

# Mililani Pinto Goodwill Tournament 2008

[www.mililaniibaseball.org](http://www.mililaniibaseball.org)

## PRE-TOURNAMENT MEETING

Time/Location: Thursday, June 12<sup>th</sup> – 7:00 pm  
Mililani District Park (Field Area)

Tournament Director: Brian Santos  
President: Charles Nakagawa

Required Forms: 1. Roster of Players and Coaches  
2. Liability Waiver  
3. Proof of Medical Insurance (if you are a non-Pony team)

Tournament Fee: \$250 payable (April 30<sup>th</sup> Deadline) to:  
CENTRAL OAHU YOUTH BASEBALL LEAGUE (COYBL)

## PINTO TOURNAMENT

Date: June 13<sup>th</sup> – 15<sup>th</sup> (Fri, Sat, Sun)  
Place: Mililani District Park and Mililani Uka School  
Format: 38 teams total (a minimum of 4 games per team will be scheduled)

Tournament Director: Brian Santos, 282-5504,  
email:brsantos64@yahoo.com  
President: Charles Nakagawa  
Central Oahu Baseball League

## TOURNAMENT RULES

Unless specified below, the rules of the tournament will be the **PONY PINTO** rules and the **BASEBALL NEWS** rule book.

### **A. General Rules**

- The Home Team will occupy the third base dugout.
- As a safety precaution, if a player begins to bleed during a game, the umpire shall call time out **at the conclusion of the play**. The player shall be allowed a reasonable amount of time to stop the bleeding and bandage the injury. If the bleeding cannot be stopped and covered, the player shall be removed from the game. If there is blood on the player's uniform, the uniform shall be removed. The player may continue in the game with a non-standard uniform, but must be in a blood free uniform for the next game unless that game immediately follows the one in progress, in which case the player may continue to play in a non-standard uniform.
- **Batting practice is not allowed.** Soft toss or whiffle ball batting practice is allowed but must be in areas away from bleachers, tents and spectators. Teams may warm up at the north end grass area of Kuahelani Park on the

corner of Lanikuhana and Kuahelani, which is a block further down from District Park.

- The **Home Team** shall supply the official scorekeeper.
- An overthrown ball that goes out-of-bounds shall be ruled dead with the runner(s) rewarded the base they were going to **PLUS** one more **AT THE TIME THE BALL IS THROWN.**
- There will be **NO PROTESTS.** The umpire will settle all disputes before continuing the game.
- No ragging.

#### **B. PLAYER PARTICIPATION**

- Players shall be substituted so no player sits on the bench for two consecutive innings.
- ***A player shall play no more than 3 innings in 1 position in a game.***
- All players on the roster will bat.
- An injured player that cannot continue to play will be removed from the game. He cannot re-enter. If he was at bat, he will be removed from the line-up and the next batter will come to bat with a new count. The injured player **will not** be an out. If he is injured on the base path, he will be replaced with a pinch runner. If he is a defensive player, he will be replaced with a player from the bench.
- The defensive lineup shall consist of eleven players. Nine players will take the regular positions normally associated with baseball. The two additional players shall be positioned in the outfield. Outfielders shall be positioned at least ten feet behind the base paths prior to the ball being hit. They **may not** receive a throw at a base.

#### **C. BATTING RULES**

- If a batter throws his bat, the batter will receive 1 warning, 2<sup>nd</sup> offense the batter will be called out.
- All batters will take full swings. Bunting is not allowed.
- Each batter shall receive seven (7) pitches. If the seventh pitch is not put in play, the batter shall be ruled out by strike out.
- ***A batted ball must completely cross the 15' arc fronting home plate, otherwise the hit shall be foul. If the ball completely crosses the line & returns back behind the arc but inside the foul lines, the ball shall be ruled foul.***
- There is no "infield fly" rule.

#### **D. BASE RUNNING RULES**

- There shall be no base stealing. Runners must remain on the bases until the ball is hit. Runners leaving early will receive 1 warning, 2<sup>nd</sup> offense runner will be called out and the ball ruled dead. The pitch will not count.
- An overthrown ball that goes out of bounds will result in base runners advancing to the base they are going to plus one more at the time the throw left the fielder's hand.
- Base runners will make every attempt to avoid collision with the fielders. A deliberate attempt to "break up a play" by running into a fielder will result in the player being called out and ejected from the game.
- The runner must reach the "3/4 line" when the ball is ruled dead to advance to the base he is going to. Otherwise he must return to the previous base.

#### **E. PITCHERS AND PITCHING RULES**

- The defensive pitcher must have one foot completely in the pitcher's circle and on the ground while the pitch is being delivered.
- The pitcher or any fielder must have possession of the ball **AND** both feet in the pitcher's circle for the ball to be ruled dead.
- The offensive pitcher will deliver the pitches to his team in an underhand motion from a distance of 30 to 38 feet. He will remove himself from any play after the ball is put in play. If the offensive pitcher is struck by the ball, the ball will be dead and the pitch will not count. The offensive pitcher **is not a base coach**, and, as such will not be allowed to coach his team while the ball is in play.

#### **F. LENGTH OF GAME**

- Each game will be six innings. No new inning will begin after one hour and thirty minutes. Once an inning starts, it will be played to completion.
- An inning will end at three outs or five (5) runs.
- Games called by the umpire will be complete games if three innings are played.

#### **G. PLAYER EQUIPMENT**

- Catchers must have a full helmet with extension protectors.
- Batters and base runners must have their helmet on at all times while they are within the playing field.
- No bat person(s) allowed.
- Only the batters at the plate and in the "on deck" circle will be allowed to swing a bat. All others must be supervised by an adult.

#### **PARKING AND CONCESSION**

- Park only in designated areas. There is no parking on Lanikuhana Avenue on Friday. Cars illegally parked will be subject to ticketing and towing.
- A concession booth will be located in the middle of the park. Please encourage your players and parents to patronize the concession as it provides the revenue to run the tournament.

- Please be mindful of your trash. Garbage bags may be provided but you are encouraged to bring your own. A dumpster will be provided to discard your trash.

## DIRECTIONS

### **TO PRE-TOURNAMENT MANAGERS MEETING:**

- H-2 North to **second** Mililani exit (**Mililani Town Exit B**) (**go under overpass, exiting towards the right and circle back around onto the H-2 overpass – heading down towards Mililani Town.**)
- You will be on Meheula Parkway.
- Go through five (5) traffic lights until you come to Kamehameha Highway.
- Turn **left** onto Kamehameha Highway.
- Next traffic light, turn right on **Lanikuhana Avenue**.
- **Mililani District Park** is on your right side.

### **TO THE GAME FIELDS:**

- Follow the above directions through #5.
- Mililani District Park will be on your right. Limited parking is available at the front of the park. Saturday and Sunday street parking is allowed on Lanikuhana Avenue. Parking is also available at the back-side of the park. (On Lanikuhana Avenue, past Mililani District Park, turn right onto Keaopua Street. First driveway, turn right into the parking lot.)

### **WARM-UP AREA:**

- Follow the first set of directions.
- The warm-up area is the grassy area on your right at the corner of Lanikuhana and Kuahelani Avenues.
- Field “E” will be the diamond field at this location and is also known as “Uka A”.

## -----Cut & Return With Payment-----

League: \_\_\_\_\_ Manager Name \_\_\_\_\_

Email Address \_\_\_\_\_

Check # \_\_\_\_\_ Amount: \_\_\_\_\_ Manager Ph: \_\_\_\_\_

Team Name \_\_\_\_\_

**Team Bracket Requested:** Check 1 Box Below

All-Star A [ ]      All-Star B [ ]      Goodwill [ ]