

2011 USSSA Fastpitch World Series . . . important updates

Thank you for playing USSSA. There are 113 teams that will be playing in the World Series (California) next week. With 10 states and Canada represented, it should be a great event.

Roster

Rosters are frozen and approved. Teams have 3 adds to a frozen roster up to 72 hours prior to the start of the event. That 72 hour deadline is FRIDAY, JULY 15 - - - 3:00 PM. NO additions will be made after this date!!!! Additions can only be made through your state director.

Opening Day

All Opening Day activities will take place at Big League Dreams CHINO HILLS. The West Covina location parking could not accommodate the large number of teams. Parking will still be very limited at Chino Hills so please carpool when possible! Below I have outlined several changes to Opening Day activities due to the large number of teams, please, please share this info with your players, coaches, families, and fans.

Team Check-In

A team representative must check the team in on Monday, July 18 between 12:00-3:00 pm. DO NOT wait until the last minute as we will not be able to check in 113 teams at 2:45 and the check-in will be closed at 3 pm as the manager's meeting is at that time. For check-in the representative must have government issued document (most generally a copy of birth certificate) for each player on the roster. Cards from other associations will NOT be accepted as proof of age. Players do not need to be present for check in and teams do not need to print down a roster for this event. Please alert the staff at check-in to any scratches you have from your roster for the week.

At check-in you will be asked for the following information in addition to checking the roster:

- *Will your team participate in the gift exchange? If so, how many gifts are you bringing?
- *Will your team participate in the skills competition? If so, which events, how many teams?
- *A contact name and phone number for the week for immediate contact if necessary.
- *Where your team is staying?

At check-in you will receive in your packet:

- *player and coach passes for the week
- *any pre-ordered items (passes/shirts)
- *ice cream social tickets

Manager's Meeting

It is mandatory that each team have a representative present at the Manager's meeting. A copy of the official bracket will be handed out to each team at this time. An overview of general items will be covered. We will not cover very specific playing rules at this meeting as that information is available to you via www.ussa.com where the official rulebook is located. Questions will be taken but we ask that if you have a question specific to your team that you inquire one on one and save the general session for general questions. The meeting will be in the soccer pavilion at 3:00 pm.

Team Mom or Team Administrator Meeting

This is not a mandatory meeting but more of an informational meeting. This will cover some of the general topics that we do tell manager's but the team admin person is most likely to oversee. We will give park info as well as local community info. This is where the gift exchange match ups will be given. The meeting will be in the soccer pavilion at 5:00 pm.

Ice Cream Social

The Ice Cream Social is for players and coaches. In the check-in packet the team will receive "blue tickets" these can be redeemed for an ice cream treat at the area set up behind the soccer pavilion from 6:15 – 7:15 pm.

Opening Ceremonies

Due to the large number of teams, the Opening Ceremonies will be in two groups. These will be divided by age group, please see the schedule below for details. By dividing in groups, it will allow for better spectator viewing and flow of the event.

NATIONAL ANTHEM SINGER NEEDED As a nice touch to the ceremonies I am looking for a player to sing the National Anthem. If you have a player that is capable and willing to sing the National Anthem, please contact me. If there are several interested parties, we will draw from a hat. I will need two singers, one for each ceremony. I would like to confirm this in the next day or so.

Skills Competition

Skills competition is not a mandatory activity but a lot of fun! There are two skills offered and each team can enter 3 skills teams (no more than 2 in one skill) and players can only participate in one skill! You will be asked to sign up at check-in. Please see the skills offered below.

Team Gift Exchange

This is not a mandatory activity simply a gesture of sportsmanship. Those teams wishing to participate will be matched up for an exchange. This is not done at the first game unless the teams are matched and choose to do it then. Many teams bring the gifts for Opening Day but it can be done anytime throughout the week. The value of the gift is not as important as is the idea of sportsmanship and it is fun to have something representative of your area. PLEASE NOTE . . . sometimes teams choose to include food/beverage in the gift bags . . .this is fine HOWEVER, that exchange will need to take place outside the park gate. With the park rules of no outside food or drink, it becomes hard to enforce with exceptions. Please just be aware of this and know it is ok to include those items but the exchange will need to be done when leaving the park.

Tournament Spectator Passes

Week long tournament passes can be purchased on Opening Day or Tuesday at the gate. The pass is good at either park any day. Passes are non-refundable so plan accordingly when purchasing. Please note that in the tourney this year, due to numbers of teams there are some teams (a very small number) in the 16U and 18U division that may not play enough days to justify the passes.

Tournament Schedule

The tournament schedule is now posted at www.fastpitchfirst.com. THIS SCHEDULE IS TENTATIVE UNTIL AFTER THE MANAGER'S MEETING. There have been a couple changes made since the posting on Friday. This schedule will not change unless a scheduling mistake was made (such as a team playing 2 games at the same time, etc) or a park availability issue should come up. I can not accommodate personal team desire changes at this time. Due to the number of teams playing . . .you will notice that there are some early and late games as well as games played on Thursday (the originally tentatively scheduled day off). In addition, there are some teams that will be eliminated on Friday. This is not the desired situation but with the number of teams and field space available it was unavoidable. The games scores will be posted in real time . . . meaning shortly after each round of games the scores will be put on line. If you have persons that can not make it then can keep up with your progress. The standings are all done via the USSSA system. Please note that the teams can not be placed in the bracket on the system until ALL pool games are complete in the age division. If your pool is complete you can see your standings for placement but it is not official until the teams are moved into the bracket.

Opening Day Schedule and Skills Competition

3:00 – 4:00 PM	MANAGER'S MEETING – SOCCER ARENA
4:00 – 5:30 PM	TEAM PICTURES (OPTIONAL)
5:00 – 5:30 PM	TEAM MOM/ADMIN MEETING – SOCCER ARENA
6:15 – 7:15 PM	ICE CREAM SOCIAL (PLAYERS AND COACHES)
	ICE CREAM CARTS – MUST REDEEM TICKET

FOR 10U, 12U, AND 18U

5:30 – 5:50 PM	LINE UP FOR OPENING CEREMONIES
	OUTFIELD WARNING TRACK OF YANKEE STADIUM
6:00 PM	OPENING CEREMONIES - YANKEE STADIUM
7:00 – 8:30 PM	SKILLS COMPETITION
	WRIGLEY – 18U AROUND THE HORN
	CROSLY – 18U BASE RUNNING RELAY
	EBBETS – 10U AND 12U BOTH SKILLS

FOR 14U A, 14U B, AND 16U

5:30 – 6:50 PM	SKILLS COMPETITION
	WRIGLEY – 16U AROUND THE HORN
	CROSLY – 16U AND 14U A BASE RUNNING RELAY
	EBBETS – 14U B BOTH SKILLS AND 14U A AROUND THE HORN
6:50 – 7:10 PM	LINE UP FOR OPENING CEREMONIES
	OUTFIELD WARNING TRACK OF YANKEE STADIUM
7:15 PM	OPENING CEREMONIES - YANKEE STADIUM

SKILLS COMPETITION

1. Around the Horn . . .5 players involved. Ball is placed on home plate when "go" catcher picks up ball throws to 3rd base, 3rd base throws to 2nd base (2nd baseman covering), 2nd base throws to 1st, 1st throws back to second base (shortstop covering), short throws to 3rd, and 3rd to home. Time starts when catcher picks up ball and ends when catcher has the ball back again. If the ball is dropped, round ends. Short Hops, Scoops allowed. Two Second Penalty given if base is not touched. One practice round then second is timed.
2. Base running relay . . . 4 players. 1st runner will start at home plate, run the bases, when crosses home plate next runner goes. time starts with first runner and ends when 4th runner crosses home. Two second penalty for missing a base.