

2022 Garden City Mustang Tournament

Fri, 5/20

Moe 1	A	vs	E	9-15
Moe 2	C	vs	F	10-12
Moe 3	G	vs	B	1-4
Moe 5	I	vs	D	1-6
Moe 7	J	vs	H	8-6

Sat, 5/21

Moe 1	A	vs	B	6-7
Moe 2	C	vs	D	8-8
Moe 3	J	vs	E	2-10
Moe 5	F	vs	G	7-2
Moe 1	H	vs	I	0-8

Sat, 5/21

Moe 5	A	vs	C	0-10
Moe 1	E	vs	F	7-2
Moe 2	D	vs	H	7-2
Moe 3	G	vs	I	3-5
Moe 5	B	vs	J	10-0

Sun, 5/22

Moe 1	A	vs	D	10:00 AM
Moe 2	B	vs	E	12:00 PM
Moe 3	F	vs	J	12:00 PM
Moe 5	C	vs	I	12:00 PM
Moe 1	G	vs	H	12:00 PM
Moe 1		vs		2:00 PM
Moe 5		vs		2:00 PM

Semi Final
Semi Final

Moe 1		vs		4:00 PM
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Final

Mustang

A	DH-Team 1	0-3
B	GC Tigers	3-0
C	GC Yankees	1-1-1
D	GC Pirates	2-0-1
E	GC Athletics	3-0
F	GC Mets	2-1
G	GC Orioles	0-3
H	GC Phillies	0-3
I	W-Team 1	2-1
J	W-Red Sox	1-2

G1	G2	G3	G4	Total
15	7	10		32
1	6	0		7
12	8	0		20
1	8	2		11
9	2	2		13
10	2	7		19
4	7	5		16
8	8	7		23
6	0	3		9
6	10	10		26

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

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. Coin Flip

- 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.

- 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.

- 1 hour 45 minute time limit. No inning to start after 1 hour 30 minutes.

- No inning may start after 1 hour 45 minutes in the Semi Finals and Finals, no drop dead time.

- Each team has 90 seconds to warm up. A pitcher may take as many pitches in the 90 seconds as he can.

- After the 90 seconds the Umpire shall declare batter up. If the batter is not ready within 30 seconds, the umpire will declare strike 1, likewise if the catcher is not ready in 30 seconds the umpire shall declare ball 1. Every 30 seconds a ball or strike may be called if the umpire deems necessary to move the game along.

- 5 Runs per inning run limit except 5th, and 6th are unlimited.