT 343 OF THE PA. TURNPIKE TAKE ROUTE 611 NORTH TO (FOURTH LIGHT) HORSHAM ROAD (RTE 463) (WENDYS ON CORNER). TURN LEFT ONTO HORSHAM ROAD AND PROCEED FOR APPROXIMATELY 5 MILES AND EIGHT TRAFFICE LIGHTS. YOU WILL PASS THE HATBORO-HORSHAM HIGH SCHOOL ENTRANCE AT THE SIXTH LIGHT) AND CARPENTERS PARK ON YOUR RIGHT AFTER THE SEVENTH LIGHT. AFTER PASSING CARPENTERS PARK YOU WILL PROCEED THROUGH THE EIGHT AND FINAL LIGHT. AFTER THE EIGHTH LIGHT GO ¼ MILE AND YOU WILL SEE DEEP MEADOW PARK ON YOUR RIGHT. TURN RIGHT AND PARK IN THE PARKING LOT ON YOUR LEFT. PROCEED PAST THE PLAYGROUND AND PAST THE GAZEBO TO FIELD #9 AND FIELD #10.

FROM CARPENTERS PARK (CP), DEEP MEADOW PARK (DM), FIELDS TO LUKENS PARK (LP):

PROCEED BACK TOWARDS ROUTE 611 NORTH VIA HORSHAM ROAD FROM BABYLON ROAD. COUNTING BABYLON ROAD LIGHT, AND CONTINUING TO THE SEVENTH LIGHT (DRESHER ROAD) TURN RIGHT ON DRESHER ROAD AND PROCEED APPROXIMATELY ¼ MILE UP HILL AND THROUGH TWO LIGHTS. LUKENS PARK WILL BE ON YOUR RIGHT.