more than just a game...

# Top Gun's Summer Classic 2019 <br> San Clemente, California <br> August 16-18, 2019 

Rev. 08/08/2019

## Men's 60+ AAA Division • 5 Teams

| Win Loss |  |  |  |
| :--- | :--- | :--- | :--- |
|  |  | 1 | Sidewinders 60's (AZ) |
|  |  | 2 | Sin City Raiders (NV) |
| 3 | So Cal Braves 60 (CA) |  |  |
|  |  | 4 | Top Gun Thunder (CA) |
|  |  | 5 | Weakend Warriors (CA) |

Friday•August 16, 2019 • Richard T. Steed Park•San Clemente
Field address - 247 Avenida La Pata - San Clemente, CA 92672

| Time | $\#$ | Runs | Team Name | Field | $\#$ | Runs | Team Name |
| ---: | :--- | :--- | :--- | :---: | :---: | :--- | :--- |
| 8:30 AM | 3 | - | So Cal Braves 60 (CA) | 1 | 1 |  | Sidewinders 60's (AZ) |
| 8:30 AM | 5 | - | Weakend Warriors (CA) | 4 | 4 | - | Top Gun Thunder (CA) |
| 10:00 AM | $\mathbf{1}$ | - | Sidewinders 60's (AZ) | 1 | 5 | $\square$ | Weakend Warriors (CA) |
| 10:00 AM | 4 | - | Top Gun Thunder (CA) | 4 | 2 | $\square$ | Sin City Raiders (NV) |
| 11:30 AM | 2 | - | Sin City Raiders (NV) | 4 | 3 | $\square$ | So Cal Braves 60 (CA) |

Seeding for 60-AAA Double Elimination bracket beginning Saturday morning • See bracket for details
Format: Two (2) game Round Robin to seed 60-AAA Double Elimination bracket Home Runs - AAA = 3 per team, per game, Outs

NOTE SSUSA Official Rulebook $\S 9.5$ (Retrieving Home Run Balls) will be strictly enforced.
Pitch Count - All batters start with "1-1" (WITH waste foul) count per SSUSA Rulebook §6.2 (Pitch Count) Run Rules - 5 runs per $1 / 2$ inning at bat (except open inning)
Time Limits - RR = $65+$ open inn. $\cdot$ Bracket $=70+$ open inn. $\cdot$ Championship game(s) $=7$ innings full Tie Breakers - Head to head (in full RR only), least runs allowed, run differential, coin toss

Schedule Subject to Change at Discretion of Tournament and Field Directors

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## Championship Bracket



Elimination Bracket




## Top Gun's Summer Classic 2019 <br> San Clemente, California August 16-18, 2019

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## Men's 55/60+ AA Division • 5 Teams

60-AA

| $\underline{\text { Win }}$ | Loss | 60-AA |
| :---: | :---: | :---: |
|  |  | Full Throttle (AZ) |
|  |  | Lights Out 60 (CA) |
|  |  | So-Cal Titans (CA) |

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| Time | \# | Runs |  | Team Name | Field | \# | Runs |  | Team Name |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 8:30 AM | 3 |  |  | Full Throttle (AZ) | 2 | 1 |  | § | Advil Knights 55 (CA) |
| 8:30 AM | 5 |  |  | So-Cal Titans (CA) | 3 | 4 |  |  | Lights Out 60 (CA) |
| 10:00 AM | 1 |  | § | Advil Knights 55 (CA) | 2 | 5 |  |  | So-Cal Titans (CA) |
| 10:00 AM | 4 |  |  | Lights Out 60 (CA) | 3 | 2 |  | § | So Cal Riptide (CA) |
| 11:30 AM | 2 |  | § | So Cal Riptide (CA) | 3 | 3 |  |  | Full Throttle (AZ) |

§ Teams \#1-2 GIVE 5-Run OR 11-Derfensive-player equalizer and are HOME vs. Teams \#3-5
Seeding for 55/60-AA Double Elimination bracket beginning Saturday morning• See bracket for details
Format: Two (2) game Round Robin to seed 55/60-AA Double Elimination bracket Home Runs - AA = 1 per team, per game, Outs

NOTE SSUSA Official Rulebook $\S 9.5$ (Retrieving Home Run Balls) will be strictly enforced.
Pitch Count - All batters start with "1-1" (WITH waste foul) count per SSUSA Rulebook §6.2 (Pitch Count) Run Rules - 5 runs per $1 / 2$ inning at bat (except open inning)
Time Limits - RR = $65+$ open inn. $\cdot$ Bracket $=70+$ open inn. $\cdot$ Championship game(s) $=7$ innings full Tie Breakers - Head to head (in full RR only), least runs allowed, run differential, coin toss

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## Championship Bracket





Elimination Bracket


Loser Game 1
(4)

5:00 PM - \#2

Loser Game 2

