



2017 Annual Mitchell Mets Tournament – Divisions

Gettler Division	Quipp Division	Ward Division	Pauli Division
Maccabi Canada Monkton Muskrats Lunwabeepee Warriors Straffordville Giants	Mitchell Mets Hickson Astros Chippewa Cheifs Mitchell Jr. Mets	Nith River Monsters Delaware Highlanders Walton Brewers Chepstow Midgets	Puslinch Kodiaks St. Paul's Generals Fullarton A's Haldimand A's

2017 Annual Mitchell Mets Tournament - Schedule

Game #	Teams Playing	Time	Diamond
Friday, June 9			
1	Mitchell Jr. Mets vs Hickson Astros	7:00pm	A
2	Walton Brewers vs Nith River Monsters	7:00pm	B
3	Monkton Muskrats vs Straffordville Giants	7:00pm	D
4	Delaware Highlanders vs Chepstow Midgets	8:30pm	A
5	St. Paul's Generals vs Fullarton A's	8:30pm	B
6	Mitchell Mets vs Chippewa Chiefs	8:30pm	D
Saturday, June 10			
7	Maccabi Canada vs Lunwaneepee Warriors	9:00am	A
8	Puslinch Kodiaks vs Haldimand A's	9:00am	D
9	Nith River Monsters vs Chepstow Midgets	10:00am	B
10	Delaware Highlanders vs Walton Brewers	11:00am	A
11	Fullarton A's vs Puslinch Kodiaks	11:00am	D
12	Lunwaneepee Warriors vs Monkton Muskrats	12:00pm	B
13	Maccabi Canada vs Straffordville Giants	1:00pm	A
14	Mitchell Mets vs Mitchell Jr. Mets	1:00pm	D
15	Chippewa Chiefs vs Hickson Astros	2:00pm	B
16	St. Paul's Generals vs Haldimand A's	3:00pm	A
17	Walton Brewers vs Chepstow Midgets	3:00pm	D
18	Maccabi Canada vs Monkton Muskrats	4:00pm	B
19	Lunwaneepee Warriors vs Straffordville Giants	5:00pm	A
20	Nith River Monsters vs Delaware Highlanders	5:00pm	D
21	Mitchell Jr. Mets vs Chippewa Chiefs	6:00pm	B
22	Puslinch Kodiaks vs St. Paul's Generals	7:00pm	A
23	Mitchell Mets vs Hickson Astros	7:00pm	D
24	Fullarton A's vs Haldimand A's	8:00pm	B

2017 Annual Mitchell Mets Tournament – Schedule

Game #	Teams Playing	Time	Diamond
Sunday, June 11			
25	‘D’ Semi-Final - Gettler #4 vs Pauli #4	10:00am	A
26	‘D’ Semi-Final – Quipp #4 vs Ward #4	10:00am	B
27	‘C’ Semi-Final – Gettler #3 vs Pauli #3	10:00am	D
28	‘A’ Semi-Finals – Gettler#1 vs Pauli #1	12:00pm	A
29	‘C’ Semi-Final – Quipp #3 vs Ward #3	12:00pm	B
30	‘A’ Semi-Final – Quipp #1 vs Ward #1	12:00pm	D
31	‘B’ Semi-Final – Gettler #2 vs Pauli #2	2:00pm	A
32	‘D’ Final – Winner G25 vs Winner G26	2:00pm	B
33	‘B’ Semi-Final – Quipp #2 vs Ward #2	2:00pm	D
34	‘B’ Final – Winner G31 vs Winner G33	4:00pm	A
35	‘C’ Final – Winner G27 vs Winner G29	4:00pm	B
36	‘A’ Final – Winner G28 vs Winner G30	4:00pm	D

2017 Annual Mitchell Mets Tournament – Rules

1. Tournament rules will be based on ISC rules, and ISF 2017 Bat rule will be in effect
2. Home/Away team decided by a coin flip until playoff round(s). Then top seed will be awarded home team (or their choice of home or away).
3. If tied after 7 innings, teams will go into extra innings using the International Tie Breaker rule, until a winner is decided.
4. Mercy Rule in effect:
 - 7 Runs after 5 innings
 - 5 Runs after 6 innings
 - 1 run after 7 innings
 - ****A MAXIMUM OF +/-7 RUN DIFFEENTIAL PER GAME WILL BE RECORDED IN THE CASE OF A MERCY****
5. Tiebreakers
 1. Head to head
 2. Lowest runs against
 3. Total +/-

If three teams are tied

 - * To eliminate one of three teams tied
 - 1. Head to head (between tied teams)
 - 2. Lowest runs against (between tied teams)
 - 3. Total +/- (between tied teams)
 - 4. Once one team is eliminated, go back to tiebreaker #1.
6. All umpires decisions are final. If a player(s) are ejected from a game, they will automatically be suspended for the next tournament game. Any fighting will result in an ejection from the tournament.
7. Rain outs will be rescheduled as required. 5 complete innings will constitute a finished game.
8. A 10 minute grace period, starting at the scheduled game time, will be given to a team to field 9 players. After 10 minutes, the game will be considered a forfeit. Please do not abuse this rule and expect games to be ahead of schedule.

7. ZERO TOLERANCE WITH THE CONSUMPTION OF ALCOHOL OUTSIDE OF DESIGNATED AREAS. AUTHORITIES WILL BE NOTIFIED, AND TEAM WILL BE REMOVED FROM THE TOURNAMENT WITH NO REFUND.

all other Softball Canada rules and regulations will apply