

May 3 - 4, 2014

Rev. 05/03/2014

### Men's 50+ Platinum Division - 7 Teams

<u>Win</u>	<u>Loss</u>			<u>Win</u>	<u>Loss</u>		
1	1	1	OKI Players (OH)	2	0	5	Brickyard Classics (IN)
0	2	2	Blue Grass Softball (KY)	0	2	6	CPOA CLE/N. OH Printing
1	1	3	50 Caliber St. Louis (MO)	1	1	7	Gem City Softball (OH)
2	0	4	Big Ten/Spartan Sports (IN)	`			

### Saturday - May 3, 2014 • Midwest Sports Complex • Indianapolis

Time	#	Runs	Team Name	Field	#	Runs	Team Name
7:30 AM	5	21	Brickyard Classics (IN)	1	6	20	CPOA CLE/N. OH Printing
7:30 AM	4	20	Big Ten/Spartan Sports (IN)	2	7	9	Gem City Softball (OH)
7:30 AM	3	12	50 Caliber St. Louis (MO)	3	1	24	§ OKI Players (OH)
9:00 AM	6	13	CPOA CLE/N. OH Printing	1 1	3	28	50 Caliber St. Louis (MO)
9:00 AM	7	22	Gem City Softball (OH)	2	2	4	Blue Grass Softball (KY)
9:00 AM	1	23	§ OKI Players (OH)	3	5	25	Brickyard Classics (IN)
10:30 AM	2	10	Blue Grass Softball (KY)	2	4	20	Big Ten/Spartan Sports (IN)

§ Team #1 GIVES 5-Run OR 11-Defensive-player equalizer in ALL games (including bracket)

### Seeding for 50-Platinum Double Elimination Bracket commencing Saturday afternoon • See Bracket

Format: Two (2) game Round Robin to seed 50-Platinum Double Elimination bracket

Team #1 (OKI) plays EXHIBITION • Seeded last (#7) and cannot advance in bracket

Home Runs - Major Rule = 6 per team per game, Outs

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls) will be strictly enforced.

Pitch Count - All batters start with 0-0 count per SSUSA Rulebook §6.2 (Pitch Count)

Run Rules - 5 runs per ½ inning at bat (except open inning)

Time Limits - RR = 65 + open inn. • Bracket = 70 + open inn. • Championship game(s) = 7 innings full

Tie Breakers - Head to head (in full RR only), least runs allowed, run differential, coin toss



May 3 - 4, 2014

### Rev. 05/04/2014

### Men's 50+ Platinum Division - 7 Teams

#### **Championship Bracket SATURDAY SUNDAY** Big Ten (20) #1 Seed <u>Seed</u> 50 Caliber (23) (5) Blue Grass (7) #5 7:30 AM - #3 50 Caliber (26) 6:00 PM - #2 #4 50 Caliber (15) 50 Caliber (25) (9) CPOA/NOP2 (20) #6 10:30 AM - #4 CPOA/NOP (23) (2) 3:00 PM - #3 #3 Gem City (18) (6) Brickyard (11) OKI Players (30) § #7 7:30 AM - #4 Brickyard (30) **50 CALIBER** (3) 3:00 PM - #2 (12)ST. LOUIS #2 Brickyard (18) 3:00 PM - #4 WINNER or Winner Game 12 Elimination Bracket (13)WINNER 4:30 PM - #4 (If Needed) CPOA/NOP (22) Brickyard (17) Loser Game 9 Loser Game 6 Loser Game 12, only CPOA/NOP (4) (8) 9:00 AM - #4 (11)Brickyard (9) if 1st loss in Bracket Blue Grass (14) 1:30 PM - #4 Loser Game 1 (10) Big Ten (10) 12:00 PM - #4 Big Ten (18) Loser Game 5 Gem City (23) Big Ten (21) Loser Game 2 9:00 AM - #3 Gem City (14) 4:30 PM - #2 Loser Game 2 OKI Players (37) §

§ OKI Players plays EXHIBITION • Seeded last (#7) and cannot advance in bracket

Loser Game 3



# SSUSA's Brickyard Invitational Qualifier 2014

Indianapolis, Indiana May 3 - 4, 2014

Rev. 05/03/2014

### Men's 50+ AAA Division - 10 Teams

	<u>Win</u>	<u>Loss</u>			<u>Win</u>	<u>Loss</u>		
	1	1	1	BDL (MO)	2	0	6	KEC Design Steelers (IL)
_	0	2	2	Circle City Playmakers (IN)	1	1	7	Storm (IL)
_	2	0	3	Gizmos/KP Powerwash (IL)	1	1	8	Team O50 (IL)
_	0	2	4	Gray Ghost (IN)	1	1	9	Ten Cats/Sr. Dogs (MO)
_	0	2	5	Jackson Merchants (MI)	2	0	10	WC Thunder (IL)

## Saturday - May 3, 2014 • Midwest Sports Complex • Indianapolis

Time	#	Runs	Team Name	Field	#	Runs	Team Name
7:30 AM	7	17	Storm (IL)	4	1	21	BDL (MO)
7:30 AM	10	20	WC Thunder (IL)	5	4	9	Gray Ghost (IN)
7:30 AM	5	2	Jackson Merchants (MI)	6	8	7	Team O50 (IL)
9:00 AM	1	7	BDL (MO)	4	3	25	Gizmos/KP Powerwash (IL)
9:00 AM	4	11	Gray Ghost (IN)	5	7	18	Storm (IL)
9:00 AM	8	7	Team O50 (IL)	6	9	11	Ten Cats/Sr. Dogs (MO)
10:30 AM	3	24	Gizmos/KP Powerwash (IL)	4	5	4	Jackson Merchants (MI)
10:30 AM	2	10	Circle City Playmakers (IN)	5	10	19	WC Thunder (IL)
10:30 AM	9	11	Ten Cats/Sr. Dogs (MO)	6	6	25	KEC Design Steelers (IL)
12:00 PM	6	18	KEC Design Steelers (IL)	5	2	16	Circle City Playmakers (IN)

### Seeding for 50-AAA Double Elimination bracket commencing Saturday evening • See Bracket

Format: Two (2) game Round Robin to seed 50-AAA Double Elimination bracket

Home Runs - AAA Rule = 3 per team per game, Outs

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls) will be strictly enforced.

Pitch Count - All batters start with 0-0 count per SSUSA Rulebook §6.2 (Pitch Count)

Run Rules - 5 runs per ½ inning at bat (except open inning)

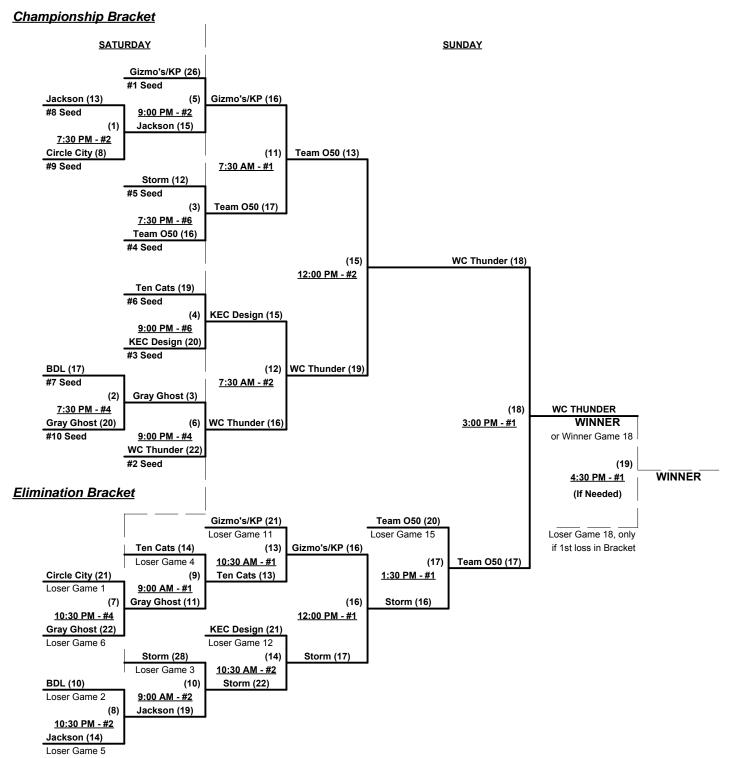
Time Limits - RR = 65 + open inn. • Bracket = 70 + open inn. • Championship game(s) = 7 innings full

Tie Breakers - Head to head (in full RR only), least runs allowed, run differential, coin toss



Rev. 05/04/2014

### Men's 50+ AAA Division - 10 Teams





May 3 - 4, 2014

Rev. 05/03/2014

### **Men's 55+ Platinum Division - 6 Teams**

<u>Win</u>	<u>Loss</u>			<u>Win</u>	<u>Loss</u>		
0	2	1	DOC'S (OH)	2	0	4	Banker & Mann (IN)
0	2	2	Motown Stars/Nat'l Pawn (MI)	1	1	5	Kinnco Services (MI)
1	1	3	50 Caliber Plus-St Louis (MO)	2	0	6	Old Style/Windy City (IL)

## Saturday - May 3, 2014 • Midwest Sports Complex • Indianapolis

Time	#	Runs	Team Name	Field	#	Runs		Team Name
12:00 PM	5	30	Kinnco Services (MI)	2	1	15	§	DOC'S (OH)
12:00 PM	3	14	50 Caliber Plus-St Louis (MO)	4	6	17		Old Style/Windy City (IL)
12:00 PM	2	9	§ Motown Stars/Nat'l Pawn (MI)	6	4	20		Banker & Mann (IN)
1:30 PM	1	12	§ DOC'S (OH)	2	3	16		50 Caliber Plus-St Louis (MO)
1:30 PM	6	13	Old Style/Windy City (IL)	4	2	9	§	Motown Stars/Nat'l Pawn (MI)
1:30 PM	4	21	Banker & Mann (IN)	6	5	12		Kinnco Services (MI)

§ Teams #1-2 GIVE 5-Run OR 11-Defensive-player equalizer in games vs. Teams #3-6

### Seeding for 55-Major Double Elimination Bracket commencing Saturday evening • See Bracket

Format: Two (2) game Round Robin to seed 55-Major Double Elimination bracket

Teams #1-2 play Best 2 of 3 series for 55-Major+ Championship

Teams #3-6 play Double Elimination bracket for 55-Major Championship

Home Runs - Round Robin: Home Run rule of LOWER rated team in game

Major+ Rule = 9 per team per game, Outs Major Rule = 6 per team per game, Outs

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls) will be strictly enforced.

Pitch Count - All batters start with 0-0 count per SSUSA Rulebook §6.2 (Pitch Count)

Run Rules - 5 runs per ½ inning at bat (except open inning)

Time Limits - RR = 65 + open inn. • Bracket = 70 + open inn. • Championship game(s) = 7 innings full

Tie Breakers - Head to head (in full RR only), least runs allowed, run differential, coin toss

### **MAJOR PLUS BEST 2 OF 3**

Home Runs - Major+ Rule = 9 per team per game, Outs

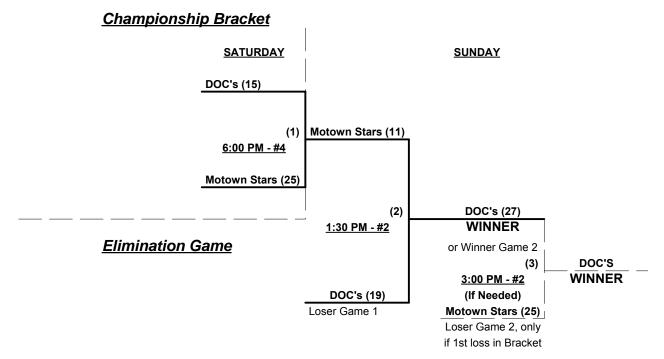
Run Rules - 7 runs per ½ inning at bat (except open inning)

Mercy Rule - Fifteen (15) runs after 5 innings



Rev. 05/04/2014

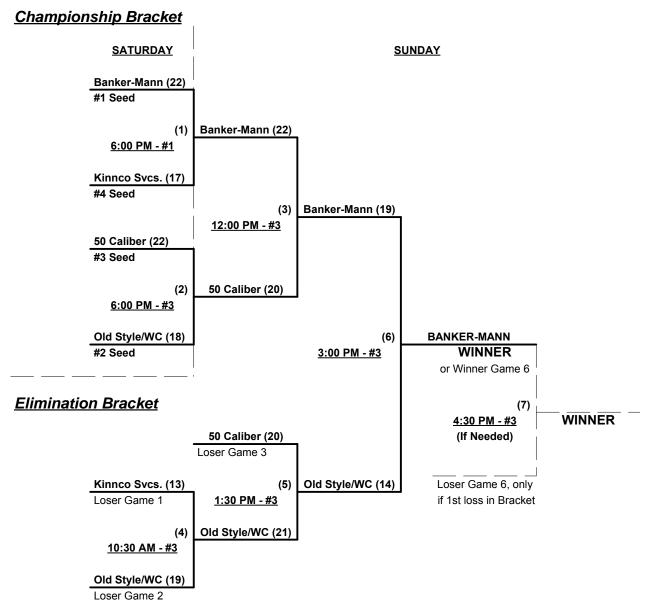
## Men's 55+ Major Plus Division - 2 Teams





Rev. 05/04/2014

## Men's 55+ Major Division - 4 Teams





May 3 - 4, 2014

Rev. 05/03/2014

### Men's 55+ AAA Division - 10 Teams

<u>Win</u>	<u>Loss</u>			<u>Win</u>	<u>Loss</u>		
0	2	1	Silver Clout/Patriot Mac (IL)	2	0	6	Michigan Smash (MI)
2	0	2	Antique Roadshow (IN)	1	1	7	Milwaukee Merchants (WI)
1	1	3	BSN/DeClaire/PMB (MI)	0	2	8	Oshkosh Ambass. (WI)
1	1	4	Chicago Prime 55's (IN)	2	0	9	Playmakers (WI)
1	1	5	Dayton Legends (OH)	0	2	10	Sports Image (MO)
	0	0 2	0 2 1	0 2 1 Silver Clout/Patriot Mac (IL)   2 0 2 Antique Roadshow (IN)   1 1 3 BSN/DeClaire/PMB (MI)   1 1 4 Chicago Prime 55's (IN)	0 2 1 Silver Clout/Patriot Mac (IL) 2   2 0 2 Antique Roadshow (IN) 1   1 1 3 BSN/DeClaire/PMB (MI) 0   1 1 4 Chicago Prime 55's (IN) 2	0 2 1 Silver Clout/Patriot Mac (IL) 2 0   2 0 2 Antique Roadshow (IN) 1 1   1 1 3 BSN/DeClaire/PMB (MI) 0 2   1 1 4 Chicago Prime 55's (IN) 2 0	0 2 1 Silver Clout/Patriot Mac (IL) 2 0 6   2 0 2 Antique Roadshow (IN) 1 1 7   1 1 3 BSN/DeClaire/PMB (MI) 0 2 8   1 1 4 Chicago Prime 55's (IN) 2 0 9

## Saturday - May 3, 2014 • Midwest Sports Complex • Indianapolis

Time	#	Runs	Team Name	Field	#	Runs	Team Name
1:30 PM	9	17	Playmakers (WI)	5	4	15	Chicago Prime 55's (IN)
3:00 PM	2	23	Antique Roadshow (IN)	1	3	13	BSN/DeClaire/PMB (MI)
3:00 PM	8	14	Oshkosh Ambass. (WI)	4	5	24	Dayton Legends (OH)
3:00 PM	6	18	Michigan Smash (MI)	5	1	17	Silver Clout/Patriot Mac (IL)
3:00 PM	10	9	Sports Image (MO)	6	7	21	Milwaukee Merchants (WI)
4:30 PM	3	24	BSN/DeClaire/PMB (MI)	1	8	19	Oshkosh Ambass. (WI)
4:30 PM	4	19	Chicago Prime 55's (IN)	3	10	16	Sports Image (MO)
4:30 PM	1	11	Silver Clout/Patriot Mac (IL)	4	9	17	Playmakers (WI)
4:30 PM	5	20	Dayton Legends (OH)	5	6	21	Michigan Smash (MI)
4:30 PM	7	12	Milwaukee Merchants (WI)	6	2	20	Antique Roadshow (IN)

### Seeding for 55-AAA Double Elimination bracket commencing Saturday evening • See Bracket

Format: Two (2) game Round Robin to seed 55-AAA Double Elimination bracket

Home Runs - AAA Rule = 3 per team per game, Outs

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls) will be strictly enforced.

Pitch Count - All batters start with 0-0 count per SSUSA Rulebook §6.2 (Pitch Count)

Run Rules - 5 runs per ½ inning at bat (except open inning)

Time Limits - RR = 65 + open inn. • Bracket = 70 + open inn. • Championship game(s) = 7 innings full

Tie Breakers - Head to head (in full RR only), least runs allowed, run differential, coin toss



Spts. Image (20) Loser Game 5

### SSUSA's Brickyard Invitational Qualifier 2014 Indianapolis, Indiana May 3 - 4, 2014

Rev. 05/04/2014

### Men's 55+ AAA Division - 10 Teams

#### **Championship Bracket SATURDAY** SUNDAY Antiques (18) #1 Seed Silver Clout (10) (5) Antiques (17) #8 Seed 9:00 PM - #1 (1) Spts. Image (16) 7:30 PM - #1 Spts. Image (20) (11)Milwaukee (17) #9 Seed 7:30 AM - #5 Milwaukee (30) #5 Seed (3) Milwaukee (20) 7:30 PM - #5 Dayton (24) #4 Seed (15)Milwaukee Merchants (29) 12:00 PM - #5 CHI Prime (18) #6 Seed MI Smash (16) 9:00 PM - #5 MI Smash (19) #3 Seed BSN/DeCl. (26) BSN/DeCl. (16) (12)#7 Seed 7:30 AM - #6 BSN/DeCl. (26) (2) MILWAUKEE 7:30 PM - #3 (18)**MERCHANTS** BSN/DeCI. (21) WINNER Oshkosh (25) (6) 3:00 PM - #6 #10 Seed 9:00 PM - #3 or Winner Game 18 Playmakers (25) #2 Seed (19)WINNER 4:30 PM - #6 **Elimination Bracket** (If Needed) Antiques (26) BSN/DeCla. (10) Loser Game 11 Loser Game 15 Loser Game 18, only CHI Prime (19) (13)Antiques (9) if 1st loss in Bracket Loser Game 4 10:30 AM - #5 (17)Dayton (14) CHI Prime (11) 1:30 PM - #6 Silver Clout (22) (9) Loser Game 1 9:00 AM - #5 Dayton (14) (7) Playmakers (16) (16)10:30 PM - #3 12:00 PM - #6 Playmakers (24) MI Smash (4) Loser Game 6 Loser Game 12 Dayton (25) Dayton (19) (14)Loser Game 3 10:30 AM - #6 Oshkosh (10) Dayton (22) (10)Loser Game 2 9:00 AM - #6 (8) Spts. Image (17) 10:30 PM - #1



May 2 - 3, 2014

Rev. 05/02/2014

### Men's 60+ Major Division - 5 Teams

	<u>Win</u>	<u>Loss</u>			<u>Win</u>	<u>Loss</u>		
	0	2	1	50 Caliber Silver STL (MO)	0	2	4	Jim & Joe's Ice (KY)
_	1	1	2	Golden Vipers (MI)	2	0	5	Pope Transport (WI)
_	2	0	3	IN Legends/Acc. Therapy (IN)				

### Friday - May 2, 2014 • Midwest Sports Complex • Indianapolis

	Time	#	Runs	Team Name	Field	#	Runs	Team Name
_	9:00 AM	2	13	Golden Vipers (MI)	4	3	14	IN Legends/Acc. Therapy (IN)
	10:30 AM	5	21	Pope Transport (WI)	2	4	11	Jim & Joe's Ice (KY)
	10:30 AM	3	20	IN Legends/Acc. Therapy (IN)	4	1	7	50 Caliber Silver STL (MO)
	12:00 PM	4	17	Jim & Joe's Ice (KY)	2	2	19	Golden Vipers (MI)
	12:00 PM	1	12	50 Caliber Silver STL (MO)	4	5	13	Pope Transport (WI)

### Seeding for 60-Major Double Elimination bracket commencing FRIDAY afternoon • See Bracket

Format: Two (2) game Round Robin to seed 60-Major Double Elimination bracket

Home Runs - Major Rule = 6 per team per game, Outs

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls) will be strictly enforced.

Pitch Count - All batters start with 0-0 count per SSUSA Rulebook §6.2 (Pitch Count)

Run Rules - 5 runs per ½ inning at bat (except open inning)

Time Limits - RR = 65 + open inn. • Bracket = 70 + open inn. • Championship game(s) = 7 innings full

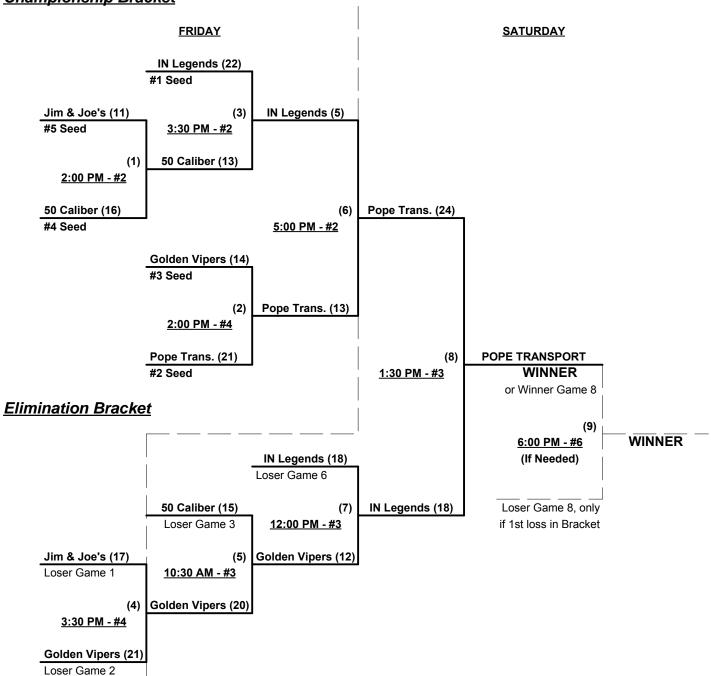
Tie Breakers - Head to head (in full RR only), least runs allowed, run differential, coin toss



Rev. 05/03/2014

## Men's 60+ Major Division - 5 Teams

### Championship Bracket





May 2 - 3, 2014

Rev. 05/02/2014

### Men's 60+ Silver Division - 4 Teams

	<u>Win</u>	Loss			<u>Win</u>	Loss		
_	1	1	1	American Scaffolding (OH)	1	1	3	<b>Brickyard Classics (IN)</b>
	0	2	2	Blue Chips 60 (IL)	2	0	4	Indy Fog (IN)

# Friday - May 2, 2014 • Midwest Sports Complex • Indianapolis

Time	#	Runs	Team Name	Field	#	Runs	Team Name
10:30 AM	3	17	Brickyard Classics (IN)	1	1	18	American Scaffolding (OH)
10:30 AM	4	22	§ Indy Fog (IN)	3	2	18	Blue Chips 60 (IL)
12:00 PM	1	18	American Scaffolding (OH)	1	4	21	§ Indy Fog (IN)
12:00 PM	2	10	Blue Chips 60 (IL)	3	3	20	Brickyard Classics (IN)

§ Team #4 RECEIVES 5-Run OR 11-Defensive-player equalizer in ALL games (including bracket)

### Seeding for 60-Silver Double Elimination Bracket commencing FRIDAY afternoon • See Brackets

Format: Two (2) game Round Robin to seed 60-Silver Double Elimination bracket

Home Runs - Home Run Rule of LOWER rated team in game [Indy Fog (IN) is rated AA]

AAA Rule = 3 per team per game, Outs AA Rule = 1 per team per game, Outs

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls) will be strictly enforced.

Pitch Count - All batters start with 0-0 count per SSUSA Rulebook §6.2 (Pitch Count)

Run Rules - 5 runs per ½ inning at bat (except open inning)

Time Limits - RR = 65 + open inn. • Bracket = 70 + open inn. • Championship game(s) = 7 innings full

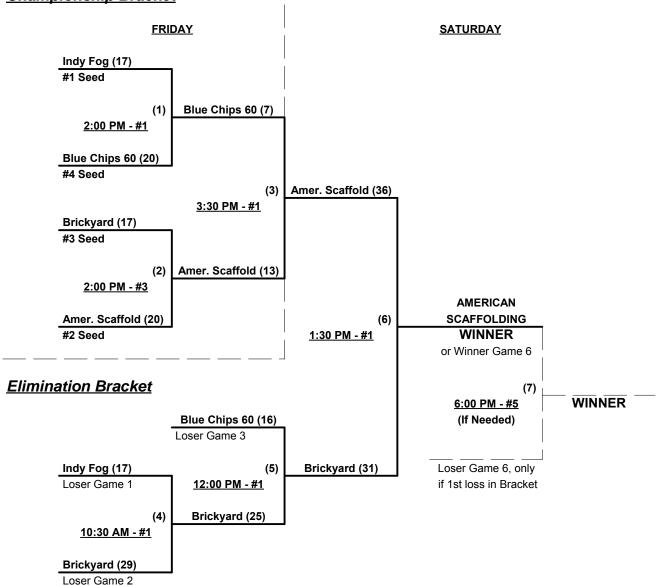
Tie Breakers - Head to head (in full RR only), least runs allowed, run differential, coin toss



Rev. 05/03/2014

### Men's 60+ Silver Division - 4 Teams

### Championship Bracket





# SSUSA's Brickyard Invitational Qualifier 2014

# Indianapolis, Indiana April 30 - May 1, 2014

Rev. 04/30/2014

### Men's 65/70+ Silver Division - 8 Teams

	<u>Win</u>	<u>Loss</u>			<u>Win</u>	<u>Loss</u>		
_	1	1	1	Mid-State Seniors 65's (IL)	1	1	5	Kentuckiana 65 (KY)
_	1	1	2	U.S. Pallet 65 (IL)	1	1	6	Chicago Gray Sox (IL)
_	2	0	3	US Jobs/Indy 65's (IN)	1	1	7	Mid-State Seniors 70's (IL)
_	1	1	4	IN Legends/Columbus (IN)	0	2	8	Indianapolis Classics (IN)

### Wednesday - April 30, 2014 • Midwest Sports Complex • Indianapolis

Time	#	Runs	Team Name	Field	#	Runs	Team Name
9:00 AM	8	14	¥ Indianapolis Classics (IN)	1	6	19	Chicago Gray Sox (IL)
9:00 AM	1	21	§ Mid-State Seniors 65's (IL)	2	4	17	IN Legends/Columbus (IN)
9:00 AM	2	21	§ U.S. Pallet 65 (IL)	3	5	16	Kentuckiana 65 (KY)
10:30 AM	6	10	Chicago Gray Sox (IL)	1	3	11	¶ US Jobs/Indy 65's (IN)
10:30 AM	4	16	IN Legends/Columbus (IN)	2	7	5	Mid-State Seniors 70's (IL)
10:30 AM	5	16	Kentuckiana 65 (KY)	3	8	15	¥ Indianapolis Classics (IN)
12:00 PM	3	16	US Jobs/Indy 65's (IN)	1	1	14	Mid-State Seniors 65's (IL)
12:00 PM	7	21	Mid-State Seniors 70's (IL)	2	2	14	¶ U.S. Pallet 65 (IL)

- § Teams #1-3 GIVE 5-Run OR 11-Defensive-player equalizer in games vs. Teams #4-5
- ¶ Teams #1-3 GIVE 5-Run equalizer in games vs. Teams #6-7
- ¥ Team #8 RECEIVES 5-Run equalizer in ALL games (including bracket)

### Seeding for 65-AAA & 70-Silver Double Elimination Bracket commencing WEDNESDAY afternoon • See Brackets

**Format:** Two (2) game Round Robin to seed Championship Brackets

Teams #1-3 play Double Elimination bracket for 65-AAA Championship

Teams #4-5 play Best 2 of 3 Series for 65-AA Championship

Teams #6-8 play Double Elimination bracket for 70-Silver Champoionship

Home Runs - Home Run Rule of LOWER rated team in game

AAA Rule = 3 per team per game, Outs AA Rule = 1 per team per game, Outs

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls) will be strictly enforced.

Pitch Count - All batters start with 0-0 count per SSUSA Rulebook §6.2 (Pitch Count)

Run Rules - 5 runs per ½ inning at bat (except open inning)

Time Limits - RR = 65 + open inn. • Bracket = 70 + open inn. • Championship game(s) = 7 innings full

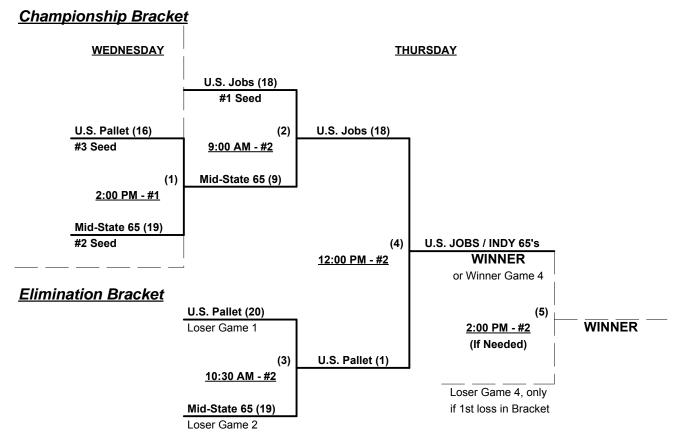
Tie Breakers - Head to head (in full RR only), least runs allowed, run differential, coin toss



# SSUSA's Brickyard Invitational Qualifier 2014 Indianapolis, Indiana April 30 - May 1, 2014

Rev. 05/01/2014

### Men's 65+ AAA Division - 3 Teams



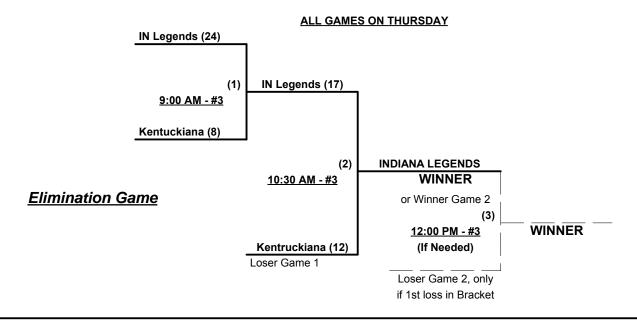


# SSUSA's Brickyard Invitational Qualifier 2014 Indianapolis, Indiana April 30 - May 1, 2014

Rev. 05/01/2014

### Men's 65+ AA Division - 2 Teams

### **Championship Bracket**



### Men's 70+ Silver Division - 3 Teams

