



CAPO COASTAL CLASSIC

**All Star Tournament
May 23-26, 2014
San Juan Capistrano, CA**

Tournament Information Packet

Welcome to the 2014 Capistrano Coastal Classic Tournament. We are excited to have 42 teams from all over Southern California participating in this year's event. We have worked hard to deliver a quality, competitive "B silver/C" level tournament and hope you will enjoy our location and hospitality.

This packet of information should answer most of the questions you might have about the tournament.

If you have further questions after you have read through this packet, feel free to call 949-329-CAPO (2276).

or email:

Prior to the tournament –

Vice President Scott Stringfellow smstringfellow7@gmail.com

During the tournament –

President/Tournament Director Fran Salas – fransalas@ymail.com

During the tournament, we will be updating our website continuously throughout the day as game results are recorded.

FIELDS

CITY FIELD REGULATIONS

The Capo Coastal Classic tournament 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 are not to arrive (i.e. park your vehicle and/or begin warm ups) more than one hour prior to the scheduled game time (exceptions for tournament staff). Please respect our neighbors and refrain from any loud noises as well.**
- 2) **NO RV PARKING on Calle Arroyo between the snack bar building and the stable parking lot at Cooks 1, 2, and 3; and on La Novia between the corner and the bridge at the La Novia field.**
- 3) **No overnight parking of any vehicles.** Vehicles parked overnight will be asked to move. Illegal parking or behavior will be ticketed by law enforcement.
- 4) No BBQs.

Cook Cordova- Fields #1, #2 and #3 (Calle Arroyo & Cordova)** **(TOURNAMENT HQ)**** See directions attached.

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!!

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 7:15 a.m.** (tournament staff excluded). There will be full snack bar facilities and various vendors at these fields all weekend.

La Novia (Russell Cook Park) (corner of La Novia & Calle Arroyo) See directions attached.

Do not confuse the sign *Russell Cook Park* with Cooks Park on Calle Arroyo & Cordova. This Park is referred to as La Novia for scheduling and field locations. There will be a snack bar at this location.

J Serra High School

See directions attached.

We will be using J Serra High School softball fields for some games on Saturday and Sunday. There is limited parking in the lot immediately adjacent to the softball fields but there is more parking across the street and in the main entrance on Junipero Serra Rd. There will be a snack bar at this location.

CHECK-IN

Friday Check in:

5:00 – 7:00 Cooks Cordova (tournament HQ)

7:00 – 8:30 Ball Park Pizza (31654 Rancho Viejo Rd., San Juan Capistrano.

** This is one of our loyal sponsors and they have great pizza. Bring the team down Friday night and mingle with other teams while you check-in. Ball Park will give 15% off your meal with coupons given at check-in.*

Saturday Check In:

One hour prior to your first game at Cooks Cordova.

For teams playing their first game at J Serra High School – we will have your tournament packets available at that location.

There are “Player of the Game” medals for each pool play game. If you have not picked up your check-in packets prior to your first game, please identify your player of the game and be sure to give them their medals as soon as possible.

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 current travel ball players allowed.

2) A 2014 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) 2014 ASA Invoice from Spring season or 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. Cooks 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.

There is to be no warm ups or soft toss in the grassy area between the snack bar and fields 2 and 3 at Cooks Cordova.

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 is leading or had gained a tie 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 ASA 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 games. If regulation play ends in a tie, the ASA tie-breaker will be in effect beginning with the seventh (8U) or eighth (10U/12U/14U) inning.

MERCY RULE

The fifteen (15) run lead after 3 innings “Mercy Rule” will be in effect for all divisions.

Championship games have a twelve (12) run lead mercy after 5 innings (4½ innings if home team is ahead)

GAME SCORE REPORTING

The home team for each game must provide an official scorekeeper. The umpire for each game will provide the official scorekeeper with a scorecard to report the final score for each team. A representative (coach) from each team will also sign the card at the end of the game. The umpire will turn in the scorecard along with a copy of each team’s line up slip after each game to a tournament official.

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.

SEEDING FOR ELIMINATION (BRACKET) PLAY

This is a pool play tournament. Upon completion of pool play, 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) Most runs scored
- 4) Least runs allowed
- 5) Coin toss

* In pools where all teams do not play each other, head to head will be used as follows. Teams that are tied that have a win among all the tied teams will get one "point." Whichever team has the most points wins the tiebreaker. Direct head to head win against a tied team does not matter in this case. For example, assume Teams A, B, and C are tied 1-1, where A beat B, B beat C, and C beat D. Teams A and B both would have 1 point for getting wins against the tied teams, and thus it would fall to the next tiebreaker, even though team A beat team B.

MISCELLANEOUS

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

Players Equipment: Metal cleats are allowed ONLY in 14U division. All bats must be ASA approved and may be subject to inspection by the umpire. Helmets may be subject to inspection by the umpire and may be disqualified due to visible damage. All helmets must have a chin strap and mask. Any coaches on the field must be wearing closed-toe shoes.

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 will be strictly enforced.** If anyone is suspected to be drinking or under the influence of alcohol or other substances, they may be asked to leave the field for the remainder of the day. 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.

Please, no dogs allowed around the spectator area or playing fields during games.

PLAYING RULES & REGULATIONS

ASA RULES

ASA rules will be in effect except as described below. 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) Teams may play with up to 10 defensive players, with the 10th player required to play the outfield. All outfielders must remain ten (10) feet behind the base lines until ball is hit or reaches the plate.
- 4) A maximum of (5) runs per inning for the first 3 innings. After that, 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 even if ball is overthrown. 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 of batting 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 43 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 out will be eligible to be a courtesy runner.

FIELD DIRECTIONS

Cooks Park - Cordova (Tournament Headquarters)

28202 Calle Arroyo, San Juan Capistrano

From the 5 freeway, take Ortega Highway east, turn right on Via Cordova. It will dead end on Calle Arroyo. Turn left and you'll see the park on the right.

Field 1 is the eastern most field, Field 2 is in the middle, and Field 3 is on the western side.

Parking is allowed along Calle Arroyo and adjacent streets. Do not park in the stable parking lot near field 1.

Cooks Park – La Novia (aka La Novia)

27551 Calle Arroyo, San Juan Capistrano

From the 5 freeway, take Ortega Highway east, turn right on La Novia. Go down one block. You will see the park on your right at the corner of La Novia and Calle Arroyo. Parking lot available west of La Novia on Calle Arroyo.

J Serra Catholic High School

26351 Junipero Serra Rd., San Juan Capistrano

From the 5 freeway, exit at Junipero Serra Road in San Juan Capistrano and turn west. Proceed under the pedestrian bridge and turn left into the athletic facilities for parking lot. For Softball fields, proceed on Junipero Serra Rd and turn left at Camino Capistrano. Fields will be on your left at Oso Rd. Parking on this side of the campus is limited.