2025 advance information bulletin WCD/SWD 4A BASEBALL TOURNAMENT KENT MEMORIAL

Saturday, May 17, 2025

TOURNAMENT MANAGER

Jerry Peterson West Central District III Cell: 253.218-8147

IMMEDIATE ACTION ITEMS!!!!

- 1. E-MAIL pass list to: jpetersonwcd3@gmail.com
- 2. Review WIAA State Tournament Regulations (WIAA.com)
- 3. Call Jerry Peterson, Tournament Manager, @ 253.218.8147 if you have any questions or special needs.
- 4. NO LEAGUE PASSES WILL BE ACCEPTED: PLEASE SUBMIT PASS LIST TO JERRY PETERSON BY NOON Tuesday, May 13, 2025.

<u>TOURNAMENT SITE</u> – Kent Memorial Park

850 Central Ave N, Kent, WA 98032

GAME SCHEDULE --- Saturday: 1pm, 4pm, 7pm

May 17:	Game #13:	Winner game 2 vs. Winner game 4	1:00pm
May 17:	Game #14	Winner game 6 vs. Winner game 8	4:00pm
May 17:	Game #17	W-13 vs. W-14	7:00pm

<u>Home teams will be assigned to the third base dugout.</u> Visiting teams will be assigned to the first base dugout.

PARKING INSTRUCTIONS

Buses enter off of Woodford Ave. N. and park along the outfield fences. Coaches: Please inform your bus driver to **NOT PARK** in the main parking lot as this is reserved for spectator vehicle parking.

BATTING PRACTICE

- NOT ALLOWED ON SITE. Teams must make their own arrangements.

ROSTERS

Please make sure your roster has been uploaded. This information will be used for programs and the introduction of all players and coaches prior to each game. Please make sure spelling is correct.

TICKETS AND PASSES

GoFan Digital Ticketing is the only accepted purchase method. NO CASH OPTION

Gate opens for Spectators @ 11:45 AM (No Early Admittance)

WCDIII Admission Prices Apply:

Adults/Students without ASB
Students ASB/Sr. Citizens
\$5.00

GoFan Digital Ticket Link:3A/4A GoFan Ticket Purchase link1A/2A GoFan Digital Ticket Purchase link

- > Ticket price is good for admission to <u>ALL</u> games on day of purchase.
- Please inform your students and parents ahead of time so they come prepared to pay an admission charge, for many this will be the first baseball game they have paid to attend all season.
- Only players in uniform, <u>entering with team prior to their game</u>, will be admitted free entrance. Players will be expected to pay if not in uniform and/or not participating in the game.
- NO PARTICIPANT PASSES ARE ISSUED Inform players they are to enter as <u>ONE</u> <u>GROUP</u> with a coach supervising. <u>25 MAXIMUM (AS PER WIAA GUIDELINES)</u> - to include <u>20 players</u> and <u>5 other designated</u> school personnel (coaches, managers, statisticians, medical, etc.).
- > **<u>PRESS PASSES</u>** will be accepted with proper identification.

> <u>LEAGUE PASSES</u>: <u>WILL NOT BE ACCEPTED</u>

- SONG & CHEERLEADER PASSES Cheerleaders and song leaders of participating schools will be admitted free, only if <u>IN UNIFORM</u>
- > <u>NO DOGS ALLOWED.</u>

GAME BALLS:

- Provided by Tournament Manager.

POSTPONED GAMES

- If the games are cancelled due to the weather, games will be rescheduled for the next day.

GAMES COMMITTEE

Jerry Peterson	WCDIII Baseball Commissioner
Joe Keller	West Central District III Director
Terry Jenks	NPSL Baseball Commissioner

WARM UP TIMES

- Please make sure the ground crew has completed their work before entering the infield.
- The HOME team will take infield first, followed by the VISITORS.
- Each team has a 10-minute allowance.
- The **HOME** team shall begin warm-ups at the following times:
 - Game #1: 12:35 pm
 - Game #2: **3:35 pm**
 - Game #3: 3:35 pm
- The tournament Manager will make final decisions regarding warm-up times if behind schedule.

TEAM INTRODUCTIONS

- The public address announcer will introduce the visitors first, followed by the home team.
- Non Starters will be introduced first, followed by all starters and coaches.
- Please have players run out and lineup from home plate continuing down the respective baseline.
- Stay lined up until the PA introduced both teams.
- The Pledge of Allegiance/National Anthem will take place prior to the first game only.

PARTICIPATION CERTFICATES

WCD-SWD bi-District Participation Certificates typeable