Cowtown Classic
55M/AAA

		W	L	RA	RD
1	Team Mission				
2	Vintage				
3	Iowa Demons				
4	KC Elite				
5	Maher Homes				

		W	L	RA	RD
6	Ventra/Biscuit				
7	Lumberjacks aaa				
8	Silver Bullets aaa				
9	Stampeed aaa				

GAME	DATE	TIME	SCORE	TEAMS	SCORE	field
1	Sat	9:00		1 vs 2 P		7
2	Sat	9:00		7 vs 9 P		8
3	Sat	9:00		4 vs 5 P		9
4	Sat	10:30		1 vs 6 P		7
5	Sat	10:30		8 vs 9 P		8
6	Sat	10:30		2 vs 3 P		9
7	Sat	12:00		5 vs 6 P		7
8	Sat	12:00		3 vs 4 P		8
9	Sat	12:00		7 vs 8 P		9
10	Sat	3:00		2 vs 7 X		6
11	Sat	3:00		5 vs 9 X		9
12	Sat	3:00		1 vs 8 X		12
13	Sat	6:00		Game 1 M		7
14	Sat	6:00		Game 2 M		8
15	Sat	8:00		Game 3 M		5
16	Sat	8:00		Game 4 M		6
17	Sun	8:00		Game 1 AAA		12
18	Sun	9:30		Game 5 M		5
19	Sun	9:30		Game 6M		6
20	Sun	9:30		Game 2 AAA		12
21	Sun	11:00		Game 7 M		5
22	Sun	11:00		Game 8 M		6
23	Sun	11:00		Game 3 AAA		12
24	Sun	12:30		Game 9 M		5
25	Sun	12:30		Game 4 AAA		12
26	Sun	2:00		Game 10 M		5
27	Sun	2:00		AAA IF		12
28	Sun	3:30		If game M		10

- Time limit @65 minutes with umpire announcing last inning and 1 more unlimited inning shall be played
- Hitters start with a 0-0 count and are allowed no courtesy foul
* 6 Baden Fire Balls are provided by host the only ball allowed
* pool play to Single Elimination
* seeds by. : record, head to head, runs allowed, runs scored and
* Run differential . with a + or – 6 max. per game

*** If teams play on a field with less than 300" fences then we will use a 1 up format after teams achieve
The Max Home Runs allowed**

- X=exhibition P=Pool

Cowtown Classic
60AAA

		W	L	RA	RD
1	NSC Prairie dogs				
2	KC Stamped				
3	Triple Crown				
4	Big Daddy's Donut				

	W	L	RA	RD
5				

GAME	DATE	TIME	SCORE	TEAMS	SCORE	field
1	Sat	9:00		1 vs 2		11
2	Sat	9:00		3 vs 4		12
3	Sat	10:30		1 vs 4		11
4	Sat	10:30		2 vs 3		12
5	Sat	1:30		Game 1		11
6	Sat	1:30		Game 2		11
7	Sun	8:00		Game 3		11
8	Sun	9:30		Game 4		11
9	Sun	11:00		Game 5		11
10	Sun	12:30		Game 6		11
11	Sun	2:00		If Game		11
12						
13						
14						
15						
16						
17						
18						
19						

- Time limit @65 minutes with umpire announcing last inning and 1 more unlimited inning shall be played
- Hitters start with a 0-0 count and are allowed no courtesy foul
* 6 Balls are provided by host Baden Fire only
* pool play to double elimination Elimination
* seeds by. : record, head to head, runs allowed, runs scored and
* Run differential . with a + or – 6 max. per game

* NOTE; if the field you are on has fences less than 300' we will incorporate the 1 up rule after
      Teams achieve the designated home runs for AAA

Cowtown Classic
60m

		W	L	RA	RD
1	Minn Premier				
2	KC Elite				
3	Dudley Lightning				
4	Iowa Demons				

		W	L	RA	RD
5	Silver Bullets				

GAME	DATE	TIME	SCORE	TEAMS	SCORE	field
1	Sat	12:00		4 vs 5		11
2	Sat	1:30		1 vs 2		7
3	Sat	1:30		3 vs 4		8
4	Sat	3:00		1 vs 5		7
5	Sat	3:00		2 vs 3		8
6	Sat	6:00		Game 1		5
7	Sat	6:00		Game 2		6
8	Sat	7:30		Game 3		7
9	Sun	8:00		Game 4		7
10	Sun	9:30		Game 5		7
11	Sun	11:00		Game 6		7
12	Sun	12:30		Game 7		7
13	Sun	2:00		Game 8		7
14	Sun	3:30		If game		7
15						
16						
17						
18						
19						

- Time limit @65 minutes with umpire announcing last inning and 1 more unlimited inning shall be played
- Hitters start with a 0-0 count and are allowed no courtesy foul
* 6 Balls are provided by host Baden Fire only
* pool play to double elimination Elimination
* seeds by. : record, head to head, runs allowed, runs scored and
* Run differential . with a + or – 6 max. per game
* NOTE; if the field you are on has fences less than 300' we will incorporate the 1 up rule after
    Teams achieve the designated home runs for Major

Cowtown Classic
Blue Valley Rec 65M-70M/65AAA

		W	L	RS	RA
1	Blue Speed 65M				
2	Dudley Lightning 65M				
3	Plainsmen 65M				
4	KC Kids 70M				
5	50 Cal 65 AAA				
6	RECO 65 AAA				
7	Big Daddy's 65 AAA				

GAME	DATE	TIME	score	Teams	score	field
1	4/13	9:00am		1 vs 3 P		5
2	4/13	9:00am		6 vs 7 P		6
3	4/13	10:30		1 vs 2 P		5
4	4/13	10:30		4 vs 5 P		6
5	4/13	12:00		2 vs 3 P		5
6	4/13	12:00		4 vs 7 P		6
7	4/13	12:00		5 vs 6 P		7
8	4/13	1:30		3 vs 6 X		5
9	4/13	1:30		1 vs 7 X		6
10	4/13	3:00		2 vs 5 X		5
11	4/14	8:00am		65/70 G1		5
12	4/14	8:00am		65/70 G2		6
13	4/14	8:00am		65M G1		8
14	4/14	9:30		65/70 G3		5
15	4/14	9:30		65/70 G4		6
16	4/14	11:00		65/70 G5		6
17	4/14	11:00		65M G2		8
18	4/14	12:30		65/70 G6		6
19	4/14	12:30		65M G3		8
20	4/14	2:00		65/70 IF game		6
21	4/14	2:00		65M G4		8
22	4/14	3:30		65M if game		8

* pool play to double elimination double elimination schedule will be available at the complex
* SSUSA rules apply including equalizer rule
* Time limit is 65 minutes then open inning
* 6Balls are provided by host after that you must supply your own SSUSA approved Baden Fire ball. We will have a few to sell
* X = exhibition   P = Pool game
* Tie breakers ,in order utilized: head to head, runs allowed, runs scored.run differential of + or- 6 per game
* 65M play round robin and one exhibition game vs 65 AAA division Thursday then double elimination Friday

Cowtown Classic
70AAA/AA
Blue Valley Rec Softball Complex

	W	L	RA	RS	RD
1 50 Cal/Anderson roof 70AAA					
2 OKC Outlaws 70 AAA					
3. Midwest A's 70 AAA					
4 Redhawks 70 AA					

Game	day	time	score	teams		
1	4/13	9:00		1 vs 2		12
2	4/13	10:30		3 vs 4		12
3	4/13	12:00		2 vs 3		12
4	4/13	12:00		1 vs 4		8
5	4/13	3:00**		Game 1		8
6	4/13	3:00**		Game 2		12
7	4/14	8:00am		Game 3		7
8	4/14	9:30		Game 4		7
9	4/14	11:00		Game 5		7
10	4/14	12:30		Game 6		7
11	4/14	2:00		IF GAME		7
12						
13						
14						
15						
16						

** if teams are ready earlier then scheduled time they may proceed into the scheduled game

* pool format to Double elimination
* Used to decide ties: record, head to head, runs allowed, runs scored, run differencial with A + or – 6 max per game
• SSUSA rules apply
• Time limit @65 minutes with umpire announcing last inning and 1 more unlimited inning shall be played
• SSUSA home run rules apply and SSUSA equalizer apply
•
○ 6 balls are provided by host after that you may hit your SSUSA approved Stote ball .I will have some for sale
* SSUSA spread rules apply as do equalizer
* DOUBLE ELIMINATION SCHEDULE WILL BE PROVIDED AT THE SOFTBALL COMPLEX
* Gam1 l seed vs 4 seed........Game 2   2 seed vs 3 seed
* ON less than 300" fence fields after reaching max Home runs we will use the l up rule

Cowtown Classic
70AA/75M/70AAA
Blue Valley Rec Softball Complex

	W	L	RA	RS	RD
1 Midwest Fossils 75M					
2 KC Kids 75 AAA					
3 Antiques 80 AAA					
4 Not dead yet 70 AA					

GAME

1	4/13	9:00		1 vs 2		7
2	4/13	9:00		3 vs 4		8
3	4/13	10:30		2 vs 3		7
4	4/13	10:30		1 vs 4		8
5	4/13	1:30		Game 1		7
6	4/13	1:30		Game 2		8
7	4/14	9:30am		Game 3		12
8	4/14	9;30am		Game 4		8
9	4/14	11:00		Game 5		12
10	4/14	12:30		Game 6		12
11	4/14	2:00		IF Game		12
12					
13					
14					
15					
16					

* pool format to Double elimination
* Used to decide ties: record, head to head, runs allowed, runs scored, run differencial with A + or – 6 max per game
* SSUSA rules apply
* Time limit @65 minutes with umpire announcing last inning and 1 more unlimited inning shall be played
* SSUSA home run rules apply and SSUSA equalizer apply
*
* 6 balls are provided by host after that you may hit your SSUSA approved Baden Fire ball .I will have some for sale
* SSUSA spread rules apply as do equalizer
* DOUBLE ELIMINATION SCHEDULE WILL BE PROVIDED AT THE SOFTBALL COMPLEX
* Gam1 1 seed vs 4 seed........Game 2   2 seed vs 3 seed