



SSUSA MUSIC CITY CLASSIC

March 16-17, 2024

COMPLETE TOURNAMENT RESULTS



CANE RIDGE PARK

419 Battle Road

Antioch, TN 37013

INCLEMENT WEATHER INFORMATION

SSUSA DOES NOT CANCEL TOURNAMENTS BASED ON FORECAST
Any decisions on weather / playing conditions will be made at the ballpark.

All teams should show up at the park expecting to play ball.

ROSTER POSTING

All teams must post their online roster to SSUSA in advance of the tournament.

If you have an updated roster, bring a hard copy of it to the park with you.

MANAGER CHECK-IN

Managers should check in with the director 45 minutes prior to your first game.

Verify your roster for accuracy and handle any issues at that time.

No roster changes are permitted after your first game has begun.

TEAM CHECK-IN

COME TO THE CHECK-IN AREA AS A TEAM

Each player will need to show their SSUSA ID card or a valid gov't issued ID

If you need to register or renew your card, arrive early and be prepared

**SSUSA Music City Classic Game Schedule
March 16-17, 2024 (revised on 3/11/24)**

CANE RIDGE PARK- 419 Battle Road - Antioch, TN				
SAT	F1	F2	F3	F4
8:00	60-65 AAA (1v3)	60-65 AAA (2v4)	50-55 AAA (1v4)	50-55 AAA (2v7)
9:20	60-65 AAA (1v4)	55-60 Plat (1v2)	50-55 AAA (3v4)	50-55 AAA (2v5)
10:40	60-65 AAA (2v3)	55-60 Plat (2v3)	50-55 AAA (1v3)	50-55 AAA (5v7)
12:00	50 Plat (2v5)	55-60 Plat (1v3)	40 Gold (2v5)	40 Gold (3v4)
1:20	50 Plat (1v5)	50 Plat (3v4)	40 Gold (1v5)	40 Gold (2v4)
2:40	50 Plat (1v3)	50 Plat (2v4)	40 Gold (1v3)	60-65 AAA #1
4:00	50-55 AAA #1	50-55 AAA #2	55-60 Plat #1	60-65 AAA #2
5:20	50-55 AAA #3	50-55 AAA #4	55-60 Plat #2	60-65 AAA #3
6:40	40 Gold #1	40 Gold #2	50 Plat #2	50 Plat #1
8:00	40 Gold #3	50-55 AAA #5	50-55 AAA #6	50 Plat #3

SUN	F1	F2	F3	F4
8:00	40 Gold #4	50 Plat #4	60-65 AAA #4	55-60 Plat #3
9:20	40 Gold #6	40 Gold #5	50-55 AAA #8	55-60 Plat CH
10:40	50 Plat #6	50 Plat #5	50-55 AAA #7	55-60 Plat IF
12:00	40 Gold #7	50 Plat #7	50-55 AAA #9	60-65 AAA #5
1:20	40 Gold CH	50 Plat CH	50-55 AAA CH	60-65 AAA CH
2:40	40 Gold IF	50 Plat IF	50-55 AAA IF	60-65 AAA IF
4:00				

SSUSA MUSIC CITY CLASSIC Men's 60-65 AAA Division

		WON	LOST	RUNS ALLOWED
1	Team Illinois 60	2	0	10, 25
2	Team OG 60	1	1	22, 13
3	Team Roper Bandits 60	0	2	21, 19
4	The Power 65	1	1	17, 19

SATURDAY, MARCH 16th

Saturday	TEAM	NAME	FIELD	TEAM	NAME
8:00am	1	<u>21</u> Team Illinois	1	3	<u>10</u> Team Roper Bandits
8:00am	2	<u>17</u> Team OG	2	4	<u>22</u> \$ The Power 65
9:20am	4	<u>25</u> \$ The Power 65	1	1	<u>29</u> Team Illinois
10:40am	3	<u>13</u> Team Roper Bandits	1	2	<u>19</u> Team OG

Format: 4GG. 2 Seed games with all teams advancing to double elimination.

Balls: Each team will receive 6 Baden Fire balls at check in. Only those balls can be used in the tourney.

Home Team: Determined by a coin flip in all games that do not involve an equalizer.

Championship Game: If no equalizer is involved, the unbeaten team has the choice of home or visitor.

Equalizer \$ - Team 4 RECEIVES a 5-run equalizer and is VISITOR in all games.

Home Runs- AAA = 3 HR. Play to the lower rated team HR rule in all games.

Pitch Count: Batter begins with a 1-1 count and does get a courtesy foul.

Runs per Inning- 5 runs per ½ inning at bat (except open inning)

Time Limits- Seed games = 60 Min + Open inning. All bracket games = 70 Min + Open inning.

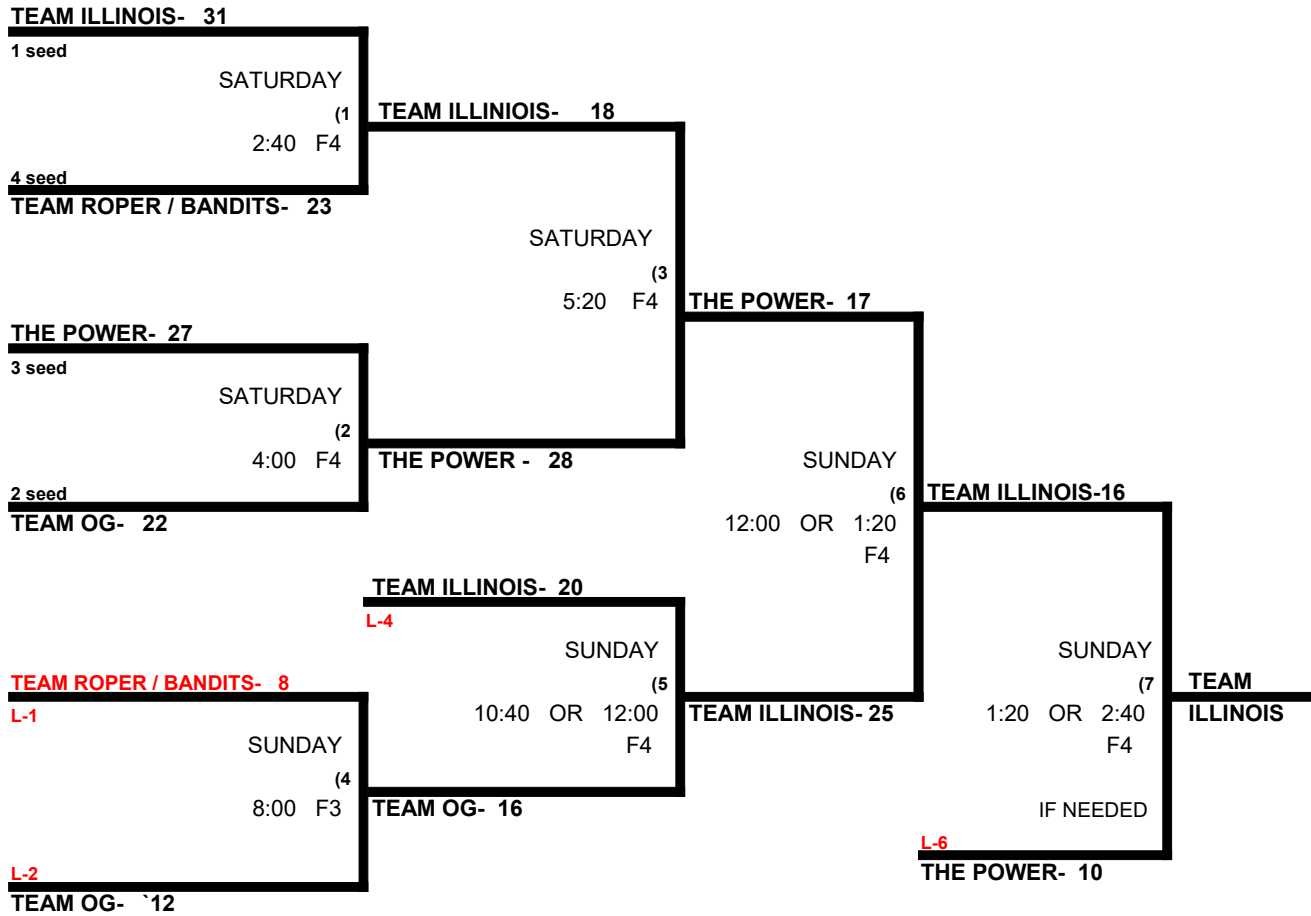
Seeding- 1) Overall Record 2) Head to Head 3) Least Runs Allowed 4) Best Differential 5) Coin Toss

Awards- One Awards set for the bracket champion.

Schedule is Subject to Change at Discretion of Tournament and Field Directors

SSUSA Music City Classic

Men's 60-65 AAA Division * 4 Teams



CHAMPIONSHIP GAME- Winner of Game #3 has the choice of HOME / VISITOR if there is no equalizer involved. Should the "IF NEEDED" game not be required for the 55-60 Platinum Bracket, Games 5, 6, 7 will play EARLY.

SSUSA MUSIC CITY CLASSIC Men's 55-60 Platinum Division

		WON	LOST	RUNS ALLOWED
1	Walker Brothers (55 Maj)	2	0	28, 10
2	Monster Softball (60 Maj +)	0	2	37, 23
3	Montgomery Swarm (60 Maj)	1	1	19, 16

SATURDAY, March 16th

Saturday	TEAM		NAME	FIELD	TEAM		NAME
9:20am	1	<u>31</u>	Walker Brothers	2	2	<u>28</u>	Monster Softball
10:40am	2	<u>19</u>	Monster Softball	2	3	<u>23</u>	\$ Montgomery Swarm
12:00pm	3	<u>10</u>	\$ Montgomery Swarm	2	1	<u>16</u>	Walker Brothers

Format: 4gg. 2 round robin games with all teams advancing to Double Elimination

Balls: Each team will receive 6 Baden Fire balls at check in. Only those balls can be used in the tourney.

Home Team: Determined by a coin flip in all games that do not involve an equalizer

Championship Game: If no equalizer is involved, the unbeaten team has the choice of home or visitor.

Equalizer \$ - Team 3 RECEIVES an equalizer (5 runs or 11 defenders) and is VISITOR in all games played.

Home Runs- Major + = 9 HR. Major = 6 HR. Play to the lower rated team HR rule in all games.

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls)

Pitch Count: Batter begins with a 1-1 count and does get a courtesy foul.

Time Limits- Seed games = 60 Min + Open inning. All bracket games = 70 Min + Open inning.

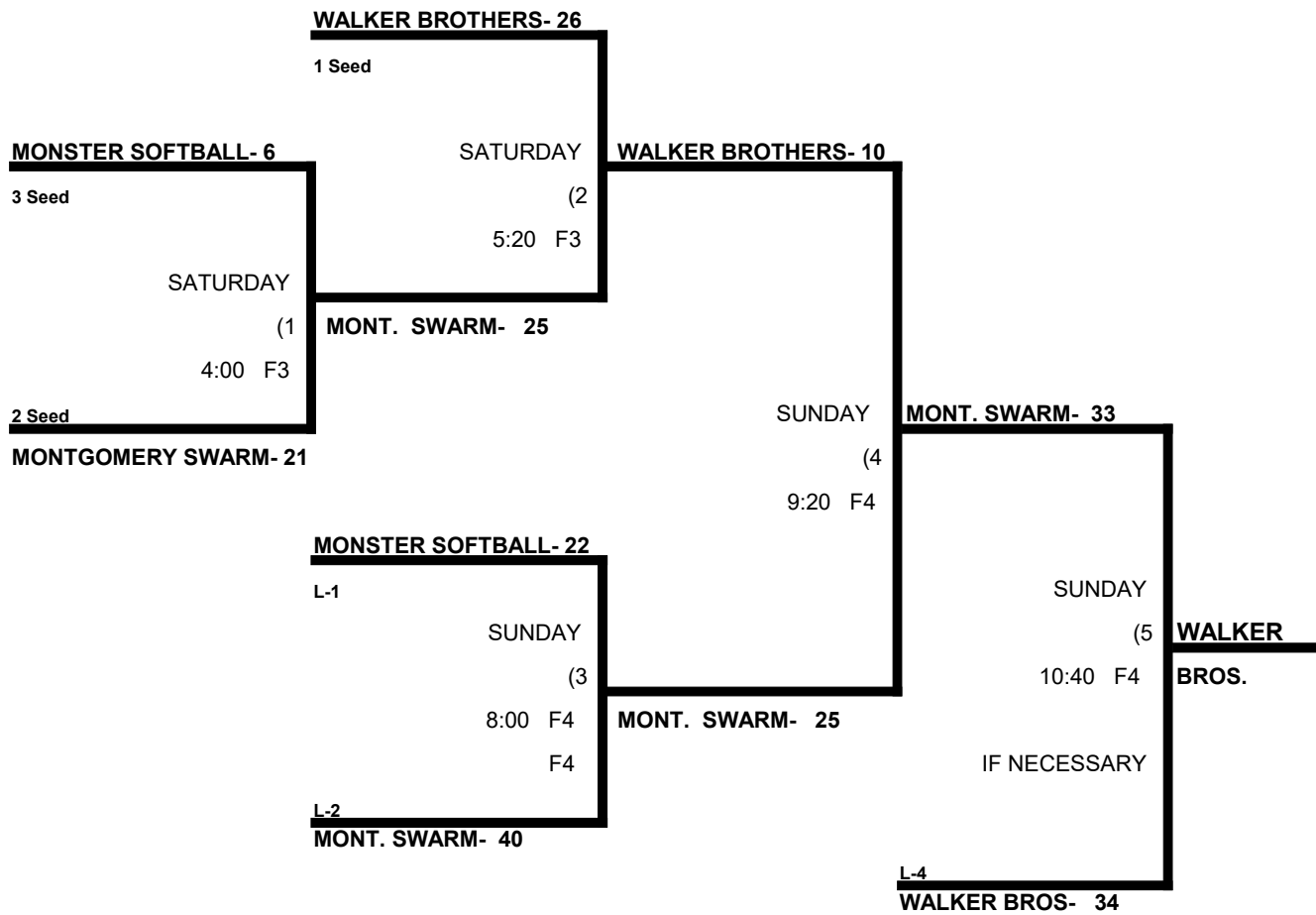
Seeding- 1) Overall Record 2) Head to Head 3) Least Runs Allowed 4) Best Run Differential 5) Coin Toss

Awards- One awards set for this division.

Schedule is Subject to Change at Discretion of Tournament and Field Directors

SSUSA Southern Championships

Men's 55-60 Platinum Division - REVISED



SSUSA MUSIC CITY CLASSIC
Men's 50-55 AAA Division - REVISED 03/11/24

		WON	LOST	RUNS ALLOWED
1	Aches n Pains KY	1	1	22, 19
2	Allnet Legacy	1	1	27, 10
3	Our Dirt 50s	0	2	19, 20
4	TN Select / LP Sports	2	0	13, 15
5	Xperience Sports	0	2	23, 26
6	Cotton Eyed Joe 55s	xxx	xxx	LATE WITHDRAWAL
7	Our Dirt 55s	2	0	17, 11

SATURDAY, March 16th

	TEAM	NAME	FIELD	TEAM	NAME
8:00am	1	<u>13</u> Aches n Pains KY	3	4	<u>,22</u> TN Select / LP Sports
8:00am	2	<u>17</u> Allnet Legacy	4	7	<u>,27</u> \$ Our Dirt 55s
9:20am	4	<u>19</u> TN Select / LP Sports	3	3	<u>,15</u> Our Dirt 50s
9:20am	5	<u>10</u> Xperience Sports	4	2	<u>,23</u> Allnet Legacy
10:40am	3	<u>19</u> Our Dirt 50s	3	1	<u>,20</u> Aches n Pains KY
10:40am.	7	<u>26</u> \$ Our Dirt 55s	4	5	<u>,11</u> Xperience Sports

Format: 4gg. 2 round robin games with all teams advancing to a Double Elimination bracket.

Seeding: All seeding games count.

Balls: Each team will receive 6 Baden Fire balls at check in. Only those balls can be used in the tourney.

Home Team: Determined by a coin flip in all games that do not involve an equalizer

Championship Game: If no equalizer is involved, the unbeaten team has the choice of home or visitor.

Equalizer \$ - Team 1-5 GIVE an equalizer (5 runs or 11 defenders) and are HOME TEAM vs Teams 6-7

Home Runs- AAA = 3 HR. Over the limit HR = Outs.

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls)

Pitch Count: Batter begins with a 1-1 count and does get a courtesy foul.

Time Limits- Seed games = 60 Min + Open inning. All bracket games = 70 Min + Open inning.

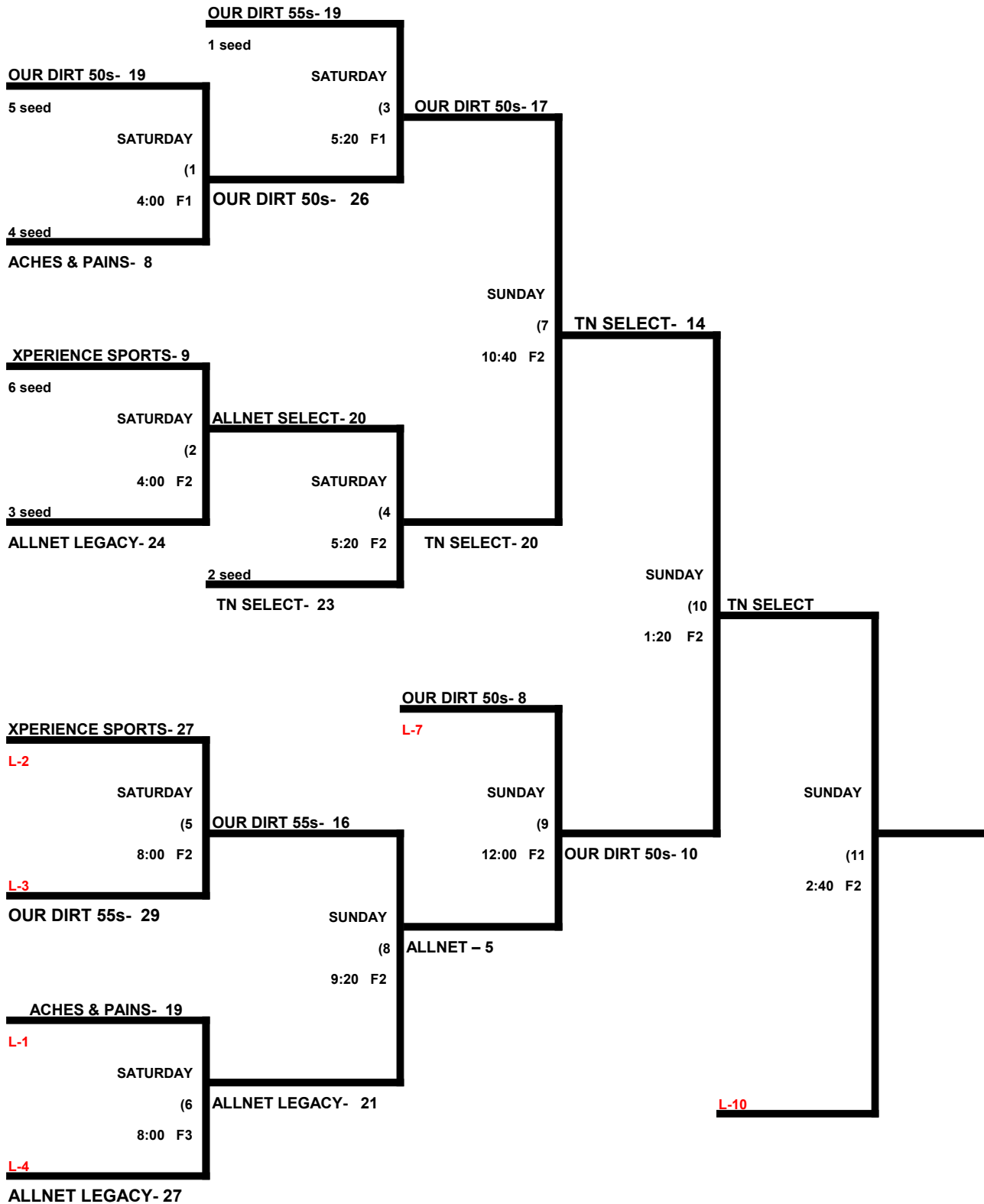
Seeding- 1) Overall Record 2) Head to Head 3) Least Runs Allowed 4) Best Run Differential 5) Coin Toss

Awards- One Awards Set for each bracket.

Schedule is Subject to Change at Discretion of Tournament and Field Directors

SSUSA Music City Classic

Men's 50-55 AAA Division * 6 Teams



SSUSA MUSIC CITY CLASSIC Men's 50 Platinum Division

	WON	LOST	RUNS ALLOWED
1 MP / Primetime / Agent 23 (M+)	2	0	20, 1
2 615 Honored	0	2	23, 29
3 Chi-Town Assault / T2 Auto	0	2	32, 16
4 Impact Softball	2	0	18, 28
5 Texas Steel / CA Bat Co.	1	1	18, 21

SATURDAY, March 16th

Saturday	TEAM	NAME	FIELD	TEAM	NAME
12:00pm	2	<u>18</u> 615 Honored	1	5	<u>23</u> TX Steel / CA Bat
1:20pm	5	<u>20</u> \$ TX Steel / CA Bat	1	1	<u>21</u> MP / Primetime / 23
1:20pm	3	<u>18</u> Chi-Town Assault	2	4	<u>32</u> Impact Softball
2:40pm	1	<u>16</u> MP / Primetime / 23	1	3	<u>1</u> \$ Chi-Town Assault
2:40pm	4	<u>29</u> Impact Softball	2	2	<u>28</u> 615 Honored

Format: 2 round robin games with all teams advancing to Double Elimination

Balls: Each team will receive 6 Baden Fire balls at check in. Only those balls can be used in the tourney.

Home Team: Determined by a coin flip in all games that do not involve an equalizer

Championship Game: If no equalizer is involved, the unbeaten team has the choice of home or visitor.

Equalizer \$ - Team 1 GIVES an equalizer (5 runs or 11 defenders) and is HOME team in all games played.

Home Runs- Major = 6 HR.

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls)

Pitch Count: Batter begins with a 1-1 count and does get a courtesy foul.

Time Limits- Seed games = 60 Min + Open inning. All bracket games = 70 Min + Open inning.

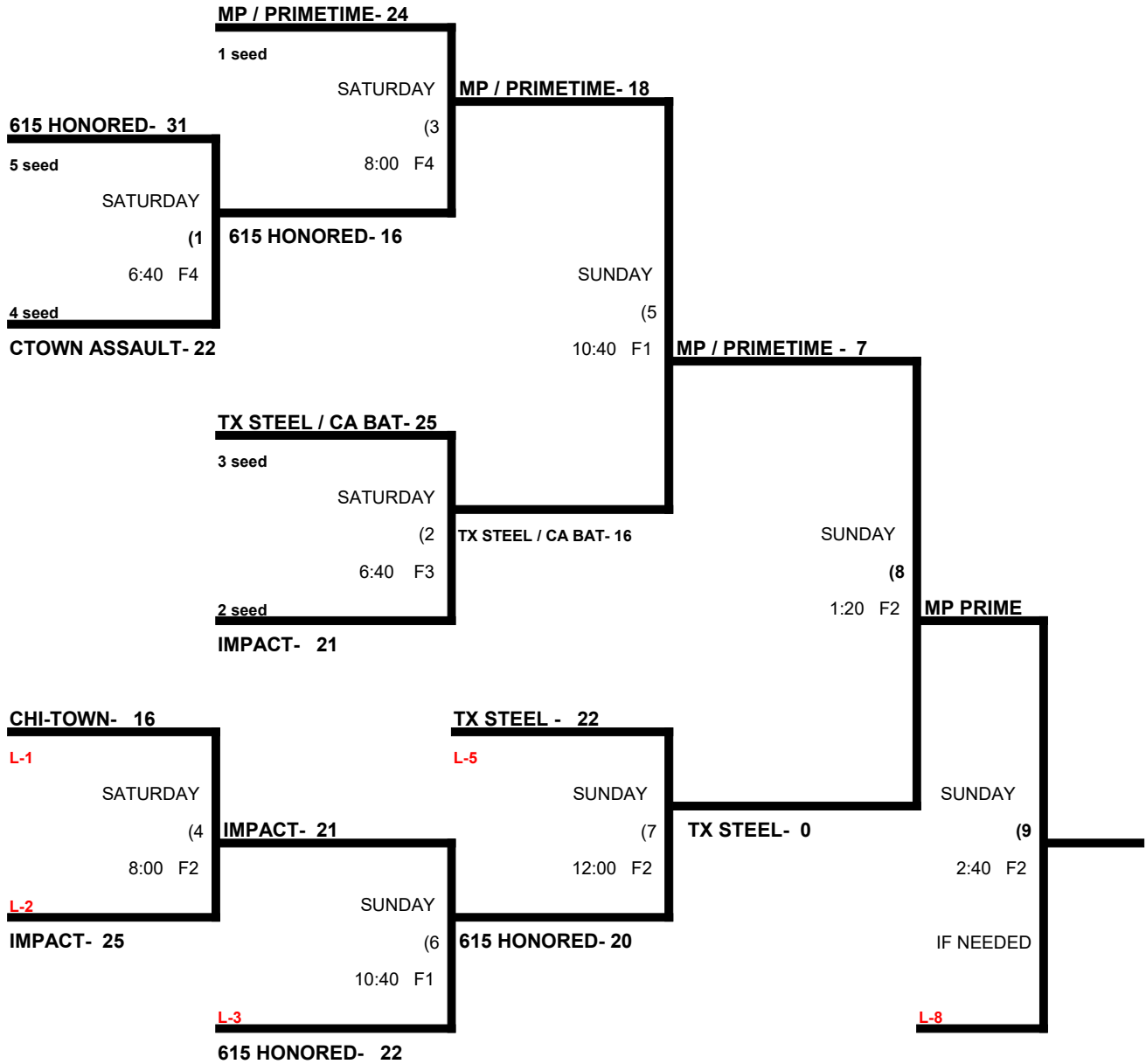
Seeding- 1) Overall Record 2) Head to Head 3) Least Runs Allowed 4) Best Run Differential 5) Coin Toss

Awards- 50 M+ must win bracket to earn 1st place awards. If they do, the highest finishing 50 M earns awards.

Schedule is Subject to Change at Discretion of Tournament and Field Directors

SSUSA Music City Classic

Men's 50 Platinum Division



SSUSA MUSIC CITY CLASSIC

Men's 40 Gold Division - REVISED 03/11/24

		WON	LOST	RUNS ALLOWED
1	400 Lb Guerillas	0	2	23, 26
2	ABC 40s	0	2	22, 23
3	Missouri Horsemen	2	0	5, 11
4	TBS / J-Birds	1	1	21, 14
5	So. Illinois Lightning (AAA)	2	0	16, 22

SATURDAY, March 16th

Saturday	TEAM	NAME	FIELD	TEAM	NAME	
12:00pm	2	6	3	5	22	\$ So. Illinois Lightning
12:00pm	3	21	4	4	5	TBS / J-Birds
1:20pm	5	23	3	1	22	400 Lb Guerillas
1:20pm	4	23	4	2	14	ABC 40s
2:40pm	1	11	3	3	26	Missouri Horsemen

Format: 2 round robin games with all teams advancing to Double Elimination

Balls: Each team will receive 6 Baden Fire balls at check in. Only those balls can be used in the tourney.

Home Team: Determined by a coin flip in all games that do not involve an equalizer

Championship Game: If no equalizer is involved, the unbeaten team has the choice of home or visitor.

Equalizer \$ - Team 5 RECEIVES an equalizer (5 runs) and is VISITOR in all games played.

Home Runs- 40 Major = 8 HR. 40 AAA = 6 HR. Play to the lower rated team HR rule in all games.

NOTE: SSUSA Official Rulebook §9.5 (Retrieving Home Run Balls)

Pitch Count: Batter begins with a 1-1 count and does get a courtesy foul.

Time Limits- Seed games = 60 Min + Open inning. All bracket games = 70 Min + Open inning.

Seeding- 1) Overall Record 2) Head to Head 3) Least Runs Allowed 4) Best Run Differential 5) Coin Toss

Awards- One awards set for this division.

Schedule is Subject to Change at Discretion of Tournament and Field Directors

SSUSA Music City Classic

Men's 40 Gold Division

