

SCLL 2016 AAA Tournament

AAA tournament seeding will be a random draw.

A Managers and named coach (only) meeting will be held by the commissioner the week before the tournament starts. Team names will be randomly drawn with all teams present to determine the pools. The home team shall occupy the 3rd base dugout.

Pool 1

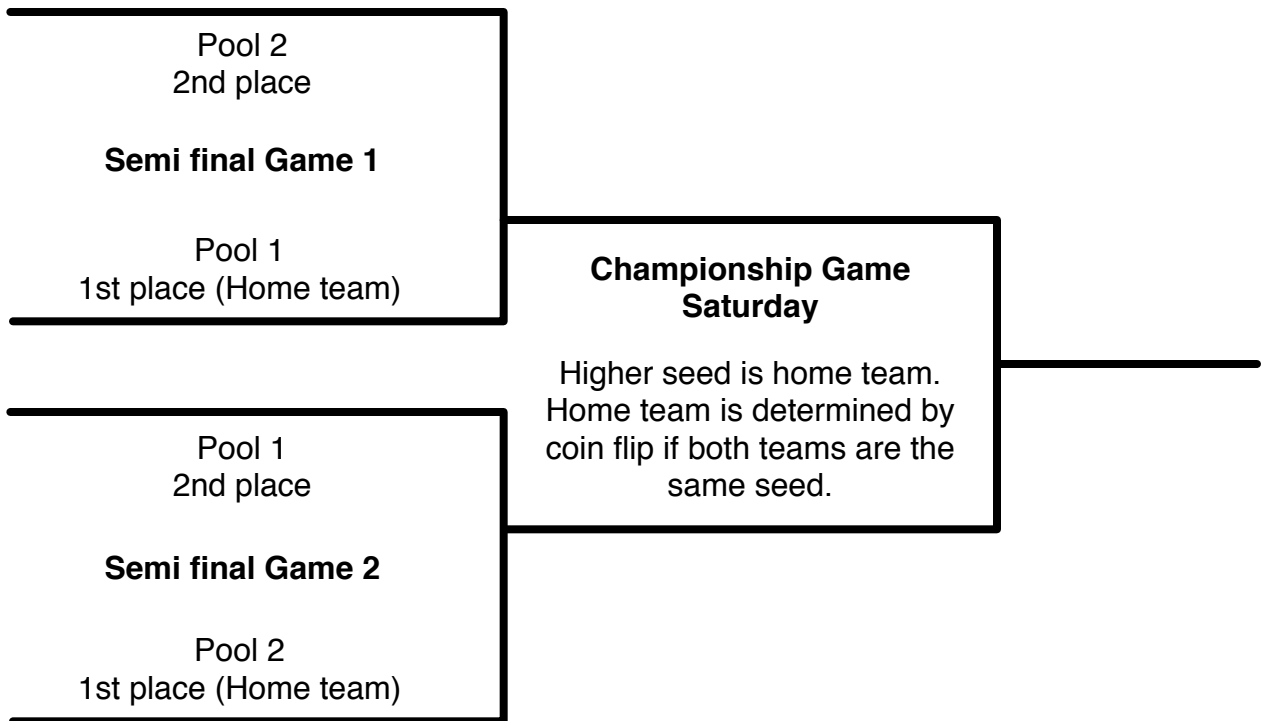
Team A - Phillies
 Team B - Mariners
 Team C - Giants
 Team D - Yankees

Pool 2

Team E - Cardinals
 Team F - A's
 Team G - Orioles

At the end of pool play, the top two teams in each pool will advance to the semi finals. That means that three of the seven teams will be eliminated.

Day	Date	Time	Matchup	Field
Wednesday	Jun 1, 2016	5:30 PM	Giants 3, Phillies 5	LJSP Field 3
Wednesday	Jun 1, 2016	5:30 PM	Orioles 14 , Cardinals 13	Gaiser AAA
Friday	Jun 3, 2016	5:30 PM	A's 1, Orioles 12	LJSP Field 3
Friday	Jun 3, 2016	5:00 PM	Yankees 2, Mariners 2 , 7 innings	LJSP Field 2
Saturday	Jun 4, 2016	11:30 AM	Phillies 16 , Yankees 1	Gaiser AAA
Saturday	Jun 4, 2016	4:30 PM	Mariners 6 , Giants 3	LJSP Field 2
Saturday	Jun 4, 2016	4:30 PM	Cardinals 11 , A's 6	LJSP Field 3
Tuesday	Jun 7, 2016	5:30 PM	Phillies 9 , Mariners 8	LJSP Field 2
Tuesday	Jun 7, 2016	5:30 PM	Yankees 3, Giants 9	LJSP Field 3
Thursday	Jun 9, 2016	5:30 PM	Mariners 6, Orioles 12	LJSP Field 2
Thursday	Jun 9, 2016	5:30 PM	Cardinals 4, Phillies 12	LJSP Field 3
Saturday	Jun 11, 2016	9:00 AM	Orioles 1, Phillies 2	LJSP Field 3



- If teams finish with the same record, the first tiebreaker is head-to-head record.
 - The second tiebreaker is total runs allowed in head to head competition, with the lowest total runs being the winner.
 - The third tiebreaker is total runs allowed in all tournament competition, with the lowest total runs being the winner.
 - The final tiebreaker is a coin flip.
 - No advantage will be given to a team running up the score.
 - No regular season results factor into any of the tournament play.
 - No additional games will be played to determine tournament seeding or advancement to the semi finals.
1. One step back to a base commits the player to return unless the catcher or pitcher throws the ball in an attempt to make a play on the retreating base runner or another base runner, or the exchange between the catcher and pitcher is not cleanly caught. In any case matching the description above, the play restarts and the runner may try to advance to the next base.
 2. Each pitcher gets one warning on a stop in his delivery to the plate. All subsequent stops in the delivery will be declared illegal pitches, which will be counted as balls.
 3. 6th inning is the only inning in which teams can score unlimited runs.
 4. The home team's scorekeeper is required to record the official start time of the game in the home book. If the scorekeeper fails to do this, the scheduled time is used for the official start. The game officially starts when the umpire puts the ball in play not when the teams take the field.
 5. There are no hard stops. If an inning is started before the game reaches the two hour mark, the last inning started will be completed. Remember: No inning can be started after reaching the game's two hour mark.