

2019 Garden City Mustang Championships

Fri, 5/31

Moe 1	A	vs	B	6 PM
Moe 2	C	vs	D	6 PM
Moe 3	E	vs	F	6 PM
Moe 5	G	vs	H	6 PM

Sat, 6/1

Moe 3	A	vs	C	10 AM
Moe 5	B	vs	D	10 AM
Moe 1	E	vs	G	10 AM
Moe 2	F	vs	H	10 AM
Moe 2	A	vs	D	2:30 PM
Moe 1	C	vs	B	2:30 PM
Moe 5	E	vs	H	2:30 PM
Moe 3	F	vs	G	2:30 PM

Top two teams in each division advance

Sun, 6/2

Moe 1	Z2	vs	Y1	1:00 PM	Semi Final	Home team is better Seed
Moe 5	Y2	vs	Z1	1:00 PM	Semi Final	Home team is better Seed
Moe 1		vs		4:00 PM	Final	Flip for home team

- Home team is determined by a flip of the coin throughout the tournament.

- Pitchers may pitch 2 innings per game

- Once a pitcher is taken out as pitcher, the pitcher may not re-enter the pitcher position for the remainder of the game.

- One warm up pitch is a pitch. If a pitcher throws a pitch in an inning it is considered as one inning pitched, regardless of the number of batters put out that inning.

- Next inning begins when 3rd out is made in the previous inning.

- 2 hour time limit from 1st pitch of the game. No time limit on Semi-Finals and Finals

- If a team is deemed to be stalling the umpire may declare it at the time of the offense and allow for extra time to finish the game.

- Absolutely no curve balls. If a curve ball is thrown the umpire shall call it illegal and a warn the pitcher. If the same pitcher continues to throw curve balls the player may be removed as pitcher.

- Since this is a judgement call this cannot be contested or argued. Only a coach shall talk to an umpire about this issue. Umpire may eject spectators over the continuous discussions of curve balls in the umpire's immediate area.

Mustang

Pool Y

A	GC Tigers	0-0
B	GC Pirates	0-0
C	GC Royals	0-0
D	GC Cubs	0-0

Pool Z

E	GC Athletics	0-0
F	GC Yankees	0-0
G	GC Astros	0-0
H	GC Red Sox	0-0

G1	G2	G3	Total
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			0
			0
			0
			0

			0
			0
			0
			0

Runs Allowed

Better Record is Home team for Semi Finals and Finals

Top 4 teams will qualify for the Semi Finals.

1. Overall record.
2. Head to head.
3. Least runs allowed.
4. Run differential between tied teams (+ high number = higher seed).
5. Least runs allowed in first game
6. Run differential in first game