

2010 CAN AM YOUNG GUN'S 12U CLASSIC Tournament (Oliver)

The Big League Experience group will be the host of the 2010 Can Am YOUNG GUN'S 12U Classic baseball tournament for players 12 and under. The tournament will take place in Oliver, B.C., located in the beautiful Okanagan Valley from August 6 to 8, 2010.

The following information will be required prior to the start of the tournament

1. Team Roster
2. Copy of birth certificate (**see below**)

**** DISCLAIMER : It is not required that you submit your team's birth certificates to the tournament director, however if requested by other team(s) you must provide proof of age to the tournament director (a photocopy is fine). ***

TOURNAMENT FORMAT:

Each team is guaranteed 4 games (weather permitting). The first round will be pod play consisting of 4 teams per pod. The playoff round will be single elimination. The tournament will begin at 9:00 am on the Friday, August 6th, with the championship game being played on the Sunday, August 8th at 1:30pm. In the case of a tie, a tie-breaking format will be in effect (see below).

TOURNAMENT BREAKDOWN:

This is a 12 and under tournament in which the players will be allowed to turn 13 anytime after April 30th, 2010. Canadian teams may use International birthdate rules, using January 1st, 2010 as opposed to April 30th, 2010. This is an 12 team tournament in which the top 2 teams of each pod will advance to the playoff round. The remaining 4 teams will play in a consolation game.

Games:

Tournament games will consist of 6 innings. There will be a 1 hour and 45 minute time limit on round robin games. No new inning will start after the 1 hour and 45 minute mark. After that time mark, each batter will start with a 2 and 1 count. The time of the last out in the bottom of the inning marks the beginning of the next inning. Teams should be present 30 minutes prior to the start of their games. If a team does not have 9 roster players at the scheduled start time, they will forfeit the game. The game will go in the book as a 6-0 final with 6 complete innings.

Home Team:

The home team will be determined prior to each game by the toss of a coin. The coaches of each team will conduct the coin toss.

The team winning the toss has the choice of being home or visitors. Home team will take the 3rd base dugout. (If a team is already settled in a dugout because of a prior game or your tardiness to arrive to the field 30 minutes before the game, please let them remain there).

Official Book:

The home team will be required to provide an official scorekeeper for each game. At the end of the official game, the opposing coaches/scorekeepers will validate the final score and innings played. The home team coach/scorekeeper is required to report the final score to the tournament headquarters (normally the concession stand).

Designated Hitter Rule: Permitted for the Pitcher only

Re Entry: Re entry will be allowed for the starters.

Field Dimensions:

Bases at 70 feet and the mound at 50 feet

Speed Up Rule:

With One or two outs the offense has the option of using a runner for the pitcher or catcher of the previous inning. The runner must be someone not presently in the line up and may be used once per inning.

Protest:

Tournament play can be very exciting and disputes will occur, please control your emotion and conduct yourself in an orderly fashion. If a protest situation occurs, and discussion among the umpires and coaches does not resolve the protest, contact a tournament official. Play should stop immediately until the protest is resolved. If a manager waits until after play has resumed, the tournament officials will review no protest. The decision of the tournament official is final.

Tie Breaker:

The following tiebreaker system will be used to determine the teams that move on to the 2nd round:

1. Best Record in the round robin series
2. Head to Head competition
3. Best Defensive Runs Against
4. Run Differential
5. Most Runs Scored
6. Coin Toss

Ten Run Rule:

The 10 run rule will go into effect after 5 complete innings of play. There will be a maximum 10 run +/- for tiebreak purposes.

Pitching Rules:

There will be no official tournament pitching restrictions. We feel that it is the coach's responsibility to act on the best interest of their pitcher.

Pitchers Warm-Up:

1. Pitchers will be allowed 7 warm-up pitches prior to the beginning of an inning
2. In the case of an injury the pitcher will be allowed what is necessary

TOURNAMENT COST:

\$450.00 Canadian or the US Equivalent plus 1 dozen baseballs. (Hit the currency converter button on the home page to find out the US equivalent)

Deposit and Tournament Policy's:

A Non-refundable deposit of \$250.00 CDN or US dollars is needed to secure your entry to the tournament. The balance must be paid 1 month prior to the start of the tournament or you will risk being replaced without refund. If you cancel one month prior to the tournament you will receive your payment back in full, however there will be a \$35.00 cancellation charge for administration. There will be no refund when canceling within one month prior to the tournament date.

In regards to the tournament and the unfortunate case of rain and the possibility that you will not get in all you games, the following will be our refund policy. Please note that we will guarantee you that we try our best in our efforts to get your games in.

0 games = 90% refund (To cover staff and absorbency product expenses)

1 Game = 67% refund

2 Games = 33% refund

3 or 4 Games = No refund

SKILLS COMPETITION (Saturday Afternoon)

Home Run Derby:

Most Home runs wins a New Bat from our sponsor (In the case of a tie, there will be a tiebreaker)

Base Burners: Quickest time on the bases will wins a pair of batting gloves or tournament T-shirt from our sponsor

COACHES MEETING:

A tournament coaches meeting will take place at 2:00pm on the **Friday, August 6**. The meeting site will be on the grounds of the ball fields just outside of the concession area. All tournament formats are subject to change due to any circumstances that may arise. Sorry for any inconvenience