TRIPLE CREEK PARK Gallatin, TN


June 3-5, 2016

## SOUTHEAST CHAMPIONSHIPS

Triple Creek Park
1333 Touchdown Drive
Gallatin, TN 37066

TOURNAMENT DIRECTOR:
Tim McElroy
301-514-2676
PotomacSports@yahoo.com

## INCLEMENT WEATHER INFORMATION

Any decisions on weather / playing conditions will be made at the ballpark. All teams should show up at the park expecting to play ball.

## MANAGER MEETING

None Scheduled. Check in with the director 45 minutes prior to your first game.

## ROSTER POSTING

Rosters must be online with the SSUSA National Office
All players must be listed on your roster before your team plays its' first game

## TRIPLE CREEK PARK Gallatin, TN



## MASTER SCHEDULING GRID

FRIDAY (June 3 ${ }^{\text {rd }}$ )

|  | Field 1 | Field 2 | Field 3 | Field 4 |
| :---: | :---: | :---: | :---: | :---: |
| 8:00 | (OPEN) | 55-60 Gold (1 v 2) | 55-60 Gold (3 v 4) |  |
| 9:30 | 60-65 Silver (1 v 3) | 60-65 Silver (2 v 4) | 55-60 Gold (1 v 4) |  |
| 11:00 | 60-65 Silver (1 v 5) | 60-65 Silver (2 v 3) | 55-60 Gold (2 v 3) |  |
| 12:30 | 60-65 Silver (4 v 5) | 55-60 Gold (1 v 3) | 55-60 Gold (2 v 4) |  |
| 2:00 | 50-55 Gold (1 v 2) | 50-55 Gold (3 v 4) | 50-55 Gold (5 v 6) |  |
| 3:30 | 50-55 Gold (1 v 3) | 50-55 Gold (4 v 5) | 50-55 Gold (2 v 6) |  |

SATURDAY (June $4^{\text {th }}$ )

|  | Field 1 | Field 2 | Field 3 | Field 4 |
| :---: | :---: | :---: | :---: | :---: |
| $\mathbf{8 : 0 0}$ | $50-55$ Gold (3 v 6) | $50-55$ Gold (2 v 4) | $50-55$ Gold (1 v 5) |  |
| $\mathbf{9 : 3 0}$ | $60-65$ Silver (2 v 5) | $55-60$ Gold \#1 | $55-60$ Gold \#2 |  |
| $\mathbf{1 1 : 0 0}$ | $60-65$ Silver (1 v 4) | $50-55$ Gold \#1 | $50-55$ Gold \#2 |  |
| $\mathbf{1 2 : 3 0}$ | $60-65$ Silver (3 v 5) | $55-60$ Gold \#3 | $55-60$ Gold \#4 |  |
| $\mathbf{2 : 0 0}$ | $60-65$ Silver (3 v 4) | $50-55$ Gold \#3 | $50-55$ Gold \#4 |  |
| $\mathbf{3 : 3 0}$ | $60-A A A ~ \# 1$ | $50-55$ Gold \#5 | $50-55$ Gold \#6 |  |
| $\mathbf{5 : 0 0}$ | $60-65$ Silver \#1 |  |  |  |

SUNDAY (June $5^{\text {th }}$ )

|  | Field 1 | Field 2 | Field 3 | Field 4 |
| :---: | :---: | :---: | :---: | :---: |
| $\mathbf{8 : 0 0}$ | $60-65$ Silver \#2 | $60-\mathrm{AAA}$ \#2 (CH) | $50-55$ Gold \#8 |  |
| $\mathbf{9 : 3 0}$ | $60-65$ Silver \#3 | $60-\mathrm{AAA}$ \#3 (IF) | $50-55$ Gold \#7 |  |
| $\mathbf{1 1 : 0 0}$ | (30 min. team break) | $55-60$ Gold \#5 | $50-55$ Gold \#9 |  |
| $\mathbf{1 2 : 3 0}$ | $60-65$ Silver \#4 (CH) | $55-60$ Gold \#6 (CH) | $50-55$ Gold \#10 (CH) |  |
| $\mathbf{2 : 0 0}$ | $60-65$ Silver \#5 (IF) | $55-60$ Gold \#7 (IF) | $50-55$ Gold \#11 (IF) |  |


|  | WON | LOST |  |
| :---: | :--- | :---: | :---: |
| 1 | Blue Grass 50s (AAA) |  |  |
| 2 | Chi-Town 50s (AAA) |  |  |
| 3 | Chicago Prime 55s (Major) |  |  |
| 4 | CKM Wealth Mgmt 55s (Major) |  |  |
| 5 | Old Style / ASP Nation 55 (Major) |  |  |
| 6 | TN Connection 55s (Major) |  |  |

FRIDAY * June $3^{\text {rd }}$

|  | TEAM | NAME | FIELD | TEAM | NAME |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 2:00pm | 1 | Blue Grass 50s | 1 | 2 | Chi-Town 50s |
| 2:00pm | 3 | Chicago Prime 55s | 2 | 4 | CKM Wealth Mgmt 55s |
| 2:00pm | 5 | Old Style / ASP 55s | 3 | 6 | TN Connection 55s |
| 3:30pm | 1 | Blue Grass 50s | 1 | 3 | Chicago Prime 55s |
| 3:30pm | 4 | CKM Wealth Mgmt 55s | 2 | 5 | Old Style / ASP 55s |
| 3:30pm | 2 | Chi-Town 50s | 3 | 6 | TN Connection 55s |

## SATURDAY * June 4th

|  | TEAM | NAME | FIELD | TEAM | NAME |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 8:00am | 3 | Chicago Prime 55s | 1 | 6 | TN Connection 55s |
| 8:00am | 2 | Chi-Town 50s | 2 | 4 | CKM Wealth Mgmt 55s |
| 8:00am | 1 | Blue Grass 50s | 3 | 5 | Old Style / ASP 55s |

Format: 5 game guarantee- 3 seeding games with all teams advancing to double elimination
Awards: 1 awards set. Highest finishing 50 AAA and 55 Major earn a berth to the Tournament of Champions

New for 2016- In all cases, the team GIVING the equalizer is automatically the home team.
Home Runs- Major vs Major = 6 HR then outs. Major vs AAA $=3$ per team, per game then outs
NOTE SSUSA Official Rulebook $\S 9.5$ (Retrieving Home Run Balls) will be strictly enforced.
Run Rules- 5 runs per $1 / 2$ inning at bat (except open inning)
Time Limits- RR $=65+$ opening inning. Bracket $=70+$ open inning, Championship game(s) $=7$ innings full
Tiebreakers: Head to head record (in full RR only), least runs allowed, run differential, coin toss


SOUTHEAST CHAMPIONSHIPS


## 50 - 55 GOLD DIVISION

Double Elimination



|  | WON | LOST |  |
| :---: | :---: | :---: | :---: |
| 1 | Central IL Chiefs 55s (AAA) |  |  |
| 2 | DT Express 55s (AAA) |  |  |
| 3 | Playmakers 55s (AAA) |  |  |
| 4 | Motown Stars 60s (Major) |  |  |
|  |  |  |  |
|  |  |  |  |

FRIDAY * June $3^{\text {rd }}$

|  | TEAM | NAME | FIELD | TEAM | NAME |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 8:00am | 1 | Central IL Chiefs 55s | 2 | 2 | DT Express 55s |
| 8:00am | 3 | Playmakers 55s | 3 | 4 | Motown Stars 60s |
| 9:30am | 1 | Central IL Chiefs 55s | 3 | 4 | Motown Stars 60s |
| 11:00am | 2 | DT Express 55s | 3 | 3 | Playmakers 55s |
| 12:30pm | 1 | Central IL Chiefs 55s | 2 | 3 | Playmakers 55s |
| 12:30pm | 2 | DT Express 55s | 3 | 4 | Motown Stars 60s |

Format: 5 game guarantee- 3 seeding games with all teams advancing to double elimination
Awards: 1 awards set. Highest finishing 55 AAA team earns a berth to the Tournament of Champions Motown Stars must win the bracket to earn a berth to the Tournament of Champions
New for 2016- In all cases, the team GIVING the equalizer is automatically the home team.
Home Runs- Major vs Major = 6 HR then outs. Major vs AAA $=3$ per team, per game then outs
NOTE SSUSA Official Rulebook $\S 9.5$ (Retrieving Home Run Balls) will be strictly enforced.
Run Rules- 5 runs per $1 / 2$ inning at bat (except open inning)
Time Limits- RR $=65+$ opening inning. Bracket $=70+$ open inning, Championship game(s) $=7$ innings full
Tiebreakers: Head to head record (in full RR only), least runs allowed, run differential, coin toss


## 55-60 GOLD DIVISION

Double Elimination



## 60-65 SILVER

5 TEAMS

|  | WON | LOST |  |
| :---: | :--- | :---: | :---: |
| 1 | Brickyard Classics 60s (AAA) |  |  |
| 2 | Cincinnati 60s (AAA) |  |  |
| 3 | Indy Fog 60s (AA) |  |  |
| 4 | Doc Marten / Ropes 65s (AAA) |  |  |
| 5 | Mid-State Seniors 65s (AAA) |  |  |
|  |  |  |  |

FRIDAY * June $3^{\text {rd }}$

|  | TEAM | NAME | FIELD | TEAM | NAME |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 9:30am | 1 | Brickyard Classics 60s | 1 | 3 | \$ Indy Fog 60s |
| 9:30am | 2 | Cincinnati 60s | 2 | 4 | Doc Marten / Ropes |
| 11:00am | 1 | Brickyard Classics 60s | 1 | 5 | Mid-State Seniors |
| 11:00am | 2 | Cincinnati 60s | 2 | 3 | \$ Indy Fog 60s |
| 12:30pm | 4 | Doc Marten / Ropes | 3 | 5 | Mid-State Seniors |

## SATURDAY * June 4th

|  | TEAM | NAME | FIELD | TEAM | NAME |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 9:30am | 1 | Brickyard Classics 60s | 1 | 4 | Doc Marten / Ropes |
| 11:00am | 2 | Cincinnati 60s | 1 | 5 | Mid-State Seniors |
| 12:30pm | 3 | \$ Indy Fog 60s | 1 | 4 | Doc Marten / Ropes |
| 2:00pm | 3 | \$ Indy Fog 60s | 1 | 5 | Mid-State Seniors |

Format: 5 game guarantee- 3 seeding games. 60 AAA to bet 2 of 3 . 60 AA \& 65 AAA to double elimination.
60-65 Silver teams are seeded based on results of internal games only.
60 AAA- Winner receives a TOC bid.
60-65 Silver Awards- Highest finishing 65 AAA teams earns TOC bid. Indy Fog (60 AA) must win bracket to earn a TOC bid.
New for 2016- In all cases, the team GIVING the equalizer is automatically the home team.
Home Runs- $A A A$ vs $A A A=3 H R$ then outs. $A A A$ vs $A A=1$ per team, per game then outs
NOTE SSUSA Official Rulebook $\S 9.5$ (Retrieving Home Run Balls) will be strictly enforced.
Run Rules- 5 runs per $1 / 2$ inning at bat (except open inning)
Time Limits- $\mathrm{RR}=65+$ opening inning. Bracket $=70+$ open inning, Championship game $(\mathrm{s})=7$ innings full
Tiebreakers: Head to head record (in full RR only), least runs allowed, run differential, coin toss



## 60 AAA DIVISION

Best 2 of 3

BRICKYARD CLASSIC-



60 - 65 Silver<br>Double Elimination




ISA / SSUSA SOUTHEAST CHAMPIONSHIPS (55-60 Gold Seeding)
RUNS ALLOWED

| TEAM NAME | WON | LOST | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Central IL Chiefs (55 AAA) |  |  |  |  |  |  | 0 |


| FINAL SEED- |  |  | RUNS SCORED |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |
|  |  |  | RUNS ALLOWED |  |  |  |  |
| TEAM NAME | WON | LOST | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
| DT Express (55 AAA) |  |  |  |  |  |  | 0 |


| FINAL SEED- |  |  | RUNS SCORED |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |
|  |  |  | RUNS ALLOWED |  |  |  |  |
| TEAM NAME | WON | LOST | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
| Playmakers (55 AAA) |  |  |  |  |  |  | 0 |



| FINAL SEED- |  |  | RUNS SCORED |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |
|  |  |  | RUNS ALLOWED |  |  |  |  |
| TEAM NAME | WON | LOST | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |


| FINAL SEED- |  |  | RUNS SCORED |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |
|  |  |  | RUNS ALLOWED |  |  |  |  |
| TEAM NAME | WON | LOST | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |

[^0]| RUNS SCORED |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  | 0 |

ISA / SSUSA SOUTHEAST CHAMPIONSHIPS (60 - 65 Silver Seeding)
RUNS ALLOWED

| TEAM NAME | WON | LOST | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Brickyard Classic (60 AAA) |  |  |  |  |  |  | 0 |


| FINAL SEED- |  |  | RUNS SCORED |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |
|  |  |  | RUNS ALLOWED |  |  |  |  |
| TEAM NAME | WON | LOST | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
| Cincinnati 60s (60 AAA) |  |  |  |  |  |  | 0 |


| FINAL SEED- |  |  | RUNS SCORED |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |
|  |  |  |  |  |  |  |  |
|  |  |  | RUNS ALLOWED |  |  |  |  |
| TEAM NAME | WON | LOST | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
| Indy Fog (60 AA) |  |  |  |  |  |  | 0 |



| FINAL SEED- |  |  | RUNS SCORED |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |
|  |  |  | RUNS ALLOWED |  |  |  |  |
| TEAM NAME | WON | LOST | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
| Mid-State Srs (65 AAA) |  |  |  |  |  |  | 0 |


| FINAL SEED- |  |  | RUNS SCORED |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |
|  |  |  | RUNS ALLOWED |  |  |  |  |
| TEAM NAME | WON | LOST | GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  |  |  |  | 0 |

[^1]| RUNS SCORED |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| GM 1 | GM 2 | GM 3 | GM 4 | TOTAL |
|  |  |  |  | 0 |


[^0]:    FINAL SEED-

[^1]:    FINAL SEED-

