WELCOME

7th Annual SDA Tournament



CHAMPIONS

Brush Prairie, WA

RULES and SCHEDULE

SEPTEMBER 4 & 5, 2011

Design by GJH IMAGES

TOURNAMENT DIRECTORS WES & DONNA HAYNES WEB PAGE: www.gjhimages.com/softball
Computer Loaned by Brian Irvine
Logo by Trevor Haynes

RULES

- One (1) courtesy runner per game. Any injured player must be subbed out as per ASA Rules if not batting unlimited.
- Home runs: In an effort to speed up play, when a ball is hit over the fence the batter need not run the bases, but simply return to the dugout. Any runners on base can do the same. We are limiting home runs to 3 and progressive, any in excess are dead-ball outs. This means when one team accumulates 3 home runs, they cannot hit another one until the opposing team also has 3 home runs. From that point, neither team can be more than one home run ahead for the remainder of the game.
- 10 run rule, will be in effect for all games. Meaning that at any point after 5 innings, when one team goes ahead by 10 runs or more, the game is called. Except championship games (1st & 2nd place only) will have no 10 run rule.
- Rule for Sunday games only. Counting runs for and against there will be a maximum of 20 *for* or 20 *against*. Each game must be played for at least 5 innings or the time limit.
- International tie-breaker is used throughout the tournament. When the official game time of 1 hour and 5 minutes has expired with the score tied up, the last out from the previous inning is sent to second base, and play commences as usual with both teams getting an at-bat.
- Must have a minimum of 9 players to start a game.
- Teams may bat unlimited, but must declare it to the umpire during the pregame meeting at home plate. Thus any player incurring injury can be dropped from the lineup without being assessed an out when his/her batting position comes up. In addition, defensive positions are completely interchangeable without notification to players, coaches, or umpire.
- No Fence jumping. Penalty is ejection from that game.
- ≥ 10 minute grace period for the first games played on Sunday Morning.
- All games have a time limit of 1 hour and 5 minutes. Championship games (1st & 2nd place only) will play full 7 innings.
- Batter starts with a 1-1 count and gets one extra foul ball.
- Only ASA Approved Bats & No Metal Cleats. No Smoking or Alcohol.

SUNDAY SCHEDULE

TIME
7:30
8:40
9:50
11:00
12:10
1:20
2:30
3:40
4:50

F-1	F-2	F-3	F-4	F-5	F-6
1-36	2-35	3-34	4-33	5-32	6-31
7-30	8-29	9-28	10-27	11-26	12-25
13-24	14-23	15-22	16-21	17-20	18-19
6-7	5-8	4-9	3-10	2-11	1-12
24-25	23-26	22-27	21-28	20-29	19-30
18-31	17-32	16-33	15-34	14-35	13-36
12-24	11-23	10-22	9-21	8-20	7-19
6-18	5-17	4-16	3-15	2-14	1-13
30-31	29-32	28-33	27-34	26-35	25-36

New Monday Seeds - Games to be played Sunday

1st rou	ınd
6:1	0

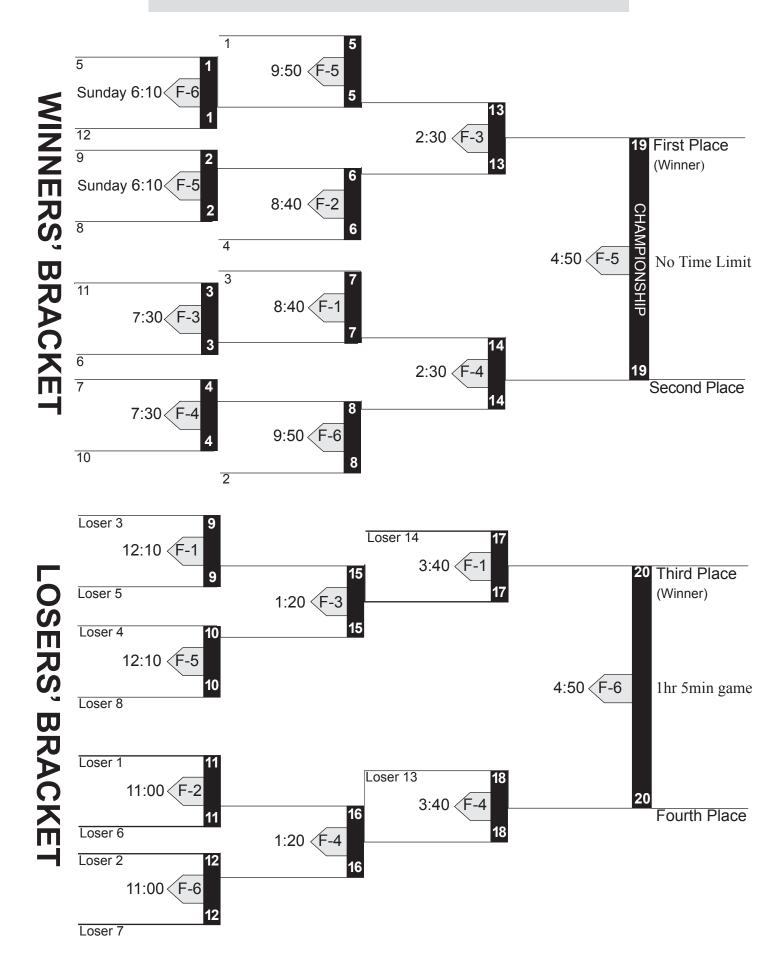
	Jpper Division SEEDS		Middle Division SEEDS		Division EDS
5-12	8-9	5-12	8-9	5-12	8-9

TEAM LIST

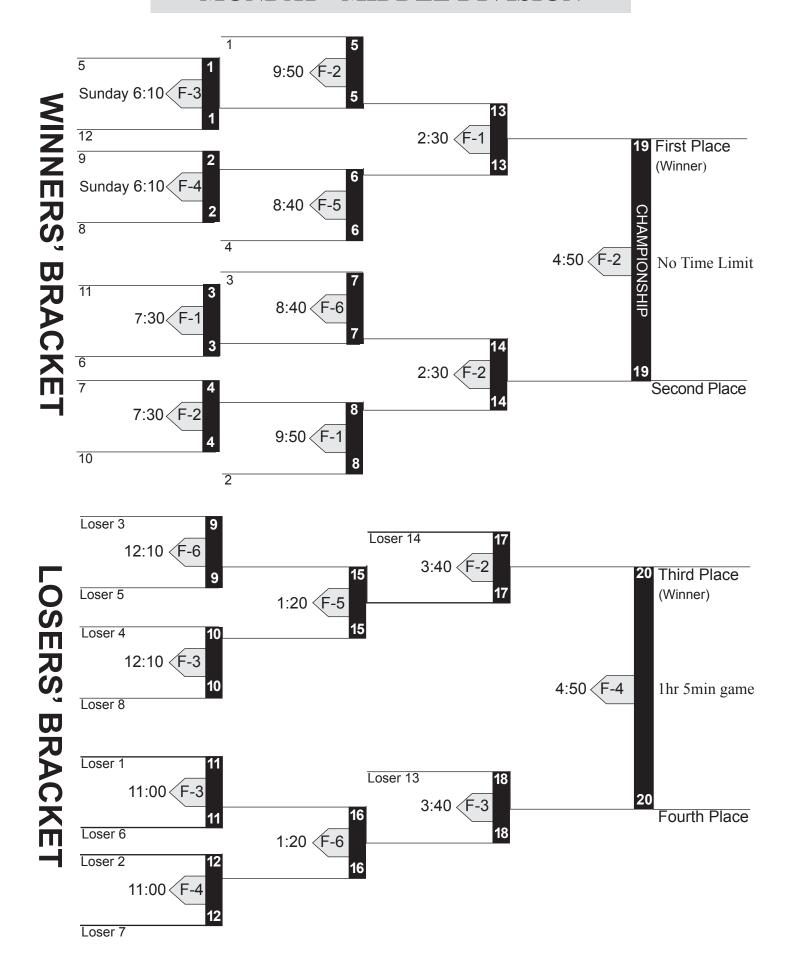
NUMERICAL ALPHANUMERIC

1 OJA	19 Bases Loaded 2	31 4 FUN	28 Medford Misfits
2 JCB Sports	20 Circuit Riders	23 Adrenaline	29 Millerites
3 Search for One	21 Painkillers	6 Adventist Health	35 Oasis
4 BL Sons & Daughters	22 Willamette Valley Tile	7 AZ Timeshares	1 OJA
5 Windworks Blue	23 Adrenaline	19 Bases Loaded 2	21 Painkillers
6 Adventist Health	24 ECO Best	13 Bibbers	27 Rivergate
7 AZ Timeshares	25 WM Construction	4 BL Sons & Daughters	11 Rivermen
8 SWAT	26 Horst	16 Caswell	9 Samson Sports
9 Samson Sports	27 Rivergate	20 Circuit Riders	36 SDA-4-Him
10 Windworks Green	28 Medford Misfits	24 ECO Best	3 Search for One
11 Rivermen	29 Millerites	18 Good Samaritans	34 Seattle Pilots
12 Liberty Coin Currency	30 WB	32 GWHC	8 SWAT
13 Bibbers	31 4 FUN	14 Haynes	33 Vancouver Blue Sox
14 Haynes	32 GWHC	15 Head Hunters	30 WB
15 Head Hunters	33 Vancouver Blue Sox	26 Horst	22 Willamette Valley Tile
16 Caswell	34 Seattle Pilots	2 JCB Sports	5 Windworks Blue
17 Legacy	35 Oasis	17 Legacy	10 Windworks Green
18 Good Samaritans	36 SDA-4-Him	12 Liberty Coin Currency	25 WM Construction

MONDAY - LOWER DIVISION



MONDAY - MIDDLE DIVISION



MONDAY - UPPER DIVISION

