



2026 WCT Eagles 16U Fly Like An Eagle Tournament

DATES: June 27-29, 2026

LOCATION: Wakelee Fields 12 Hempel Dr. Wolcott 06716

AGE GROUP/CLASS: 16U B **TOURNAMENT DIRECTOR:** Chuck Cammarata (203) 509-1536

Hello Managers and Coaches,

Welcome to the 2026 WCT Eagles 16U “Fly Like an Eagle” Tournament. The WCT Eagles/Wolcott Girls Softball Association is very happy to have your team participate in our annual tournament. We strive to provide a positive, competitive, and fun event for all participants and look forward to you, your players, and team parents joining us for a great weekend of softball in Wolcott.

This packet contains general information about the tournament. We will update teams throughout the weekend with any important information via text messages and emails to your team’s main contact.

Each team will have 3 pool play games on Friday/Saturday followed by single elimination (Gold -First Place and Silver - Second Place) bracket play on Sunday.

Important Notes for the Tournament

- This is a pay at the plate tournament. \$80 per team must be presented to the umpires at the start of each game. There will be no charge for the Championship Game.

2026 Specific Tournament Rules:

- **Courtesy Runners-** Courtesy runners are allowed at all times for Pitchers and Catchers. Courtesy runners should first be a substitute player - if no subs are available, it will be the last completed at bat. Other than the Pitcher or Catcher, general Pinch Runner rules apply.

****CAUTION NOTE – Coaches must use caution to assure that the courtesy runner is not on base when her turn to bat comes up. If a courtesy runner is on base when her turn to bat comes, she is removed from the base and brought to bat with an out being declared and charged to the player who was being run for.***

- **Lineups –** During pool play and all rounds of (Sunday) elimination play INCLUDING THE CHAMPIONSHIP GAME **all teams are allowed to use UP TO all rostered players with or without a DP/Flex.**
 - When not using a DP/Flex all players can play defense. When using a DP/Flex, all players including the Flex and the DP can play defense, The Flex, however, cannot play offense unless substituted (one time) for the DP.
- All Pool games are seven inning games with a 1 hour 15 minute (75 Minute) time limit. All games will play as described unless the “Run Rule” (AKA: “Mercy Rule”) comes into effect. In the event of a tie game in Pool Play (after time expires or 7 innings, whichever comes first) the game will end resulting in a “Tie Game” in standings.

BRACKET PLAY

- All Bracket Play elimination games are seven inning games with a 1 hour 15 minute (75 Minute) time limit - (*with the exception of the tournament Championship Game). No new inning will start after **70 minutes**. The Gold Bracket Championship games will be a seven inning game with a 90 minute (1 hr 30

mins) time limit. No new inning will start after **85 minutes**. All games will play as described unless the "Run Rule" (AKA: "Mercy Rule") comes into effect. In the event of a tie game (after time expires or 7 innings, whichever comes first) in Gold Bracket play, ties will be broken through extra innings being played utilizing the international tie breaker (last recorded out from previous inning will be placed on second with no outs) All Gold bracket games must be played until a winner is determined

- The Gold Bracket is Single Elimination, Gold Bracket teams that are eliminated will move to the Silver Bracket EXCEPT the two teams making the Gold Bracket Championship Game, these two teams can not advance in this tournament beyond this game and will not move to the Silver or Bronze Brackets.
- All teams competing in the Gold Bracket will retain and utilize their original seeding number from Pool Play throughout Gold Bracket play.

OTHER TOURNAMENT RULES

- The Run Rule shall be twelve (12) runs after three innings, ten (10) after four innings, or eight (8) runs after five innings.
- All games are seven (7) innings OR until time limit/mercy rules come into effect. All Games will Finish the Inning once the time limit expires. (Games are not "Drop Dead")
- During pool play, if a game is tied after 7 completed innings within the 75-minute time limit, the game will end in a Tie.
- During Elimination Rounds, if a game is tied, the "Tie Breaker" rule will be used for the subsequent innings until a winner is decided. A base runner will start at 2nd base with no outs. The runner will be the last recorded out from the previous inning.
- A coin toss performed by the umpires will determine the home team during pool play rounds. During Elimination the higher seeded team will be the home team. All teams playing in the Silver Bracket will utilize their Gold Bracket Seeding to determine the home team.
- Between innings, pitchers will throw 5 warmup pitches in the first inning with the catcher throwing down on the 5th pitch. IF/OF may throw warm ups as well. **After the first inning, pitchers will throw 3 warmup pitches with the catcher throwing down on the 3rd pitch and IF/OF will NOT throw warmups.** If any warm up session surpasses one minute, the umpire may reduce the number of warmups prior to the start of the inning. The purpose of this is to move the game along to try to get as many innings in during the time limit.
- Weather - If the majority of pool games are rained out, gameplay for Sunday's seeding will be reduced to a one-day tournament schedule with reduced pool play games and a reduced game time if at all possible. If time/field conditions will not allow for pool play the elimination round will be drawn at random by the Tournament Director. If the elimination round games (Sunday games) are rained out the results from pool play will determine the tournament champions.

- RAINOUT POLICY- **If no games are started or completed a 50% refund of the total entry fee may be refunded to the participating teams upon request.** There will be NO refund if any teams games are started or completed but the tournament is not able to complete all pool or elimination round games due to inclement weather.
- Umpire judgment calls are FINAL. There is no allowance for any protests to be filed in regards to any situation that occurs during a game. In the unlikely event that a coach, player or parent is ejected from a game by an umpire that ejection is for the remainder of the day. The ejected person must leave the field area - must not be visible/heard by the coach, team or umpire.
- Game time is under the control of the umpires on the field. **GAME START TIME WILL BEGIN AT THE START OF THE FIRST WARM-UP PITCH OF THE HOME TEAM PITCHER** – This time should be noted by each team in their scorebooks or other trackable resources.
- **SEEDING CRITERIA** - Seeding for Sunday games will be by Saturday pool play results and as follows;
 - Win/Tie/Loss Record (Tie higher than a loss)
 - *Head to Head record (**Applies only when two (2) teams are affected*)
 - Runs Allowed
 - Runs Scored
 - If all else fails – seeding will be determined by a coin flip by the tournament Director.
- ***Each team's head coach/manager will text the score of their game to Tournament Director 203-509-1536 when the game is over. Both teams are asked to do this to ensure the proper score is recorded.*** If there are any discrepancies, both teams will meet with the tournament director to review scorebooks and determine the proper score. UIC may attend this meeting as well to ensure the proper score is recorded. **If only one team submits their score by the time the final pool play game is completed, that score will be recorded. If neither team submits a score by the time the final pool play game is completed, the score will be recorded as a 3-3 tie. (Final game has 30 minutes after completion to submit scores.)**
- Scores from Saturday games and seeding for Sunday Elimination Games will be texted to the head coach and will be posted at the above link on Saturday evening. Please make sure the Tournament Director has at least one email contact and at least one phone/text contact number for your team. *****Please be patient with the timing of the scores being posted, as the tournament director is also coaching a team in the tournament!***
- The Tournament Director will make every effort to bring the tournament to a successful completion but reserves the right to challenge, shorten, modify or alter games and/or schedules to accomplish this goal.
- FIELDS:
 - WKL1** - is Field B at Wakelee School (12 Hempel Drive Wolcott)
 - WKL2** - is Field C at Wakelee School (12 Hempel Drive Wolcott)
 - WHSJV** - is Wolcott HS (457 Boundline Rd Wolcott)
 - TYRL** - is Tyrrell Middle School (500 Todd Rd Wolcott)

SUNDAY ELIMINATION PLAY

- **SEEDING TERMS:**
 - o *LOWER seedings are given to the teams with the BEST records*
 - o *HIGHER seeds are given to the teams with POORER records*
- **LOW SEED WILL AUTOMATICALLY BE THE HOME TEAM FOR EACH GAME**
- **All Elimination Games will have a 1:15 time limit, except the Championship Games.**