

## Mustang Tournament 2023

### Pool A

1	Golden Knights
2	Goblins
3	Panthers
4	DH-Team 1

Record	G1	G2	G3	Total
0-0				0
0-0				0
0-0				0
0-0				0

### Pool B

5	Red Devils
6	Bulldogs
7	Cheese Balls
8	DH-Team 2

0-0				0
0-0				0
0-0				0
0-0				0

Runs Allowed

Top 2 teams in each pool will qualify for Semi Finals.

1. Overall record.
2. Head to head.
3. Least runs allowed.
4. Run differential between tied teams
5. Least runs allowed in first game
6. Coin Flip

### Fri, 6/2

Moe 1	1	vs	3	6:00 PM
Moe 2	2	vs	4	6:00 PM
Moe 3	5	vs	7	6:00 PM
Moe 5	6	vs	8	6:00 PM

Home team is determined by a flip of the coin throughout the tournament.  
**Teams are allowed 7 runs max per inning, this overrides lineup rule.**

### Sat, 6/3

Moe 1	1	vs	4	10:00 A
Moe 2	2	vs	3	10:00 A
Moe 1	5	vs	8	Noon
Moe 2	6	vs	7	Noon

### Sat, 6/3

Moe 1	1	vs	2	2:00 PM
Moe 2	3	vs	4	2:00 PM
Moe 1	5	vs	6	4:00 PM
Moe 2	7	vs	8	4:00 PM

### Sun, 6/4 Semi Finals

Moe 1		vs		Noon
Moe 5		vs		Noon

### Sun, 6/4 Finals

Moe 1	W1	vs	W2	3 PM
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- 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 drop dead 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.