

Revised 7/9
2009
AZ Regional Mustang
1 Chandler Blue
2 Scts Firestorm
3 Chandler Red



**Mandatory
PRE-TOURNAMENT MEETING**
Thursday July 9, Check in 6:00, meeting 6:30
 Chandler Community Center 125 E Commonwealth Ave.
Directions: Arizona Ave. exit off of the 202, north on Arizona about 1 mile to Boston St., right on Boston, parking garage (free) is 2 blocks down on the left, center is just north of the garage.
 Must be attended by at least one of three coaches. Failure to attend will result in Manager being suspended for the first game

Date	Field	Game #	Time	Teams	Winner	Scores		
Friday, July 10	# 7	1	5:00 PM	2 - 3	2	18-13		
	# 7	2	7:30 PM	1 - 2	2	13-3		
Saturday, July 11	# 7	3	9:00 AM	3 - 1	1	17-7		
	# 7	4	6:30 PM	Seed 3(Ch Red) - Seed 2(Ch Blue)	2			
Sunday, July 12	# 7	5	6:30 PM	Winner Game 4(Ch Blue) - Seed 1(Firestorm)	Championship	Firestorm 10-4		
Teams	Wins	Loss			Runs allowed	Runs scored	Points	Seed
1 Chandler Blue	1	1						
2 Scts Firestorm	2	0						
3 Chandler Red		2						

Tournament Director : Bim Jones 480.231.0168
 Tournament Chairperson: Jim Teeter 602-359-4623

FIELDS
 All games will be played at Copper Ridge School, 10101 E Thompson Peak Parkway, Scottsdale.
 From the North East segment of the 101, take exit 36 Pima / Princess Drive. Go north on Pima. Turn right on Thompson Peak and proceed to the school.

Game Notes:
 All games will be played to completion. Any team failing to play in an assigned game will be removed from tournament play.
 Game time of the first game of consecutive games is the time posted. Other games will start 30 minutes from the end of the previous game. .
 For pool games, the second team listed is home team. Only the Tournament Director or designee will do the coin flip. During the playoffs, the higher seed will be home team and occupy the third base dugout.
 The following tie breaker will be used to advance teams to the playoffs, if needed:
 1 - Head to Head between the tied teams (if only two teams tied)
 2 - Least runs allowed
 3 - Most runs scored
 4 - Coin flip
 Once a team has been identified to move on, the process begins with head to head again.
 If there is a forfeit, the team will receive a win and if needed to determine a tie breaker, the value of the forfeit will be determined by an average of the least runs allowed and the average of the most runs allowed by that team in all other games in pool play.