

# North Austin Optimist 2011 Fall Tournament October 28, 29, & 30



1. This is a 3 game guarantee tournament, 2 pool games and then single elimination bracket play.
2. Entry fee per team - \$80.00.
3. Players and coaches play at their own risk. North Austin Optimist, its Board members and members will not be held responsible for any accident or injury resulting from the tournament or any incurred on our property.
4. Tournament schedule will be posted on the North Austin Optimist web site [www.naopt.com](http://www.naopt.com) by Friday, October 21 – and will be updated each night once the tournament starts. Rain-out number: 451-8355.
5. There will be an admission fee of \$3.00 per person, \$2.00 senior citizens; twelve and under free. Please let your parents know of the gate charge. The Shetland and Pinto teams will be provided with 4 tournament passes for coaches. The Mustang & Bronco teams will be provided with 3 tournament passes for coaches. Coaches must display the tournament pass each day to enter the gates free.
6. There are no pets allowed in the park. No outside food or drink will be allowed inside the park, no coolers with food or drinks can be brought in. Drinks and snacks for the players may not be brought in to the complex; they must remain in the parking lot. Concession stand will be open during the tournament.
7. Only coaches that have the team's equipment will be allowed to park in the triangle parking lot behind the Pinto field. All other coaches, team reps, and scorekeepers will have to park in the main (big) parking lot. The parking lot by the concession stand is reserved ONLY for NAO Baseball Board members, Concession Managers and Umpires (that are working the tournament).
8. 2011 PONY Baseball rules and regulations (white pages) for league play shall be in effect with the following exceptions:
  - a. Each team will be responsible for providing two good game balls for each game.
  - b. All games will be time limit games, except the final Championship games which will be a full 6 innings for Shetland, Pinto & Mustang and 7 inning for Bronco
    - i. Shetland time limit – 60 minutes
    - ii. Pinto time limit – 1 hour 15 minutes
    - iii. Mustang time limit – 1 hour 30 minutes
    - iv. Bronco time limit – 1 hour 50 minutes

- c. No new inning will start with 5 minutes left in the game. The umpire on each field will keep the official time for their field.
  - d. If time expires while an inning is being played, that inning will be completed.
  - e. In the event a pool game ends in a tie, it will count as ½ win and ½ loss.
  - f. In the event of a forfeited game, the official score of the game will be 15-0.
  - g. In the event an elimination game ends in a tie after time has expired, one more inning will be played. If the score is still tied after that inning has been played, a coin toss will determine the winner.
  - h. There is a run rule (mercy rule)
    - i. 15 runs after 3 innings
    - ii. 10 runs after 4 innings
    - iii. 8 runs after 5 innings
  - i. Bracket tie breakers for seeding purposes will be
    - i. Win / Loss Record
    - ii. Fewest Runs Allowed
    - iii. Run Differential
    - iv. Most Runs Scored
  - j. In elimination play the higher seed team will be the home team.
  - k. All teams in Shetland, Pinto, Mustang, and Bronco will bat the entire roster.
  - l. Absolutely NO suicide squeeze plays will be allowed. This applies to ALL divisions. The penalty for breaking this rule will be the ejection of the coach and the player.
  - m. In Pinto, Mustang and Bronco a courtesy runner may be used for the catcher with 2 outs. The courtesy runner shall be the last batted out.
  - n. There are no protests. Disputes are settled on the field. Head coach must call timeout and discuss dispute with umpires and tournament director. The game clock is running during this time. There is a 2 minute time limit for the dispute.
9. Home team will keep the official score book, which will be provided by NAO and will remain at the field.
10. Game cards will be completed by the umpires. Coaches are responsible for signing the game cards. If the game card is not signed within 15 minutes after the game is completed will stand as the official score. Coaches are responsible for checking the score on the game card to insure accuracy. A signature indicates an agreement that the score written is correct and will stand.
11. First and Second place trophies will be awarded in each Division.
12. **N.A.O. has a zero tolerance policy.** Profanity will not be tolerated by players, coaches, or spectators and may cause immediate suspension from the tournament. Coaches are responsible for controlling players and spectator's actions during the tournament. Anyone showing unsportsmanlike

conduct will be asked to leave the complex. No alcohol products may be consumed within the North Austin Optimist Sportsplex. N.A.O. reserves the right to ask anyone to leave the property or remove anyone at any time who is in violation of these offenses.

13. All teams, coaches, and parents are asked to please clean up their dugouts and around their bleachers after each of their games. NAO takes pride in keeping our park clean and appreciate all the help we can get.



## Shetland (5-6)

1. Ten defensive players will be used.
2. Each team must have a minimum of 9 players to start and end a game. The 10th spot in the batting order shall be automatic out. Additional players arriving late shall be added to the end of the batting order. Once the entire line up has batted through no players can be added.
3. The batter shall be called out after failing to hit the ball after three swings at the ball on the tee. Batter is not out on a foul or a foul tip, unless it is the third swing.
4. A runner leaving the base too soon in the umpire's judgment is automatically out.
5. Ball is dead when returned to the infield and in the umpires judgment play has stopped. "Baiting" by runners to induce a throw from an infielder will not be permitted.
6. The umpire will determine the position of the runners when the ball becomes dead.
7. Teams will have a 5-run per inning maximum for the first 5 innings. The 6th inning will be an open inning with a maximum of 10 runs. If additional innings are played after the 6th, all subsequent innings will be limited to 5-runs.



## Pinto (7-8)

1. Nine defensive players will be used
2. In the absence of a 9<sup>th</sup> player, you must have a minimum of 8 players to start and end a game. The ninth spot in the batting order will be an automatic out. Additional players arriving late shall be added to the end of the batting order. Once the entire line up has batted through no players can be added.
3. Each batter will be allowed six pitches or three strikes to hit a fair ball.
4. A runner leaving the base too soon in the umpire's judgment is automatically out.
5. Ball is dead when returned to the infield and in the umpires judgment play has stopped.
6. The umpire will determine the position of the runners when the ball becomes dead.

7. Teams will have a 5-run per inning maximum for the first 5 innings. The 6th inning will be an open inning with a maximum of 10 runs. If additional innings are played after the 6th, all subsequent innings will be limited to 5-runs. The pitching coach is not allowed to communicate with the batter.

## Mustang Rules (9-10)

1. Nine defensive players may be used
2. Each team must have a minimum of 8 players to start and end a game. The ninth spot in the batting order will be an automatic out. Additional players arriving late shall be added to the end of the batting order. Once the entire line up has batted through no players can be added.
3. Teams will have a 5-run per inning maximum for the first 5 innings. The 6th inning will be an open inning with a maximum of 10 runs. If additional innings are played after the 6th, all subsequent innings will be limited to 5-runs.
4. The championship game for Mustang will not have a limit on the runs per inning. All innings will be open.
5. Pitching rules will be the ones in the PONY rulebook – blue pages. Tournament pitching records will be kept by the Umpires on the Official Score Card. Coaches must sign off on their pitching after each game by signing the score card. If a coach fails to sign his game card / pitching record – whatever the umpire shows as innings pitched will be the official record. A tournament pitcher is allowed to pitch in not more than 6 innings in one calendar day. Pitchers who pitch in more than one game on the same calendar day may pitch any combination of innings in those games provided they do not pitch in more than **6 innings on that calendar day**. Pitchers shall have at least **40 hours rest** after pitching on the same **calendar day in four innings**.



## Bronco Rules (11-12)

1. Nine defensive players may be used
2. Each team must have a minimum of 8 players to start and end a game. The ninth spot in the batting order will be an automatic out. Additional players arriving late shall be added to the end of the batting order. Once the entire line up has batted through no players can be added.
3. Teams will have a 7-run per inning maximum for the first 6 innings. The 7th inning is an open inning. If additional innings are played after the 7th, all subsequent innings will be limited to 7-runs.
4. The championship game for Bronco will not have a limit on the runs per inning. All innings will be open.
5. Pitching rules will be the ones in the PONY rulebook – blue pages. Tournament pitching records will be kept by the Umpires on the Official Score Card. Coaches must sign off on their pitching after each game by signing the score card. If a coach fails to sign his game card / pitching record – whatever the umpire shows as innings pitched will be the official record. A tournament pitcher is allowed to pitch in not more than 7 innings in one calendar day. Pitchers who pitch in more than one game on the same calendar day may pitch any combination of innings in those games provided they do not pitch in more than **7 innings on that calendar day**. Pitchers shall have at least **40 hours rest** after pitching on the same **calendar day in four innings**.