



**15th Annual
Dale Wilson Memorial
San Bruno 4th of July
All-Star Tournament**

July 1st through July 5th, 2010

SAN BRUNO PARK, SAN BRUNO

COACHES' Guide

Table of Contents

Sponsor Page	3
Schedule of Events	4
Tournament Facts	5
Important Reminders	6
No Alcohol Reminder	7
8U Schedule	8
8U Rules	9-12
10U Upper Bracket Schedule	13
10U Lower Bracket Schedule	14
10U Rules	15-17
12U Schedule	18
12U Rules	19-21
Map of S.B. Park, Lions Field & Parkside School	22-24
Fireworks Booth Information	25
Tournament Photographer Information	26
Important Phone Numbers	27
Local Restaurant/Lodging Suggestions	28

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People • Service • Environment

Silver Sponsors:



C & L Sporting Goods - Center Plate - Coastline Plumbing
Dell'Olio Painting - Don Pico's Mexican Bistro

Schedule of Events

Thursday, July 1st

4:30 PM – 9:30 PM Regular Hours of Tournament Play

Friday, July 2nd

8:00 AM – 8:00 PM Regular Tournament Play

Saturday, July 3rd

8:00 AM – 8:00 PM Tournament Play

11:00 AM – 2:00 PM BBQ for tournament players and coaches only

Sunday, July 4th

8:00 AM – 7:00 PM Pool and start of medal play

Monday July 5th

8:00 – 3:00 p.m. Medal and Championship play

Dale Wilson Memorial Tournament Facts

2010 Dale Wilson Memorial Tournament

San Bruno Pee Wee Baseball is proud to sponsor and host the 15th annual 4th of July All-Star Tournament. This tournament is meant for city league teams to showcase their 12U, 10U and 8U baseball teams to achieve tournament success and to have fun.

San Bruno Pee Wee Baseball (SBPWB)

There are more than 200 San Bruno Pee Wee athletes in San Bruno and our surrounding cities, participating in our annual season. All athletes play in our season with the opportunity to try out for the competitive tournament season.

San Bruno Pee Wee Baseball Mission Statement

The mission of San Bruno Pee Wee Baseball is to provide a 4-5 month sports training and athletic competition in a variety of baseball games, practices and drills for children ages 6-10 with a 100% volunteer staff coaching and assisting on the 12 teams that make up the league. Giving each player continuing opportunities to develop physical fitness, demonstrate courage, experience joy and participate in a sharing of gifts, skills and friendship with their families and other San Bruno Pee Wee athletes and the community.

Important Reminders:

- 1 All teams are invited to the hosted BBQ on Saturday July 3rd from 11:00 until 2:00 p.m. Please make arrangements to have your team at the BBQ area in San Bruno Park between these time frames; this is the ONLY time for the BBQ. Each team will be given a "ticket" for their coaches and players upon check in; this ticket is the only way to receive your BBQ lunch. Unfortunately we cannot sell additional meals; please let your fans know this.**
- 2 Each team will receive t-shirts for the players on your roster; we have your "pre-tournament" counts that you provided us, if you did not get these to us in time, we are using estimates. These will be picked up when you check your team in.**
- 3 Check in for MANAGERS ONLY will be at the Gazebo, which is located in San Bruno Park next to the main building.**
- 4 Tournament rules state that each player should wear a protective cup.**
- 5 Tournament rules state that ALL catchers MUST use a catcher's mitt, make sure that your team has one and that your catcher is familiar with using one, NO EXCEPTIONS!**
- 6 There will be limited concession stands at Parkside School, Lions field and Glen Oaks Field in Millbrae, if your team has a game there; it is advisable that you bring your own water to keep your players hydrated.**
- 7 Only one cooler is allowed in a dugout.**
- 8 There are no protests in any game.**
- 9 There will not be noisemakers allowed by spectators.**
- 10 Please visit our website www.sanbrunopeeweebaseball.org for updated information and game results updated nightly.**
- 11 Please make sure that you clean your dugout out after every game, and that your spectators use the trash cans at each field, help us keep our facilities clean.**

Very Important Reminder for all:

There is NO ALCOHOL allowed
At any San Bruno or Millbrae facilities!
San Bruno/Millbrae Police will issue a citation.



POOL A	POOL B	POOL C	POOL D
SAN BRUNO GREEN	S.S.F. PONY BLUE	S.M. WC FEDERALS	EL CERRITO BLUE
F.C. GIANTS BLACK	F.C. GIANTS ORANGE	EL CERRITO 2	MORAGA
MILLBRAE LIONS	PACIFICA CHAOS	ORINDA	ALBANY
LA/MV BLUE	BURLINGAME RED	LA/MV RED	S.S.F. PONY RED

DAY/DATE	TIME	DIAMOND #3	PARKSIDE NORTH
THUR 7/1	4:30 PM		S.S.F. PONY BLUE VS FC GIANTS ORANGE
THUR 7/1	4:45 PM	MILLBRAE VS LA/MV BLUE	
THUR 7/1	6:30 PM		S.S.F. PONY RED VS EL CERRITO BLUE
THUR 7/1	6:45 PM	PACIFICA CHAOS VS BURLINGAME RED	

		DIAMOND #3	PARKSIDE NORTH
FRI 7/2	2:45 PM	S.S.F. PONY BLUE VS BURLINGAME RED	
FRI 7/2	4:30 PM		S.M. WC FEDERALS VS LA/MV RED
FRI 7/2	4:45 PM	ORINDA VS EL CERRITO 2	
FRI 7/2	6:30 PM		MORAGA VS ALBANY
FRI 7/2	6:45 PM	SB GREEN V MILLBRAE LIONS	

		DIAMOND #3	PARKSIDE NORTH
SAT 7/3	8:30 AM		PACIFICA CHAOS VS F.C. GIANTS ORANGE
SAT 7/3	8:45 AM	EL CERRITO 2 VS S.M. WC FEDERALS	
SAT 7/3	10:30 AM		FC GAINTS BLACK VS LA/MV BLUE
SAT 7/3	10:45 AM	EL CERRITO BLUE VS MORAGA	
SAT 7/3	12:30 PM		ALBANY VS S.S.F. PONY RED
SAT 7/3	12:45 PM	LA/MV RED VS ORINDA	
SAT 7/3	2:30 PM		S.S.F. PONY RED VS MORAGA
SAT 7/3	2:45 PM	SB GREEN V LA/MV BLUE	
SAT 7/3	4:30 PM		S.M. WC FEDERALS VS ORINDA
SAT 7/3	4:45 PM	S.S.F. PONY BLUE VS PACIFICA	
SAT 7/3	6:45 PM	FC GIANTS BLACK VS MILBRAE	

		DIAMOND #3	PARKSIDE NORTH
SUN 7/4	8:30 AM		FC GIANTS ORANGE VS BURLINGAME RED
SUN 7/4	8:45 AM	SB GREEN VS F.C. GIANTS BLACK	
SUN 7/4	10:30 AM		EL CERRITO 2 VS LA/MV RED
SUN 7/4	10:45 AM	EL CERRITO BLUE VS ALBANY	
SUN 7/4	1:30 PM		(G1) #2 SEED VS #7 SEED
SUN 7/4	1:45 PM	(G2) #1 SEED VS #8 SEED	
SUN 7/4	3:30 PM		(G3) #4 SEED VS #5 SEED

		DIAMOND #3	PARKSIDE NORTH
MON 7/5	8:45 AM		G2 Winner vs G4 Winner
MON 7/5	9:00 AM	G1 Winner vs G3 Winner	
MON 7/5	12:00 PM	CHAMPIONSHIP	

2010 Dale Wilson Memorial Tournament 8 & Under Rules

1. TEAMS:

- A. Team rosters are to be submitted via the league website www.sanbrunopeeweabaseball.org and birth certificates are to be presented to the Tournament Director on the first day of the tournament. Each team is to have two (2) copies of the roster.
- B. To participate in the 8 and under division, a players birth date must fall between the following:

AGE	MAY	JUNE	JULY	AUG.	SEPT	OCT.	NOV.	DEC.	JAN.	FEB.	MAR.	APR.	AGE
6	2003	2003	2003	2003	2003	2003	2003	2003	2004	2004	2004	2004	6
7	2002	2002	2002	2002	2002	2002	2002	2002	2003	2003	2003	2003	7
8	2001	2001	2001	2001	2001	2001	2001	2001	2002	2002	2002	2002	8

- C. All teams must submit an 11-15 player roster. Roster should include each player's uniform number. Only those players submitted on the rosters will be eligible to participate in tournament play. If a team has less than 15 players available, the opposing team may use the same amount of players. **A team must have a minimum of 11 players on the roster, if a team shows up with less than 11 players; the tournament director must be notified immediately so that the situation may be assessed.**
- D. All coaches and managers will be adults (minimum 18 years old). A maximum of five (5) coaches and the manager will be allowed for each team.
- E. Team Manager/Coach must report for the coin toss at home plate ten (10) minutes prior to the start of the game. The home plate umpire will be in charge of the coin toss. Tournament officials will be empowered to move start times up thirty (30) minutes if it can be warranted.
- F. Each team is to be at the field forty five (45) minutes before the scheduled start time.
- G. Only city run teams allowed in the Tournament. No County or Club teams allowed. Players must have played within their city's Baseball League.
- H. No infield practice allowed prior to games.
- I. Home team shall occupy the 3rd base dugout.

2. REGULATION GAME:

- A. All games will be six (6) innings.
- B. When the batting team scores six (6) runs in the inning before making three (3) outs, the side will be retired. This rule does not apply to the sixth inning.
- C. The ten (10) run mercy rule will be in effect after 3 ½ innings.
- D. No new inning shall begin after 1 hour and 45 minutes from the scheduled start time. If a game cannot go six (6) innings, the team that is ahead with both teams having equal number of times at bat will be declared the winner. If a new inning is started within the time limit, the inning shall be completed (top and bottom of inning). EXCEPTIONS: Games shall end in a tie; each team is awarded one (1) point. If the home team is at bat and is ahead, although not having completed its turn at bat, the game is called and the home team is declared the winner.
- E. No games will be played under protest. The umpires on the field will decide all questions on rule interpretations, with final judgment made by the tournament director or his delegate.
- F. All ground rules will be discussed prior to the start of each game.
- G. Home team will be the official score keeper and will be handed the official score book prior to their game. The official book shall be kept in a professional manner, listing team name, player's names, numbers and positions. After the game the completed score book must turned over to the umpires.

3. DEFENSE:

- A. Every player must play a minimum of two (2) defensive innings.
- B. Catchers **MUST** use a catcher's glove.
- C. The team can play with ten (10) players on the field. The tenth player must be on the outfield grass when the ball is pitched.

4. DIMENSIONS:

- A. Bases – 60 Feet.
- B. Pitching Rubber – 46 Feet.
- C. Pitching Circle – ten (10) foot radius
- D. Half way line between each base (except from home to first base)
- E. Home run line – 175 feet

5. BATTING:

- A. Continuous batting order will be used. Bat through the entire roster.
- B. Any batted ball that on the fly goes beyond the 175 foot home run line shall be a home run.
- C. If a batted ball rolls past the home run line the batter will be granted a ground rule double.
- D. **Bunting is allowed, however there will not be any "fake" bunts, if the batter squares to bunt, he must bunt at the ball, if he does not and takes a full swing he shall be called out.**

6. BASE STEALING:

- A. Players cannot steal or lead off until the catcher has possession of the ball. Possession shall mean ball is in the grip of the hand or the glove. A runner on third at the pitch may score **only when a ball is hit. There is no stealing of home allowed.**
- B. The catcher must hustle to retrieve the ball. After one warning from the home umpire, runner or runners may be awarded the next base, but cannot be advanced to home plate.
- C. Continuation shall apply only when the runner originates on either 1st or 2nd base at the time of the pitch. If said runner steals and continues to run, (i.e. overthrow or on own discretion) the runner may advance any additional base or bases, including home.
- D. If in the judgment of the umpire a runner is more than halfway to the next base when the ball is dead, he/she is entitled to that base. The chalk mark sets the halfway point. More than halfway means at least part of one foot on the ground is past the chalk halfway line.
- E. The ball is dead when it is in the controlled possession of the fielding pitcher player inside of the ten (10) foot radius-pitching circle. Inside means neither foot extending over the line. EXCEPTIONS: If a batted ball is initially fielded inside the circle, it is live until the fielding player pitcher hands it or attempts to hand it to the pitcher coach.

7. PITCHING:

- A. Coaches or managers will pitch to their own team from inside the ten (10) foot radius-pitching circle. Inside means neither foot extending over the line at any time. Violation causes an immediate dead ball. First offense will result in a warning. All further offenses will result in a declared pitch to the batter. If the declared pitch is the fifth pitch, the batter is out.
- B. Pitcher/coach may not instruct/coach from the pitching circle. The pitcher/coach may not instruct players, batters, coaches, or umpires until replaced, and shall stay inside the pitching circle until replaced. First infraction will result in a warning. All further infractions will result in a pitch being declared on the batter. If the declared pitch is the fifth pitch, the batter is out.
- C. If a hit or thrown ball hits the pitcher/coach, the ball is considered dead and no players may advance, nor shall it be deemed a pitch as part of the batters pitch count. If the

pitcher/coach is hit as a result of the fifth pitch, the ball is dead and is considered "no pitch". No runners may advance.

- D. Defensive fielding pitcher must hand the ball to the pitcher/coach. It may not be thrown, lobbed, rolled or be delivered in any other manner other than direct hand to hand or hand to glove contact. The pitcher/coach must take possession of the ball when the defensive fielding pitcher offers it.
- E. No walks, if the batter fails to hit a fair ball after five (5) pitches, the batter is out. Exception: (1) If the 5th pitch is hit foul, the batter is not out. Batter continues to bat until the ball is missed or is hit fair. If a foul ball (above the catcher's shoulders) is caught in the air the batter is out. Caught foul tips (straight from bat to catcher) are counted as an out on the 5th or consecutive pitch only. (2) On the 5th or any consecutive pitch, the batter attempts to bunt or the pitch is bunted foul, the batter is out.

8. SUBSTITUTIONS:

- A. Open substitution will apply.
- B. A pinch runner may be substituted for the catcher with two (2) outs in order to allow the catcher to be ready to resume his duties as soon as the side is retired.
- C. Managers must report all defensive substitutions to the official scorekeeper.

9. INFIELD FLY:

- A. No Infield fly rule in this division.

10. EQUIPMENT:

- A. All Players are encouraged to wear protective cups.
- B. **No big barrel bats will be allowed.** If an illegal bat is used, the batter is out and runners cannot advance.

11. TOURNAMENT FORMAT

- A. Pool Play in each division, each team to play 3 game minimum.
- B. Pool winner and second place in each division advances to medal play. Seeding is through point system. Each pool winner will be seeded 1 through 4 based on points, then fewest runs allowed, then coin toss. Seeds 5 through 8 will be based on points, then fewest runs allowed, then coin toss.
- C. Points are: 2 points for win, 1 point for tie, 0 points for loss.
- D. In medal play, the highest seed will have the option of being the home team.

12. TIE BREAKERS (Pool Winners)

- A. Points earned
- B. Head-to-Head
- C. Fewest Runs Allowed
- D. Highest Run Differential
- E. Coin Toss

13. TIE BREAKERS (Seeding 1-4)

- A. Points earned
- B. Fewest runs allowed
- C. Coin toss

14. TIE BREAKERS (Seeding 5-8)

- A. Points earned
- B. Fewest runs allowed
- C. Coin toss

15. CONDUCT REGULATIONS:

- A. Any player, coach, manager, or spectator who acts in an unsportsmanlike manner will be warned once by the umpire or a tournament official. The second time, that person will be removed from the field. If in the judgment of the umpire or tournament official, the offense is of a more serious nature, that person may be ejected without a warning having been issued.
- B. Any player, coach, manager, or spectator ejected from a game shall be suspended from all further tournament play of participation subject to the Tournament Director's discretion.

10U UPPER

REVISED 6/26/2010

POOL A**POOL B**

SAN BRUNO GREEN	S.S.F. #1
S.S.F. #2	BURLINGAME RED
SAN MATEO REDS	EL CERRITO #1
LA/MV RED	S.S.F. PONY BLUE

DAY/DATE	TIME	DIAMOND #2	PARKSIDE SOUTH	LIONS
THUR 7/1	4:45 PM			SAN MATEO REDS VS S.S.F. #2
THUR 7/1	6:30 PM		S.S.F. 1 VS BURLINGAME RED	
DAY/DATE	TIME	DIAMOND #2	PARKSIDE SOUTH	LIONS
FRI 7/2	3:00 PM		S.S.F. PONY BLUE VS BURLINGAME RED	
FRI 7/2	4:45 PM			EL CERRITO #1 VS S.S.F. #1
FRI 7/2	6:45 PM			LA/MV RED V.S. S.S.F. #2
FRI 7/2	7:00 PM	SAN BRUNO GREEN VS SAN MATEO REDS		
DATE	TIME	DIAMOND #2	PARKSIDE SOUTH	LIONS
SAT 7/3	10:15 AM			LA/MV RED VS SAN MATEO REDS
SAT 7/3	12:30 PM		E.C. #1 VS BURLINGAME RED	
SAT 7/3	2:45 PM	SAN BRUNO GREEN VS LA/MV RED		
SAT 7/3	6:45 PM	E.C. #1 VS S.S.F. PONY BLUE		
DATE	TIME	DIAMOND #2	PARKSIDE SOUTH	LIONS
SUN 7/4	8:30 AM		S.S.F. #1 VS S.S.F. PONY BLUE	
SUN 7/4	9:00 AM	SAN BRUNO GREEN VS S.S.F. #2		
SUN 7/4	2:00 PM	(G1) #1 SEED VS #4 SEED		
SUN 7/4	4:30 PM	(G2) #2 SEED VS #3 SEED		
DATE	TIME	DIAMOND #2	PARKSIDE SOUTH	LIONS
MON 7/5	2:00 PM	CHAMPIONSHIP		

POOL A	POOL B
SAN BRUNO GOLD	SAN BRUNO WHITE
S.S.F. PONY RED	FOSTER CITY MAVERICKS
HILLSBOROUGH EAGLES	MILLBRAE LIONS
BELMONT BLASTERS	S.F.Y.B.
FOSTER CITY EXPRESS	BURLINGAME BLUE
EL CERRITO 2	

DAY/DATE	TIME	DIAMOND #2	PARKSIDE SOUTH	LIONS
THUR 7/1	4:30		S.S.F. PONY RED VS BELMONT	
THUR 7/1	6:45			F.C. MAVERICKS VS MILLBRAE
DAY/DATE	TIME	DIAMOND #2	PARKSIDE SOUTH	LIONS
FRI 7/2	2:45			BELMONT VS FC EXPRESS
FRI 7/2	3:00	SAN BRUNO WHITE VS MILLBRAE		
FRI 7/2	5:00	SAN BRUNO GOLD VS HILLSBOROUGH		
FRI 7/2	17:30		S.F.Y.B. VS BURLINGAME BLUE	
DATE	TIME	DIAMOND #2	PARKSIDE SOUTH	LIONS
SAT 7/3	8:45	S.S.F. PONY RED VS FC EXPRESS		
SAT 7/3	10:30		F.C. MAVERICKS VS BURLINGAME BLUE	
SAT 7/3	10:45	SAN BRUNO WHITE VS S.F.Y.B.		
SAT 7/3	12:45	SAN BRUNO GOLD VS EL CERRITO 2		
SAT 7/3	2:30		HILLSBOROUGH VS BELMONT	
SAT 7/3	4:30		S.F.Y.B. VS MILLBRAE LIONS	
SAT 7/3	4:45	EL CERRITO 2 VS F.C. EXPRESS		
DATE	TIME	DIAMOND #2	PARKSIDE SOUTH	LIONS
SUN 7/4	10:30		SAN BRUNO GOLD VS S.S.F. PONY RED	
SUN 7/4	10:45			HILLSBOUROUGH VS EL CERRITO #2
SUN 7/4	11:00	SAN BRUNO WHITE VS BURLINGAME BLUE		
SUN 7/4	2:00		SAN BRUNO WHITE VS FC MAVERICKS	
SUN 7/4	4:30		(G1) #1 SEED VS #4 SEED	(G2) #2 SEED VS #3 SEED
DATE	TIME	DIAMOND #2	PARKSIDE SOUTH	LIONS
MON 7/5	10:30	CHAMPIONSHIP		

2010 Dale Wilson Memorial Tournament
10 and Under Rules

1. TEAMS:

- A. Teams rosters are to be submitted via the league website www.sanbrunopeeweebaseball.org and birth certificates are to be presented to the Tournament Director on the first day of the tournament. Each team is to have two (2) copies of their roster.
- B. Players must not turn 11 before May 1, 2010.
- C. All teams must submit an 11-15-player roster. Roster should include each player's uniform number. Only those player submitted on the rosters will be eligible to participate in tournament play. If a team has less than 15 players available, the opposing team may use the same amount of players. **A team must have a minimum of 11 players on the roster, if a team shows up with less than 11 players, the tournament director must be notified immediately so that the situation may be assessed.**
- D. All coaches and managers will be adults (minimum 18 years old). A maximum of two (2) coaches and the manager will be allowed for each team.
- E. Team Manager/Coach must report for the coin toss at home plate ten (10) minutes prior to the start of the game. The home plate umpire will be in charge of the coin toss. Tournament officials will be empowered to move start times up thirty (30) minutes if it can be warranted.
- F. Each team is to be at the field forty five (45) minutes before the scheduled start time.
- G. Only city run teams allowed in the Tournament. No County or Club teams allowed. Players must have played within their city's Baseball League.
- H. No infield practice before the game will be permitted.
- I. The home team shall occupy the 3rd base dugout.

2. REGULATION GAME:

- A. All games will be six (6) innings. **Official Baseball Rules are in effect.** (Dropped third strike, leading, stealing, infield fly rule are in effect)
- B. Run Rules: 10 after 4 innings for all games except semifinal and final.
- C. No new inning shall begin after 1 hour and 45 minutes from the scheduled start time. If a game cannot go six (6) innings, the team that is ahead with both teams having equal number of times at bat will be declared the winner. If a new inning is started within the time limit. The inning shall be completed (top and bottom of inning).
EXCEPTIONS: Games shall end in a tie, each team is awarded one (1) point. If the home team is at bat and is ahead, although not having completed its turn at bat, the game is called and the home team is declared the winner.
- D. No games will be played under protest. The umpires on the field will decide all questions of rule interpretations, with final judgment made by the tournament director or his delegate.
- E. All ground rules will be discussed with the umpires and managers prior to the start of each game.
- F. **Home Team will be the official score keeper and will be handed the official scorebook prior to their game. The official book shall be kept in a professional manner, listing team name, players names, numbers and positions. After the game the completed score book must turned over to the umpires.**

3. DIMENSIONS:

- A. Bases – 65 Feet.
- B. Pitching Rubber – 46 Feet.
- C. Outfield – Open

4. DEFENSE:

- A. Every roster player in attendance must play a minimum of two (2) consecutive defensive innings.
EXCEPTIONS: If the game ends after five (5) innings each player must have played a minimum of one (1) defensive inning. If the game ends after four (4) innings this rule does not apply.

- B. Catchers **MUST** use a catcher's glove, **NO EXCEPTIONS!**
 - C. There will be nine (9) defensive players on the field.
5. BATTING:
- A. Teams will have a continuous batting order through the entire lineup.
 - B. One (1) offensive time out allowed per inning for purposes of conferring (coach and player). Penalty is a strike on the batter.
6. BASE RUNNING:
- A. Runners may lead from any base and steal any base including home.
 - B. It is the base runner's responsibility to avoid contact with the fielder when he has the ball. Slide or avoid is in effect at all times. Intentionally running into a fielder who is in possession of the ball is grounds for ejection. If a defensive player interferes with the ability of the base runner to safely cross the base or any additional base by standing on the base, the runner shall be entitled to an additional base.
7. PITCHING:
- A. There are no pitching limitations. Pitchers must be removed upon the second visit to the mound or field by any coach in the same inning. If a coach calls time, and crosses the foul line to confer with any player, this shall be considered a visit for that inning.
 - B. A pitcher cannot reappear in the pitching position in a game that he has already held the pitching position.
 - C. Pitchers will pitch from 46 feet.
 - D. To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are to be thrown.
 - E. Under the discretion of the umpires, balk rules will be enforced, there will be one warning given to a pitcher.
8. SUBSTITUTIONS:
- A. There are no courtesy runners allowed.
 - B. Free defensive substitutions.
9. EQUIPMENT:
- A. All players are encouraged to wear protective cups.
 - B. No metal cleats will be allowed.
 - C. Big barrel bats will be allowed.
10. TOURNAMENT FORMAT 10U **BOTH BRACKETS:**
- A. Pool Play in each division, each team to play 3 game minimum.
 - B. Four (4) teams make medal play, top 2 teams in each pool
 - C. Seeding is through point system. Each pool winner will be seeded based on points, then fewest runs allowed, then coin toss.
 - C. Points are: 2 points for win, 1 point for tie, 0 points for loss.
 - D. In medal play, the highest seed will have the option of being the home team.
 - E. Pool winner of Pool 1 plays 2nd place Pool 2, Pool Winner of Pool 2 plays 2nd place Pool 1
11. TIE BREAKERS (Pool Winners)
- A. Points earned
 - B. Head-to-Head
 - C. Fewest Runs Allowed
 - D. Highest Run Differential
 - E. Coin Toss
12. TIE BREAKERS (Pool 1 & 2 Third & Fourth)
- A. Points earned
 - B. Fewest runs allowed
 - C. Coin toss
 - C. Seeding is through point system. Each pool winner will be seeded based on points, then fewest runs allowed, then coin toss.
 - D. Points are: 2 points for win, 1 point for tie, 0 points for loss.
 - E. In medal play the higher seed shall have the option of being the home team.
13. CONDUCT REGULATIONS:
- A. Any player, coach, manager, or spectator who acts in an unsportsmanlike manner will be warned once by the umpire or a tournament official. The second time, that person will be removed from the field. If in the judgment of the umpire or tournament official, the offense

is of a more serious nature, that person may be ejected without a warning having been issued.

- B. Any player, coach, manager, or spectator ejected from a game shall be suspended from all further tournament play of participation subject to the Tournament Director's discretion.

12U 2010 Dale Wilson Schedule
REVISED 6/26/2010

BRACKET A	BRACKET B
SAN BRUNO	MILLBRAE
EL CERRITO RED	BURLINGAME RED
S.F.Y.B.	EL CERRITO BLUE
S.S.F. BLUE	BELMONT BLASTERS
BURLINGAME BLUE	S.S.F. FOG

DATE	TIME	GLEN OAKS	LIONS
THURS 7/1	5:00 P.M.	SAN BRUNO VS S.F.Y.B.	
DATE	TIME	GLEN OAKS	LIONS
FRI 7/2	3:00 P.M.	BURLINGAME BLUE VS S.S.F.	
FRI 7/2	5:30 P.M.	BURLINGAME RED VS S.S.F. FOG	
DATE	TIME	GLEN OAKS	LIONS
SAT 7/3	8:30 A.M.	SAN BRUNO VS BURLINGAME BLUE	
SAT 7/3	11:00 A.M.	MILLBRAE VS BURLINGAME RED	
SAT 7/3	1:30 P.M.	S.F.Y.B. VS EL CERRITO RED	
SAT 7/3	2:45 P.M.		BELMONT VS S.S.F. FOG
SAT 7/3	4:00 P.M.	MILLBRAE VS EL CERRITO BLUE	
SAT 7/3	5:00 P.M.		SAN BRUNO VS EL CERRITO RED
SAT 7/3	7:30 P.M.		EL CERRITO BLUE VS BURLINGAME RED
DATE	TIME	GLEN OAKS	LIONS
SUN 7/4	8:45 A.M.	S.F.Y.B. VD S.S.F. BLUE	
SUN 7/4	11:15 A.M.	MILLBRAE VS BELMONT	
SUN 7/4	1:00 P.M.		EL CERRITO RED VS S.S.F. BLUE
SUN 7/4	1:30 P.M.	BURLINGAME BLUE VS S.S.F. FOG	
SUN 7/4	4:00 P.M.	EL CERRITO BLUE VS BELMONT	
DATE	TIME	GLEN OAKS	LIONS
MON 7/5	9:30 A.M.	(G1) #1 SEED VS #4 SEED	(G2) #2 SEED VS #3 SEED
MON 7/5	1:00 P.M.	CHAMPIONSHIP	

San Bruno 2010 Dale Wilson 4th of July Tournament
12 & Under Tournament Rules

Playing Rules:

- If a player was born on or after May 1, 1997, he would be eligible to play in the 12 & Under age group in 2010
- Teams **must** bat (10) players and field (9) defensive players. **If a team has only nine(9) players, the opposing team can choose whether it wants to bat ten (10) or (9) players.**
- All players can move freely in defensive positions (players not in the batting lineup are allowed to play defense without being reported until they are inserted in the batting lineup).
- Only batting/offensive and pitching changes need to be reported to the official scorekeeper.
- Starters removed from the lineup can re-enter one time in the same spot in the batting order.
- NO courtesy runners
- No minimum play rule.
- Dropped third strike is in effect.
- Infield-Fly rule is in effect.
- One offensive time out allowed per inning for the purpose of conferring (coach & player). Penalty is a strike on the batter.
- **Must Slide Rule:** Runners must either slide in the attempt to reach a base or attempt to avoid contact at all bases. This is a judgment call resulting in a no call or penalties of the runner declared out, multiple runners declared out (if another play could have been made) and/or ejection of the runner if considered flagrant.

Length of Games:

- Games shall be seven (7) innings in duration. Time limit is 2 hours and 15 minutes for all games, except semi-final and final games. No new inning will begin after time limit (except semi-final and final).
- If a game is tied after the completion of seven (7) full innings and is under the time limit, the game can proceed until the time limit is reached. If a new inning is started, then both teams must bat. If a game ends in a tie and is outside the time limit, the game will end in a tie and both teams will receive one (1) point each.
- Game starts when the first pitch is thrown. Umpire will notify the official scorekeeper to write the time down in the official scorebook.
- 12 run rule will be in effect after 4 innings for all games, except semi-final and final.

Pitching Rules:

- Pitching Regulations
 - Players are allowed to pitch a maximum of 7 innings per calendar day/14 innings per tournament.
 - The pitcher must be changed on the 2nd visit to the mound by a coach in an inning. An official visit occurs when a coach calls timeout or goes onto the field to talk with the pitcher.
 - Pitchers are allowed a maximum of 5 warm-up pitches between innings. A maximum of 10 warm-up pitches are allowed for relief pitchers.
- Once a pitcher has been removed from pitching, they cannot re-enter the game as a pitcher.
- One pitch constitutes an inning.
- Pitching distance is 48ft.

Teams:

- Minimum of 10, maximum of 15 players per team, unless approved by the tournament director before the start of the tournament.
- Players found to be ineligible will be removed from the tournament along with the manager of the team. All games played with an ineligible player will be forfeited.
- No additions to a team's roster after the start of the tournament, unless approved by the tournament or his delegate.

Equipment:

- Big barrel bats are allowed
- Only players in uniform will be allowed to play. All-star uniforms (different represented teams from same city) are okay. Duplicate numbers must be reported ahead of time.
- The batter, base runner, on-deck batters, or players coaching a bases must wear protective headgear.
- Any player serving as a catcher to warm up a pitcher must wear a mask.

Managers & Coaches:

- Maximum of 2 coaches plus 1 manager will be allowed for each team in the dugout.
- Only the manager is allowed to confer with the umpire(s).

Protests:

- No game will be played under protest. The umpires on the field will decide all questions of rule interpretations, with the final judgment made by the tournament director or his delegate.

Playing Field:

- 70 ft. bases
- Pitching distance 48 ft.
- Ground rules for each game will be discussed before each game.

General Conduct:

- Any player, coach, manager or spectator ejected from the game will be suspended from all other tournament play/activities, subject to the discretion of the tournament director or his delegate.
- No team or individual chants will be allowed. Teams will be warned only once. Second offence will lead to forfeiture.
- No consumption of any alcoholic beverages allowed within the parks.

Insurance:

- Evidence of medical/liability insurance is to be presented to the tournament/field director before the teams first game.

Others:

- Home team is determined by coin flip.
- Home team gets third base dugouts.
- No infield practice before the game is permitted.
- Have team ready to play 15 minutes after completion of previous game. If we can start early or make up time, we will.

TOURNAMENT FORMAT 12U:

- Pool Play in each division, each team to play 3 game minimum.
- Four (4) teams make medal play, top 2 teams in each pool
- Seeding is through point system. Each pool winner will be seeded based on points, then fewest runs allowed, then coin toss.
- Points are: 2 points for win, 1 point for tie, 0 points for loss.
- In medal play, the highest seed will have the option of being the home team.
- Pool winner of Pool 1 plays 2nd place Pool 2, Pool Winner of Pool 2 plays 2nd place Pool 1

TIE BREAKERS (Pool Winners)

- Points earned
- Head-to-Head

- Fewest Runs Allowed
- Highest Run Differential
- Coin Toss

TIE BREAKERS (Pool 1 & 2 Second & Third)

- Points earned
- Fewest runs allowed
- Coin toss

CONDUCT REGULATIONS:

- Any player, coach, manager, or spectator who acts in an unsportsmanlike manner will be warned once by the umpire or a tournament official. The second time, that person will be removed from the field. If in the judgment of the umpire or tournament official, the offense is of a more serious nature, that person may be ejected without a warning having been issued.
- Any player, coach, manager, or spectator ejected from a game shall be suspended from all further tournament play of participation subject to the Tournament Director's discretion.

Note: All other rules will be governed by the "Official Baseball Rules."

DIRECTIONS TO San Bruno CITY PARK

San Bruno City Park

Crystal Springs Avenue & Oak Avenue

City Park has two free parking lots for public use

I-280 Southbound:

- ← Exit Crystal Springs Road
- ← Turn left at the signal light onto Crystal Springs Road
- ← Turn right at the second stop sign into San Bruno City Park

I-280 Northbound

- ← Exit San Bruno Ave
- ← Turn left onto San Bruno Ave
- ← Turn left onto 280 southbound onramp
- ← Exit Crystal Springs Road
- ← Turn left at the signal light onto Crystal Springs Road
- ← Turn right at the second stop sign into San Bruno City Park

101 North or Southbound

- ← Exit 380 Interchange
- ← Veer left onto 280 South
- ← Exit Crystal Springs Road
- ← Turn left at the signal light onto Crystal Springs Road
- ← Turn right at the second stop sign into San Bruno City Park

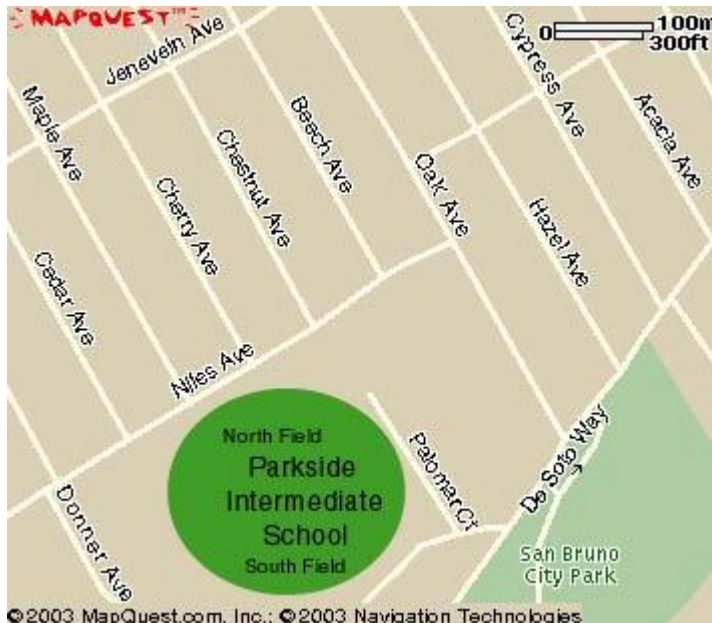
El Camino Real (North or Southbound)

- ← Turn West onto Crystal Springs Ave (Walgreen's is on the corner)
- ← Turn left into San Bruno City Park (7 blocks from El Camino across from Oak Ave.)

**15th Annual San Bruno
Dale Wilson Memorial
All Star Tournament**
12 Under, 10 Under & 8 Under
July 1 thru July 5, 2010



San Bruno Park - Parkside Intermediate School Maps

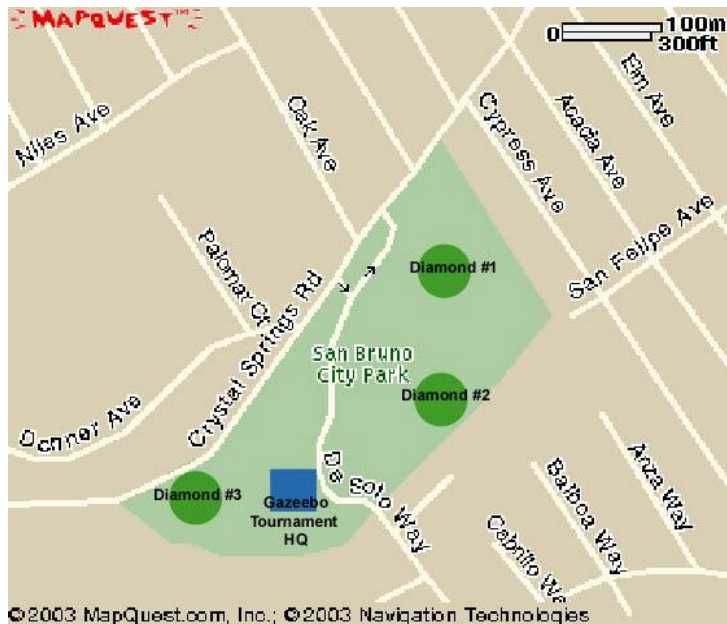


From San Bruno Park to Parkside Intermediate School

- Drive out the park to Crystal Springs Road
- At stop sign go straight onto Oak Ave.
- First street turn left onto Niles Ave.
- Go up the hill.
- Parkside Intermediate School is on the left side of the street between Cherry and Cedar Ave.

Directions to Glen Oaks Field in Millbrae from San Bruno Park:

Head South on City Park Way toward De Soto Way, City Park Way becomes De Soto Way. Turn right on Bayview Avenue, Bayview Avenue becomes Santa Margarita Avenue. Field is located at 797 Santa Margarita Avenue.



From Parkside Intermediate School to San Bruno Park

- Go East on Niles Ave.
- At stop sign turn right onto Oak Ave.
- First Stop Sign go straight into San Bruno Park
- Parking is available through park. Largest parking lot is available by turning at first right towards St. Andrews Church.

From San Bruno Park to Lions Field

Start at: Crystal Springs Rd San Bruno, CA 94066

1. Head east on Crystal Springs Rd toward Donner Ave - 0.6 mi
2. Turn left at CA-82/El Camino Real - 374 ft
3. Slight right at San Mateo Ave - 0.4 mi
4. Turn right at Angus Ave W - 0.1 mi
5. Turn right at 1st Ave - 102 ft
6. Turn left at Angus Ave E - 486 ft
7. Turn right at 3rd Ave - 0.2 mi

Arrive at: 450 3rd Ave San Bruno, CA 94066



FIREWORKS STAND

San Bruno Pee Wee Baseball has fireworks stand located at the Bay hill Shopping Mall 813 Cherry Avenue at San Bruno Avenue.

The stand will be open June 28-July 4th 12:00 p.m. to 9:00 p.m. (except July 4th, 7:00 p.m.)



The official San Bruno Pee Wee Baseball photographers is Action Shooters. They will be onsite throughout the tournament by the Gazebo. Please contact them directly at their booth for specific photographic needs.

Contact Us

Action Shooters Inc. was founded in 1998 and currently operates two professional photography labs in California; one in the San Francisco Bay area and a brand new facility in Southern California.

If you have any questions, concerns or just want to comment, please contact us at the following numbers.

Northern California Contact:

Address:	Action Shooters Inc 27343 Industrial Blvd, Suite C Hayward CA 94545
Phone:	(510) 786-2266
Fax:	(510) 786-2262
Emails:	NorCal@actionshooters.com

Office hours are 9:00 a.m. to 5:30 p.m. Monday through Friday. Saturday hours vary. Please stop by or call for more information.

Important Phone Numbers:

Tournament Directors:

Rich Jauregui	650-533-0378
Raymond Scarabosio	415-608-8300

Hospitals:

Kaiser Permanente	650-742-1388
1200 El Camino Real, SSF <i>(North of San Bruno on El Camino)</i>	

Mills Peninsula Hospital	650-696-5909
1783 El Camino Real, Millbrae <i>(South of San Bruno on El Camino)</i>	

Local Law Enforcement:

San Bruno Police Department	650-589-7854
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San Bruno Fire Department	650-616-7096
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Emergencies	911
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San Bruno Restaurant Suggestions

Don Pico's Mexican Bistro	(650) 589-1163	461 El Camino Real, San Bruno, CA
Chili's Grill & Bar	(650) 952-2692	899 El Camino Real, San Bruno, CA
Bj's Restaurant	(650) 243-4530	1150 El Camino Real, #270, San Bruno, CA
Cleo's Brazilian Steakhouse	(650) 615-9120	451 El Camino Real, San Bruno, CA
Pomodoro	(650) 583-6622	811 Cherry Ave, San Bruno, CA
Toto's Pizzeria	(650) 873-8686	1690 El Camino Real, San Bruno, CA
Famous Rib Shack	(650) 952-2809	223 El Camino Real, San Bruno, CA
West Coast Café	(650) 588-1912	466 San Mateo Ave, San Bruno, CA
Pomodoro	(650) 583-6622	811 Cherry Ave, San Bruno, CA
Red Robin Burgers	(650) 588-4600	1274 El Camino Real, San Bruno, CA
Carl's Jr	(650) 583-6467	899 Cherry Ave, San Bruno, CA
Celia's	(650) 877-8245	201 El Camino Real, San Bruno, CA
Quiznos	(650) 588-6400	851 Cherry Ave, #15, San Bruno, CA
Jamba Juice	(650) 952-8963	851 Cherry Ave, #5, San Bruno, CA
Taco Bell	(650) 877-9706	851 Cherry Ave, San Bruno, CA
Big Mouth Burger	(650) 871-7636	851 Cherry Ave, #19 San Bruno, CA

Lodging Suggestions:

El Rancho Inn & Suites	(650) 588-8500	1100 El Camino Real	Millbrae, CA 94030
Super 8 Motel	(650) 624-0999	421 El Camino Real	San Bruno, CA
Courtyard by Marriot	(650) 952-3333	1050 Bayhill Drive	San Bruno, CA 94066