

**Thanks for playing ball with Titan!**

**Below you will find the tournament schedule, and some important rules to note.**

**Park Address: Victor Lord Park – 175 2nd Street, Winder, GA**

**Rosters must be submitted to me via email prior to the tournament** **tournamenttitan@gmail.com****. At the absolute latest, you must submit your roster prior to first pitch at the tournament. Rosters will be filed electronically and you will be able to retain your hard copy. Coaches must have birth certificates available on site.**

**Games are 75 minutes finish the inning, championships will be untimed if they start by 8:45pm.**

**Run rule is 12 after 3, 10 after 4, 8 after 5. Games are 7 innings if time permits.
The pitcher shall have both feet touching the pitching rubber, and shall continue to do so until the forward step.
The on deck circle is on your dugout side. If you are uncomfortable with your player being that close to the batter, you may have them warm up further down the dugout, but they must remain on your dugout side.
Headfirst slides are allowed, faking a bunt and pulling back to swing is allowed.
Runners must make an attempt to avoid contact, but do not have to slide.
Warm Up Pitches – 5 pitches between innings or 1 minute, whichever comes first.
Coaches – one defensive coach is allowed to sit on a bucket or stand directly outside of the dugout for the purpose of calling pitches. Two offensive coaches are allowed, one at third base, one at first base.
Offensive: One offensive timeout is allowed per inning.
Defensive: Three defensive timeouts are allowed during a seven inning game. On the fourth and each additional defensive timeout, the pitcher must be removed from the pitching position for the duration of the game. In the event of extra innings, one defensive timeout per inning is allowed.
An ejection will result in removal from the current game, and an additional one game suspension. Flagrant violations are subject to further suspension at the discretion of the onsite director.**

**Please refer to pages 14-15 of our rule book for seeding procedures.**

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| **Format: 3 seeding games into single elimination bracket play/ Next Level 14U drew 4 seeding games, due to the odd number of teams in the 14U age group. They will be allowed the option to drop their worst game upon the completion of seeding play.** |
| **Time** | **Field #** | **Age Group** | **Team** | **Score** | **Team** |
| **8:30am** | **1** | **14U** | **Country Wide** | **1-6** | **Next Level** |
| **8:30am** | **2** | **14U** | **Southern Explosion** | **5-7** | **GA Ignite** |
| **8:30am** | **3** | **14U** | **GA Classics** | **5-6** | **OC Threat** |
| **8:30am** | **4** | **12U** | **DSO – Baughcum** | **6-0** | **Jack City - Stewart** |
| **10:00am** | **1** | **14U** | **Country Wide** | **3-12** | **GA Ignite** |
| **10:00am** | **2** | **14U** | **Next Level** | **7-8** | **Carolina Explosion** |
| **10:00am** | **3** | **12U40ft** | **DSO – Jones** | **9-2** | **Thrashers** |
| **10:00am** | **4** | **12U** | **GA Attack** | **9-1** | **GA Blackout** |
| **11:30am** | **1** | **14U** | **Southern Explosion** | **6-13** | **OC Threat** |
| **11:30am** | **2** | **14U** | **GA Classics** | **2-9** | **Carolina Explosion** |
| **11:30am** | **3** | **12U** | **DSO – Jones** | **1-14** | **GA Attack** |
| **11:30am** | **4** | **12U** | **DSO – Baughcum** | **18-0** | **Thrashers** |
| **1:00pm** | **1** | **14U** | **Southern Explosion** | **0-17** | **Next Level** |
| **1:00pm** | **2** | **14U** | **GA Classics** | **9-7** | **GA Ignite** |
| **1:00pm** | **3** | **12U** | **Jack City – Stewart** | **1-7** | **GA Blackout** |
| **1:00pm** | **4** | **12U** | **GA Attack** | **15-0** | **Thrashers** |
| **2:30pm** | **1** | **14U** | **OC Threat** | **6-2** | **Next Level** |
| **2:30pm** | **2** | **14U** | **Country Wide** | **0-10** | **Carolina Explosion** |
| **2:30pm** | **3** | **12U** | **Jack City – Stewart** | **15-3** | **DSO – Jones** |
| **2:30pm** | **4** | **12U** | **DSO – Baughcum** | **1-1** | **GA Blackout** |

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|  |  |  | **GA Attack 05 11** |  |  |  | **12U** |  |
|  |  |  | **1** |   |   |  |  |  |  |  |  |
| **Jack City Stewart 5** |  | **F4** | **(3** | **GA Attack 05 2** |  |  |  |
| **4** |   |   |  | **5:30** |   |   |   |   |  |  |  |
|  | **F4** | **(1** |   |   |   |  |  |   |  |  |  |
|  | **4:00** |   | **Jack City Stewart 1** |  |  |   |  |  |  |
| **5** |   |   |  |  |  |  |  |   |  |  |  |
| **DSO – Jones 2** |  |  |  |  |  |   |  |  |  |
|  |  |  |  |  |  |  | **F4** | **(5** | **DSO** |
|  |  |  |  |  |  |  | **7:00** |   | **CHAMPS** |
| **GA Blackout 05 13** |  |  |  |  |  |   |  |  |  |
| **3** |   |   |  |  |  |  |  |   |  |  |  |
|  | **F3** | **(2** | **GA Blackout 1** |  |  |   |  |  |  |
|  | **4:00** |   |  |   |   |  |  |   |  |  |  |
| **6** |   |   |  | **F3** | **(4** |   |   |   |  |  |  |
| **Thrashers 1** |  | **5:30** |   | **DSO – Baughcum 4** |  |  |  |
|  |  |  | **2** |   |   |  |  |  |  |  |  |
|  |  |  | **DSO – Baughcum 6** |  |  |  |  |  |  |

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|  |  |  |  |  |  |  | **14U** |  |
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|  |  |  | **Carolina Explosion 7** |  |  |  |  |  |  |
|  |  |  | **1** |   |   |  |  |  |  |  |  |
| **GA Ignite 7** | **F2 5:30** | **(4** | **Carolina Explosion 12** |  |  |  |
| **4** |  |  |  |  |   |   |   |   |  |  |  |
| **F2 4:00** | **(1** |   |   |   |  |  |   |  |  |  |
|  |  |  | **GA Classics 1** |  |  |   |  |  |  |
| **5** |  |  |  |  |  |  |  |   |  |  |  |
| **GA Classics 12** |  |  |  |  |  |   |  |  |  |
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|  |  |  |  |  |  | **F1 8:30** | **(6** | **Carolina** |
| **Next Level 7** |  |  |  |  |  |   | **CHAMPS** |
| **3** |  |  |  |  |  |  |  |   |  |  |  |
| **F1 4:00** | **(2** | **Next Level 8** |  |  |   |  |  |  |
|  |  |  |   |   |   |  |  |   |  |  |  |
| **6** |  |  |  |  |   |  |  |   |  |  |  |
| **Country Wide 0** |  |  |   |  |  |   |  |  |  |
|  |  |  | **F1 7:00** | **(5** |   |   |   |  |  |  |
|  |  |  |  |  |   | **Next Level 0** |  |  |  |
| **OC Threat 6** |  |  |   |  |  |  |  |  |  |
| **2** |   |   |  |  |   |  |  |  |  |  |  |
| **F1 5:30** | **(3** |   |   |   |  |  |  |  |  |  |
|  |  |   | **OC Threat 2** |  |  |  |  |  |  |
| **7** |   |   |  |  |  |  |  |  |  |  |  |
| **So. Explosion 5** |  |  |  |  |  |  |  |  |  |