



All Star Tournaments
May 27-30, 2011
San Juan Capistrano, Ca

Tournament Information Packet

Thank you for participating in the 2011 Capistrano Coastal Classic Tournament. We have 30 teams from all over Southern California participating in this year's event. We have worked hard to deliver a quality, competitive "C" level tournament and hope you will enjoy our location and hospitality.

This packet of information has been put together in an attempt to answer as many questions you might have about the tournament. Should you have any additional questions, please feel free to contact those noted below.

Scheduling..... Kari Tubbs.....ktubbs13@gmail.com
Registration..... Fran Salas.....fransalas@ymail.com
Field Maintenance..... Dalton Hardgrave.....drhardgrave@cox.net
Umpire-In-Chief.....Eric Chiasson.....echiasson11@gmail.com
League President.....Tim Leonard......presidentcgs@gmail.com

Capo Girls Tournament Director

Tim Leonard

FIELDS

REGULATIONS REGARDING FIELDS

The Capistrano Coastal Classic is made possible only through adherence to specified regulations related to park use in the City of San Juan Capistrano, along with cooperation by the residents in the area. We expect players, coaches, parents and other team affiliates to adhere to these rules. We appreciate your cooperation and your support.

Regulations

- 1) Teams playing the first game of the day on a particular field are not to arrive (i.e. park your vehicle) more than one hour prior to the scheduled game time (exceptions for tournament staff).
- 2) No RVs.
- 3) No overnight parking of any vehicles. Illegal parking or behavior will be ticketed by law enforcement.
- 4) No BBQs.

Cooks- Fields #1, #2 and #3 (Calle Arroyo & Cordova) (TOURNAMENT HQ)****

Cooks Fields #1, #2 and #3, are located in a residential area, and we ask that you be sensitive to noise, parking and trash in the area. Thank you!!

See map for location and directions.

Please try and park on Calle Arroyo whenever possible. When arriving for the first early game, please keep noise to a minimum and do not arrive earlier than 7:30AM (tournament staff excluded).

There will be snack facilities at these fields.

La Novia (Russell Cook Park) (corner of LaNovia & Calle Arroyo)

See map for location and directions.

Do not confuse the sign *Russell Cook Park* with Cooks Park. This Park is referred to as La Novia for scheduling and field locations.

There will be snack facilities at these fields.

ADMINISTRATIVE

CHECK-IN

All teams must check in at least one (1) hour prior to their first game at the Administrative Tent located at Cooks Park nearest Field #3 and Snack Bar. If desired, teams not playing until Saturday can check in Friday evening, beginning at 5pm until 7:30pm.

MATERIALS REQUIRED AT CHECK-IN

The following must be presented at check in:

- 1) **A Team Roster**, completed on the attached form. Maximum fifteen (15) players. All teams are limited to the players listed on the verified roster and no player may be added or changed after the start of your first game. No travel ball players allowed.
- 2) **A picture ASA VTD card** will take care of items 3, 4, 5 and 6. If no picture ASA card, then we will require:
- 3) **Proof of League/Team Insurance**- your regular ASA card will cover the team/ league insurance requirement.
- 4) **Birth Certificates** for all players. Without proof of age, a player will not be allowed to play, no exceptions. Teams should have proof of age documentation available for challenge throughout the tournament. Ineligible players on your roster will result in a forfeiture of all games played and possible disqualification from the tournament with a loss of all fees paid.
- 5) **Picture of player** with name.
- 6) ASA Invoice from All-star Registration

SCHEDULE

Be prepared to play at your scheduled times. Any team not ready to play at the scheduled game time will forfeit the game, which results in a 7-0 loss. Allowances will be made for teams having to travel from one site to another.

DUGOUTS

Teams listed second in pool play, and teams at the bottom of a bracket, will occupy the 3rd base dugout. The only exception will be back-to-back games when a team will not be required to change dugouts.

WARM-UPS

No infield practice allowed. Cook Park #1, # #2, and #3 will have areas designated to warm up prior to games. Warm-ups may not be conducted in any area other than those designated (Cook Park).

SCOREKEEPING

The home team in each game is the official scorekeeper. Home team for Pool and Bracket Play will be determined by a coin toss during the pre-game meeting.

GAME TIME LIMITS

All 8U games in the tournament are six (6) inning games, unless the time limits described below are reached prior to the completion of six innings.

All 10U, 12U and 14U games in the tournament are seven (7) inning games, unless the time limits described below are reached prior to the completion of seven innings.

Pool Play: In pool play, no new inning will start after one (1) hour and twenty (20) minutes. Games may end in tie. Play will be stopped at one hour and thirty minutes (**Drop Dead**). If, at this time, the home team is batting, and had gained a tie or the lead in the bottom of the incomplete inning, the score at the time play was stopped will be the final score. Otherwise, the final score will revert back to the last completed inning.

Elimination Play: For all elimination games (except the championship game), no new inning will start after one (1) hour and twenty (20) minutes. If regulation play ends in a tie (either by time or innings), the international tiebreaker will be in effect beginning with the seventh (8U) or eighth (10U/12U/14U) inning, or the first inning to start after the one (1) hour and twenty (20) time limit, whichever comes first. NO DROP DEAD.

Championship Games: For the championship games in each bracket, there will be no time limit. The 8U championship game will be a 6 inning game. The 10U/12U/14U championship games will be 7 inning. If regulation play ends in a tie, the international tie-breaker will be in effect beginning with the seventh (8U) or eighth (10U/12U/14U) inning.

MERCY RULE

The fifteen (15) run after 3 innings "Mercy Rule" will be in effect for all divisions. Championship games have a twelve (12) run mercy after 5 innings (4½ innings if home team is ahead).

GAME SCORE REPORTING

The home team for each game must provide an official score keeper. The umpire for each game will provide the official scorekeeper with a sheet which will list the line-up for each team, the final score, and the umpire signature. The umpire will be required to turn in the official score sheet at the end of each game to a tournament official. A representative from each team will also sign the sheet at the end of the game.

PROTESTS

There will be no protest filings permitted. Any disputes involving rules will be resolved by the umpire at that time. All calls made by the umpire will be final.

SEEDINGS FOR ELIMINATION (BRACKET) PLAY

This is a pool play tournament. Teams will then be seeded into a single elimination bracket. Pool play tie breakers will be determined in the following order:

- 1) Win/loss record
- 2) Head to head (if available)
- 3) Least runs allowed
- 4) Most Runs scored
- 5) Coin toss

MISCELLANEOUS

Sliding: Sliding is required only in situations where a collision would occur.

Player Attire: No jewelry or metal hair clips will be worn during games. Uniforms shirts must be tucked in at all times.

Players Equipment: No metal cleats. All bats must be ASA approved and may be subject to approval by the umpire. Helmets may be subject to inspection by the umpire and may be thrown out due to visible damage. All helmets must have a chin strap and mask.

Manager, Coach & Crowd Etiquette: Managers and coaches are responsible for their team, staff and fans both on and off the field. All loud artificial noise making devices and pounding the bleachers/fences shall not be allowed on or near any playing field. Unruly behavior will not be tolerated. Improper conduct during games or anywhere on the premises may result in team disqualification from the tournament. Zero alcohol tolerance and no smoking on field/park premises. Anyone ejected from a game will be asked to leave the premises for the remainder of the game. A second ejection during the tournament will result in the removal of that person for the remainder of the tournament.

PLAYING RULES & REGULATIONS

ASA RULES

ASA rules will be in effect except as described below. Other modifications and clarifications are as follows:

8 & UNDER

- 1) Pitching Distance will be 30 feet.
- 2) An ASA approved RIF 10" ball will be used.
- 3) Four outfielders (optional) must remain ten (10) feet behind the base paths until ball is hit.
- 4) A maximum of (5) runs per inning for the first 3 innings. After that, the runs are unlimited.
- 5) No coach pitch; walks allowed.
- 6) No dropped third strike.
- 7) No infield fly rule.
- 8) Base Stealing – One base per pitch. No stealing home (home plate "closed")
- 9) All players bat (Round Robin batting is required).

10) Courtesy runners are allowed for the pitcher and the catcher. The last out of record will be eligible to be a courtesy runner. If two runners are necessary in the same inning (one for the pitcher and one for the catcher), the next out will be used.

10 & UNDER

- 1) Pitching Distance will be 35 feet.
- 2) An ASA approved RIF 11" ball will be used.
- 3) No run limit during pool/elimination/championship play.
- 4) **Pool Play** will require round robin batting for all teams and games. Teams have the option in **Bracket Play** to bat the entire roster (round robin), batting the starting line-up of 9 players, or utilizing the DP/FLEX rule.
- 5) Courtesy runners are allowed for the pitcher and the catcher of record if you are batting 9 or if batting around. If batting 9, ASA Rules apply. If batting round robin, the last out of record is eligible to be a courtesy runner. If two runners are necessary in the same inning (one for the pitcher and one for the catcher), the next out will be eligible to be the courtesy runner.
- 6) Teams will play with 9 fielders only.

12 & UNDER

- 1) Pitching Distance will be 40 feet.
- 2) An ASA approved 12" ball will be used.
- 3) For **Pool Play** and **Bracket Play**, teams have the option of either batting round robin, batting the starting line-up of 9 players, or utilizing the DP/FLEX rule.
- 4) Courtesy runners are allowed for the pitcher and the catcher of record if you are batting 9 or round robin. If batting 9, ASA Rules apply. If batting round robin, the last out of record is eligible to be a courtesy runner. If two runners are necessary in the same inning (one for the pitcher and one for the catcher), the next out will be eligible to be the courtesy runner.

14 & UNDER

- 1) Pitching Distance will be 40 feet.
- 2) An ASA approved 12" ball will be used.
- 3) For **Pool Play** and **Bracket Play**, teams have the option of batting the entire roster, batting the starting line-up of 9 players, or utilizing the DP/FLEX rule.
- 4) Courtesy runners are allowed for the pitcher and the catcher of record if you are batting 9 or if batting around. If batting 9, ASA Rules apply. If batting around, the last out of record is eligible to be a courtesy runner. If two runners are necessary in the same inning (one for the pitcher and one for the catcher), the next closest last out will be eligible to be a courtesy runner.



CAPO COASTAL CLASSIC TOURNAMENT REGISTRATION FORM

TEAM

DIVISION

COACHES CELL PHONE #

	NAME	DATE OF BIRTH	CONFIRMED (STAFF USE)
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

Capo Coastal Classic 8U Bracket

Pool A

A-1 Capo
A-2 Redondo Sunset
A-3 Newport Mesa Silver
A-4 Palos Verdes Gold
A-5 Norwalk

Pool B

B-1 Newport Mesa Gold
B-2 French Valley
B-3 Palos Verdes Silver
B-4 Whittier

Friday, May 27

Cooks #2

5:30 B-1 v B-2

Cooks #3

A-1 v A-3

La Novia

A-2 v A-5

Saturday, May 28

Cooks #3

8:30 B-3 v B-4
10:15 A-3 v A-4
12:00 B-1 v B-3
1:45 A-1 v A-2
3:30 B-2 v B-4
5:15 A-4 v A-5

Sunday May 29

Cooks #3

10:15 Seed #4B v Seed #5A (G1)
12:00 Seed #1B v Seed #4A (G2)
1:45 Seed #2B v Seed #3A (G3)
3:30 Seed #1A v Winner G1 (G4)
5:15 Seed #2A v Seed #3B (G5)

Monday, May 30

Cooks #3

9:30 Winner G4 v Winner G5 (G6)
11:30 Winner G2 v Winner G3 (G7)
1:30 Championship Game Winner G6 v Winner G7 (G8)

Capo Coastal Classic 2011 10U Bracket

Pool A

A-1 Capo
A-2 North Shore
A-3 Palos Verdes Silver
A-4 Newport Mesa Gold
A-5 French Valley Silver
A-6 Redondo Sunset

Pool B

B-1 Whittier
B-2 Newport Mesa Silver
B-3 French Valley Gold
B-4 Fountain Valley
B-5 Palos Verdes Gold
B-6 Norwalk

Saturday, May 28

Cooks #2

8:30 A-1 v A-2
10:15 A-3 v A-4
12:00 A-6 v A-1
1:45 A-5 v A-3
3:30 A-2 v A-4
5:15 A-5 v A-6

La Novia Field

8:30 B-1 v B-2
10:15 B-3 v B-4
12:00 B-6 v B-1
1:45 B-5 v B-3
3:30 B-2 v B-4
5:15 B-5 v B-6

Sunday, May 29

Cooks #2

8:30 Seed #3A v Seed #4B (G1)
10:15 Seed #3B v Seed #4A (G4)
12:00 Seed #1B v Winner G2 (G5)
1:45 Seed #1A v Winner G3 (G6)
3:30 Seed #2B v Winner G1 (G7)
5:15 Seed #2A v Winner G4 (G8)

La Novia and Cooks #3

8:30 Seed #5B v Seed #6A (G2) LN
8:30 Seed #5A v Seed #6B (G3) C#3

Monday, May 30

Cooks #2

9:30 Winner G6 v Winner G7 (G9)
11:30 Winner G5 v Winner G8 (G10)
1:30 Championship Game Winner G9 v winner G10 (G11)

Capo Coastal Classic 2011 12U Bracket

Pool A

Pool B

A-1 Capo
A-2 Norwalk
A-3 Palos Verdes Silver
A-4 Newport Mesa

B-1 Palos Verdes Gold
B-2 North Shore
B-3 Whittier

Friday, May 27

Cooks #1

5:30 A-1 v A-4

Saturday, May 28

Cooks #1

8:30 B-1 v B-2
10:15 A-1 v A-3
12:00 B-1 v B-3
1:45 A-2 v A-4
3:30 B-2 v B-3
5:15 A-2 v A-3

Sunday, May 29

Cooks #1

10:15 Seed #2B v Seed #3A (G1)
12:00 Seed #2A v Seed #3B (G2)
1:45 Seed #1B v Seed #4A (G3)
3:30 Seed #1A v Winner G1 (G4)
5:15 Winner G2 v Winner G3 (G5)

Monday, May 30

Cooks #1

1:30 Championship Game Winner G4 v Winner G5 (G6)

Capo Coastal Classic 2011 U14

Team Pool

1 Norwalk
2 Whittier

Sunday, May 29

Cooks #1 _____

8:30 1 v 2

Monday, May 30

Cooks #1 _____

9:30 1 v 2

11:30 1 v 2