

MICHIGAN DISTRICT 8

2023 Tournament Schedule

Brian Durfee

District Administrator

989-312-1994

Matthew Durfee

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989-312-1992

Ryan Schaffner

Assistant District Administrator

989-510-0636

Mike Durfee

Assistant District Administrator

989-312-0558

All second games at a site will start 35 minutes after the previous game

All scores will be posted at www.Facebook.com/Michigandistrict8 and www.midistrict8.org.

Ties in pool play will be broken by rules outlined in the rulebook. They should be checked by Brian before teams leave the field to insure they are correct.

ALL protests must be called into Brian. He will get the pertinent information and then call the protest committee.

Host sites please **email** scores to scores@midistrict8.org. Please include team names, scores, and innings.

The host team in semi-finals will play the last game.

All baseball teams shall bring two new in wrapper Little League **RS-T** baseballs for every game they play.

All softball teams shall bring two new legal softballs.

HOST FIELD LOCATIONS

Alpena	Veterans Field (ACC Baseball's home field) 12170 US 23, Ossineke, MI 49766
Boyne City	Rotary Park, 648 State Street, Boyne City, 49712 JrBB—700 Vogel St., Boyne City, MI 49712 (backside of Rotary Park)
East Jordan	101 Maple Street, East Jordan, MI 49727
Gaylord	Hutchins Little League Park 320 Little League Drive, Gaylord, MI
Houghton Lake	4433 West Houghton Lake Drive, Houghton Lake, MI 48629
West Branch	Wilcox Little League Fields (Majors and below) 148 Page Street, West Branch, MI 48661 Junior and Seniors Fields (Ogemaw Hills Recreation Complex)—2080 W M55, West Branch, MI 48661



2023 Michigan District 8 All-Star Tournament Guidelines

HOST SITES/SCHEDULING

1. All rules and regulations contained in the TOURNAMENT section of the current Little League Rules and Regulations will be strictly enforced.
2. **NO PETS (except for registered service animals)** are allowed at game sites unless allowed by the host. Please contact host site for more information.
3. All game start times will be determined in connection with the host sites.
4. Host sites should have someone present to greet teams and make sure restrooms are open at least 90 minutes before game time.
5. Site managers are to be familiar with Little League rules and make sure they are enforced.
6. Each site is responsible for umpires for pool play. While the District may have people available to help pool play, do not expect the District to schedule umpires for your pool. If you need umpires for pool play, let me know and I will see what I can do. The District assigns umpires after pool play.
7. Sites will be provided with phone numbers of coaches. In case of rain, the host site is to call coaches as soon as the decision to cancel is made. Check with the District staff on makeup dates. The District will have to schedule make up days.
8. A team may not impose its local standards at other sites. Examples are but not limited to signs on fields, canopies, and grills at a site.

PREGAME

- 1. Adults are not allowed to warm-up pitchers at game site at any time (before or during the game).**
2. All equipment will be inspected for safety and usability by the umpire(s) prior to the start of the game. Unsafe/unserviceable equipment shall be removed from the dugout and not allowed in the game. All equipment being used in the game will be placed in front of the dugout for inspection.
3. All equipment that is removed from the game by the umpires must be sent to the tournament table for documentation and then returned to the player's parent. Once equipment is removed from the game, it shall not return to the dugout unless made suitable for play and passes umpire inspection. If equipment is removed by an umpire and returns to the dugout without being verified, the manager of the team will be ejected, and the illegal equipment penalty will be enforced.
4. The managers of both teams will report to the site director no later than forty-five (45) minutes before the game. At this time, they will give affidavits and tournament books to the host, and the coin flip will take place. Unless a dugout has a sign on it designating it home/visitor, the home team takes the third base dugout.
5. Each team will be given ten (10) minutes of infield. The visiting team will take infield thirty (30) minutes before the game, home team twenty (20) minutes. Due to time constraints, infield time may be shortened or eliminated. Teams will be given time to warm up pitchers.
6. Catcher's mask must be worn during infield warmup. Adults may not act as a catcher during infield.

GAME

- 1. Adults are not allowed to warm-up pitchers at game site at any time (before or during the game).**
2. Players shall not have any electronic devices in their possession while on the playing field and/or in the dugout.
3. Only those persons listed on the affidavit, and/or added by the Tournament Director, will be allowed onto the playing field and in the dugout, NO "extra" coaches will be allowed.
4. Any spectator that becomes a constant verbal disruption to the game will be dealt with as required by the Tournament Director.

5. The tournament table will be the official book and pitch count. No other scorebooks or pitch counts will be considered or deemed official. The official scorekeeper will maintain the pitch count and record it on the affidavit. Once the pitch record portion of the affidavit is initialed and/or signed by the manager/coach, the record should be considered true and accurate. **THE TOURNAMENT TABLE'S BOOK AND PITCH COUNT ARE THE OFFICIAL RECORD.**
6. **POINT OF EMPHASIS (Rule 4.06):** "No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere: (1) incite, or try to incite, by word or sign, a demonstration by spectators; (2) use language which will in any manner refer to or reflect upon opposing player, manager, coach, an umpire or spectators..."
7. **POINT OF EMPHASIS (Rule 3.09):** "Players, managers and coaches of the opposing teams shall not address or mingle with spectators, nor sit in the stand during a game in which they are engaged."
8. **POINT OF EMPHASIS (Rule 1.11(a)(3)):** "Baseball and Softball pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed."
9. **POINT OF EMPHASIS (Rule 1.11(j)):** "Players must not wear jewelry such as, but not limited to rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item. Hard items to control the hair, such as beads, are permitted. **(EXCEPTION:** Jewelry that alerts medical personnel to a specific condition is permissible)."
10. **POINT OF EMPHASIS (Tournament Rules 3(e)):** "Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person(s) from the playing field."
11. **POINT OF EMPHASIS (Rule 4.19):** (b)...However, the manager or acting manager may not leave the dugout until receiving permission from an umpire."
12. **POINT OF EMPHASIS (Rule 1.17):** "All catchers must wear a mask, "dangling" type throat protector, and catcher's helmet during infield/outfield practice, pitcher warmup and games. All catchers must wear a chest protector with neck collar, throat guard, shin guards and catcher's helmet, all of which meet Little League specifications and standards. Male catchers must wear the metal, fiber, or plastic type of cup."
13. **POINT OF EMPHASIS (Rule 3.17):** "The use of electronic equipment during the game is restricted. No team shall use electronic equipment, including walkie talkies, cellular phones, etc., for any communication with on field personnel including those in the dugout, bullpen, or field.
NOTE: a manager or coach is permitted to use a scorekeeping and/or pitch counting application on an electronic device without penalty, provided such device is not used to receive messages of any sort."
14. Only media and professional photographers are allowed on the field. The District approves professional photographers.
15. Adults are not allowed to warm up players off or on the field.
16. All scorebooks and pitch counts must be kept in the dugout. Communication between coaches and people outside the field is prohibited; the official scorekeeper and pitch counter do not have to give that information to fans.
17. If a team wants a home run ball, it must give the host a new, still in plastic wrap, ball.

POSTGAME

1. The affidavits will be returned to the team's manager at the completion of each game. The manager is required to sign and verify the accuracy of the recorded pitch count prior to leaving the playing field, at the end of each game. All-Star documentation (address proofs, etc.) will be returned to the team manager following verification by the Tournament Director.
2. Sites are to report scores in the manner on the tournament schedule to brian.durfeeda@midistrict8.org. Scores then will be posted on the District Facebook page and District Website (www.midistrict8.org). People or fans other than district staff posting scores on the Facebook page may be banned from the page.

2023 Little League Baseball Tournament Rule Summary

Updated 23-May-2023

	8/9/10 year old	9/10/11 year old	Little League (10/11/12)	Intermediate (11/12/13)	Juniors (12/13/14)	Seniors (13-16)	
Non-wood Bats	USABat Certification Required			USABat or BBCOR		BBCOR	
Mandatory Play	<i>Replaced with mandatory use of continuous batting order.</i>					Does not apply	
No new inning after	Midnight			12:30 AM		1:00AM	
Pitchers	Pitches/Day	8-year-old: 50	9- or 10-year-old: 75	11- or 12-year-old: 85	13- to 16-year old: 95		
	Rest	1 – 20 pitches: no rest 21 – 35 pitches: 1 calendar day 36 – 50 pitches, 2 calendar days rest. 51 – 65 pitches, 3 calendar days 66+: 4 calendar days.				1 – 30: no rest; 31 – 45: 1 day; 46 – 60: 2 days; 61 – 75: 3 days; 76+: 4 days.	
	Multiple Games	May only pitch in one game per day			If < 31 pitches thrown in first game.		
	Consecutive Games	Pitching in consecutive games is allowed, subject to rest requirements. May not pitch on 3 consecutive days regardless of circumstances.					
	Suspended Game Resumed Next Day	If pitched 20 or fewer pitches, may continue – pitch count starts at zero. If 21-40 pitches, may continue – pitch count picks up from previous game. If 41 or more pitches, not eligible. If another game intervenes, see Rule 4(h)					Same, except 30/60 pitches instead of 20/40
	Returning to Mound	Pitchers once removed from the mound may not return as pitchers.			A pitcher remaining in the game, but moving to a different position, can return as a pitcher, but only once per game.		
	Catching	A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of that day. A player who has played catcher in four or more innings in a game may not then pitch on that calendar day. Play catcher for < 4 innings then throw 21 or more pitches cannot catch again that day. (31 pitches for 15/16 year-olds)					
	Intentional Walk	<i>Once per batter, team may request an “unpitched” intentional walk. Remaining pitches are added to pitch count.</i>					
Player Re-entry	Continuous batting order is required. Players may be entered or re-entered defensively at any time.					Any player who has been removed for a sub may re-enter in the same position in the batting order.	
Defensive Conferences	Pitcher must be removed on 3rd visit in inning or 4th visit in game.	Pitcher must be removed from mound on second visit in inning or third visit in game.		Same. Each pitcher has his/her own “count” of visits, which resumes if pitcher returns to mound later in the game.			
Mercy Rule	15 runs after 3 innings, 2 ½ if home team is ahead. 10 runs after 4 innings, 3 ½ if home team is ahead.			15 runs after 4 innings, 3 ½ if home team is ahead 10 runs after 5 innings, 4 ½ if home team is ahead			
3rd Strike not caught	Batter is out	Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.					
On-Deck Batters	Not allowed.			Allowed.			
Illegal Bat	Batter is out (unless defense opts for result of play). Batter and manager both ejected.						
Batter’s Box	Batters must keep one foot in the batter’s box except for certain specified conditions. Penalty: Warning, then strike.						
Special Runners	<i>With two outs, a courtesy runner may be used for pitcher or catcher of record. Runner must be the player in the batting order who made the last out.</i>					Special pinch runner twice per game	
Adults	<i>One manager and two coaches permitted regardless of number of players</i>						
Protests	Playing rule or improper substitution: Must be made before next pitch, play or attempted play. Mandatory play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before either teams’ next game.						
Unsportsmanlike Conduct	The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team’s subsequent offense.						
Tiebreaker Rule	Starts in 8 th inning			Starts in 9 th inning			

This chart is intended as a reference summary of the various tournament rules. It does not cover every possible circumstance, and is not a substitute for reading and fully understanding the regular season and tournament rules sections of the Official Playing Rules.

Baseball Pitch Count BY League Age

AGES 6-8

◆ 50 pitches per day

AGES 9-10

◆ 75 pitches per day

AGES 11-12

◆ 85 pitches per day

AGES 13-16

◆ 95 pitches per day

Baseball Pitch Count BY Days Rest Thresholds



Baseball pitchers league age **14 and under**

- ◆ 1-20 Pitches = 0 Days Rest
- ◆ 21-35 Pitches = 1 Day Rest
- ◆ 36-50 Pitches = 2 Days Rest
- ◆ 51-65 Pitches = 3 Days Rest
- ◆ 66+ Pitches = 4 Days Rest



Baseball pitchers league age **15 and 16**

- ◆ 1-30 Pitches = 0 Days Rest
- ◆ 31-45 Pitches = 1 Day Rest
- ◆ 46-60 Pitches = 2 Days Rest
- ◆ 61-75 Pitches = 3 Days Rest
- ◆ 76+ Pitches = 4 Days Rest

Regulation VI (d) note 2: Days rest threshold reverts back to the first pitch thrown to the last batter the pitcher faces.

2023 Little League Softball Tournament Rule Summary

Updated 23-May-2023

	8/9/10 year old	9/10/11 year old	Little League (10/11/12)	Juniors (12/13/14)	Seniors (13-16)
Pitching Distance	35 feet	40 feet		43 feet	
Softballs	11-inch softball	12-inch softball			
Mandatory Play	<i>Replaced by mandatory use of continuous batting order.</i>				Does not apply
No New Inning After	Midnight			12:30am	1:00am
Time Limits	If two games are scheduled for the same site, no time limit may be imposed on the first game.				
Pitchers	Innings	Max 12 per day Max 12 per game		No restrictions	
	Rest	Six or fewer innings in a day – none required Seven or more innings in a day – one calendar day		No rest required	
	Consecutive Games	Allowed, subject to rest requirements.		No restrictions	
	Consecutive Days	If six or fewer innings pitched previous day, or if pitcher of record in continuation of suspended game.		No restrictions	
	Returning to Mound	May move to a different position and return once per inning. If withdrawn from the game offensively or defensively for a substitute, may not return as pitcher later in the game.		May move to a different position and return once per inning. May be removed from game and return once per inning if return does not violate substitution, charged conference, or mandatory play rule(s).	
	Intentional Walk	<i>Once per batter</i> , team may request an "unpitched" intentional walk.			
Re-Entry	Continuous batting order is required. Players may be entered or re-entered defensively at any time.				Any player who has been removed for a sub may re-enter in the same position in the batting order.
Defensive Conferences	Pitcher must be removed on 3rd visit in inning or 4th visit in game.	Pitcher must be removed on 2nd visit in inning or 3rd visit in game.			
Mercy Rule	15 runs after 3 innings, 2 ½ if home team is ahead. 10 runs after 4 innings, 3 ½ if home team is ahead.			15 runs after 4 innings, 3 ½ if home team is ahead. 10 runs after 5 innings, 4 ½ if home team is ahead	
3rd Strike Not Caught	Batter is out	Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.			
Leaving Early	Pitch reaches batter	Pitch leaves the pitcher's hand			
On Deck Batters	Not allowed.			Allowed.	
Illegal Bat	Batter is out (unless defense opts for result of play). Batter and manager both ejected.				
Batter's Box	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike.				
Illegal Pitch Penalty	<i>Ball awarded to batter</i>				
Multiple Games/Day	Up to two (2) doubleheaders in a seven-day period			Maximum of three games in a day	
Special Runner	<i>With two outs, a courtesy runner may be used for pitcher or catcher of record. Runner must be the player in the batting order who made the last out.</i>				Special pinch runner twice per game
Adults	<i>One manager and two coaches permitted regardless of number of players</i>				
Protests	Playing rule or improper substitution: Must be made before next pitch, play or attempted play. Mandatory play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before either teams' next game.				
Unsportsmanlike Conduct	The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.				
Tiebreaker Rule	Starts in 8 th inning			Starts in 9 th inning	

This chart is intended as a reference summary of the various tournament rules. It does not cover every possible circumstance, and is not a substitute for reading and fully understanding the regular season and tournament rules sections of the Official Playing Rules.

8-10 BASEBALL

5 TEAMS

SINGLE ROUND ROBIN FORMAT

POOL A&B - 5 TEAM QUALIFIER SEGMENT - 2 TEAMS ADVANCE

EACH TEAM PLAYS A MINIMUM OF 2 GAMES
LETTER DESIGNATE TEAMS FROM THE DRAW LIST

POOL A

A1	A Gaylord B West Branch	A2	C Alpena D Boyne City	A3	E Traverse City A Gaylord
A4	B West Branch C Alpena	A5	D Boyne City A Gaylord	A6	B West Branch E Traverse City
A7	D Boyne City E Traverse City	A8	C Alpena A Gaylord	A9	B West Branch D Boyne City
A10	C Alpena E Traverse City				

GM	DAY	DATE	TIME	SITE OR LOCATION
A1	Wednesday	7/12/2023	GAME 2	Gaylord F1
A2	Wednesday	7/12/2023	5:00 PM	Gaylord F1
A3	Thursday	7/13/2023	GAME 2	Gaylord F1
A4	Thursday	7/13/2023	5:00 PM	Gaylord F1
A5	Friday	7/14/2023	GAME 2	Gaylord F1
A6	Friday	7/14/2023	5:00 PM	Gaylord F1
A7	Saturday	7/15/2023	5:00 PM	Gaylord F1
A8	Saturday	7/15/2023	GAME 2	Gaylord F1
A9	Sunday	7/16/2023	5:00 PM	Gaylord F1
A10	Sunday	7/16/2023	GAME 2	Gaylord F1

Note: Coin toss before each game determines HOME team.

TIE-BREAKER RULES SUMMARY :

1. If two teams are tied with the best won-lost record, the winner of the pool game between the two tied teams will be the tie-breaker and that team will advance to the next segment. If the teams did not play each other, see rule 2 below.
2. If two teams are tied with the best won-lost record, and they did not play each other, then the "Runs Allowed Ratio" will be computed to break the tie. The team with the lowest "Runs Allowed Ratio" per half-inning of defense played will advance.
3. If three teams are tied with the same won-lost record, and one team has defeated the other tied teams, then that team will advance to the next segment. If one of the remaining two teams is to advance, use Rule 1 above.
4. If three teams are tied with the same won-lost record, and one team has not defeated the other tied teams, then the "Runs Allowed Ratio" will be computed to break the tie. The team with the lowest "Runs Allowed Ratio" per half-inning of defense will advance. If one of the remaining two tied teams is to advance, use Rule 1 above.

CHAMPIONSHIP SEGMENT - SINGLE ELIMINATION

Note: Coin toss before each game determines HOME team.

CHAMPIONSHIP	
F1	SF#1
	SF#2

Note: A team is eliminated with one loss in this segment

GM	DAY	DATE	TIME	SITE OR LOCATION
CHAMPIONSHIP GAME				
F1	Thursday	7/21/2023		TBD

NOTE: 1 DAY - MAX 1 GAME PER DAY

NOTES:

APPROVALS:

DISTRICT ADMINISTRATOR _____ DATE _____

REGIONAL DIRECTOR _____ DATE _____

9-11 BASEBALL

4 TEAMS

SINGLE ROUND ROBIN FORMAT

POOL A - 4 TEAM QUALIFIER SEGMENT - 2 TEAMS ADVANCE

EACH TEAM PLAYS A MINIMUM OF 3 GAMES
LETTER DESIGNATE TEAMS FROM THE DRAW LIST

POOL A

A1	A	Traverse City	A2	C	Alpena	A3	C	Alpena
	B	Gaylord		D	West Branch		A	Traverse City
A4	D	West Branch	A5	A	Traverse City	A6	B	Gaylord
	B	Gaylord		D	West Branch		C	Alpena

Note: Coin toss before each game determines HOME team.

GM	DAY	DATE	TIME	SITE OR LOCATION
A1	Wednesday	6/28/2023	GAME 2	Gaylord F1
A2	Wednesday	6/28/2023	4:30 PM	Gaylord F1
A3	Thursday	6/29/2023	4:30 PM	Gaylord F1
A4	Thursday	6/29/2023	GAME 2	Gaylord F1
A5	Friday	6/30/2023	4:30 PM	Gaylord F1
A6	Friday	6/30/2023	GAME 2	Gaylord F1

TIE-BREAKER RULES SUMMARY :

1. If two teams are tied with the best won-lost record, the winner of the pool game between the two tied teams will be the tie-breaker and that team will advance to the next segment. If the teams did not play each other, see rule 2 below.
2. If two teams are tied with the best won-lost record, and they did not play each other, then the "**Runs Allowed Ratio**" will be computed to break the tie. The team with the lowest "**Runs Allowed Ratio**" per half-inning of defense played will advance.
3. If three teams are tied with the same won-lost record, and one team has defeated the other tied teams, then that team will advance to the next segment. If one of the remaining two teams is to advance, use Rule 1 above.
4. If three teams are tied with the same won-lost record, and one team has not defeated the other tied teams, then the "**Runs Allowed Ratio**" will be computed to break the tie. The team with the lowest "**Runs Allowed Ratio**" per half-inning of defense will advance. If one of the remaining two tied teams is to advance, use Rule 1 above.

CHAMPIONSHIP SEGMENT - SINGLE ELIMINATION

Note: Coin toss before each game determines HOME team.

CHAMPIONSHIP	
F1	POOL A#1
	POOL A#2

Note: A team is eliminated with one loss in this segment

GM	DAY	DATE	TIME	SITE OR LOCATION
CHAMPIONSHIP GAME				
F1	Thursday	7/13/2023		TBD

NOTE: 1 DAY - MAX 1 GAME PER DAY

NOTES:

APPROVALS:

DISTRICT ADMINISTRATOR DATE

REGIONAL DIRECTOR DATE

10-12 BASEBALL

10 TEAMS

SINGLE ROUND ROBIN FORMAT

POOL A - 5 TEAM QUALIFIER SEGMENT - 2 TEAMS ADVANCE

EACH TEAM PLAYS A MINIMUM OF 4 GAMES
LETTER DESIGNATE TEAMS FROM THE DRAW LIST

POOL A (5 Teams)

A1	A Alpena B Houghton Lake	A2	C Hillman D West Branch	A3	E Grayling A Alpena
A4	B Houghton Lake C Hillman	A5	D West Branch A Alpena	A6	B Houghton Lake E Grayling
B7	D West Branch E Grayling	B8	C Hillman A Alpena	B9	B Houghton Lake D West Branch
B10	C Hillman E Grayling				

GM	DAY	DATE	TIME	SITE OR LOCATION
A1	Monday	6/26/2023	6:00 PM	West Branch F1
A2	Monday	6/26/2023	GAME 2	West Branch F1
A3	Tuesday	6/27/2023	6:00 PM	West Branch F1
A4	Tuesday	6/27/2023	GAME 2	West Branch F1
A5	Wednesday	6/28/2023	GAME 2	West Branch F1
A6	Wednesday	6/28/2023	6:00 PM	West Branch F1
B7	Thursday	6/29/2023	GAME 2	West Branch F1
B8	Thursday	6/29/2023	6:00 PM	West Branch F1
B9	Friday	6/30/2023	GAME 2	West Branch F1
B10	Friday	6/30/2023	6:00 PM	West Branch F1

POOL B (5 teams)

B1	A Traverse City B Gaylord	B2	C East Jordan D Boyne City	B3	E Charlevoix A Traverse City
B4	B Gaylord C East Jordan	B5	D Boyne City A Traverse City	B6	B Gaylord E Charlevoix
B7	D Boyne City E Charlevoix	B8	C East Jordan A Traverse City	B9	B Gaylord D Boyne City
B10	C East Jordan E Charlevoix				

GM	DAY	DATE	TIME	SITE OR LOCATION
B1	Monday	6/26/2023	GAME 2	Gaylord F1
B2	Monday	6/26/2023	5:00 PM	Gaylord F1
B3	Tuesday	6/27/2023	5:00 PM	Gaylord F1
B4	Tuesday	6/27/2023	GAME 2	Gaylord F1
B5	Wednesday	6/28/2023	5:00 PM	Gaylord F1
B6	Wednesday	6/28/2023	GAME 2	Gaylord F1
B7	Thursday	6/29/2023	5:00 PM	Gaylord F1
B8	Thursday	6/29/2023	GAME 2	Gaylord F1
B9	Friday	6/30/2023	GAME 2	Gaylord F1
B10	Friday	6/30/2023	5:00 PM	Gaylord F1

Note: Coin toss before each game determines HOME team.

TIE-BREAKER RULES SUMMARY :

1. If two teams are tied with the best won-lost record, the winner of the pool game between the two tied teams will be the tie-breaker and that team will advance to the next segment. If the teams did not play each other, see rule 2 below.
2. If two teams are tied with the best won-lost record, and they did not play each other, then the "Runs Allowed Ratio" will be computed to break the tie. The team with the lowest "Runs Allowed Ratio" per half-inning of defense played will advance.
3. If three teams are tied with the same won-lost record, and one team has defeated the other tied teams, then that team will advance to the next segment. If one of the remaining two teams is to advance, use Rule 1 above.
4. If three teams are tied with the same won-lost record, and one team has not defeated the other tied teams, then the "Runs Allowed Ratio" will be computed to break the tie. The team with the lowest "Runs Allowed Ratio" per half-inning of defense will advance. If one of the remaining two tied teams is to advance, use Rule 1 above.

APPROVALS:

DISTRICT ADMINISTRATOR

DATE

REGIONAL DIRECTOR

DATE

SEMIFINALS - SINGLE ELIMINATION

Note: Coin toss before each game determines HOME team.

SEMIS	
SF1	POOL A#1
	POOL B#2
SF2	POOL B#1
	POOL A#2

GM	DAY	DATE	TIME	SITE OR LOCATION
SEMIS				
SF1	Tuesday	7/11/2023		TBD
SF2	Tuesday	7/11/2023		TBD

NOTE: 1 DAY - MAX 1 GAME PER DAY
 Note: A team is eliminated with one loss in this segment

CHAMPIONSHIP SEGMENT - SINGLE ELIMINATION

Note: Coin toss before each game determines HOME team.

CHAMPIONSHIP	
F1	SF#1
	SF#2

GM	DAY	DATE	TIME	SITE OR LOCATION
CHAMPIONSHIP GAME				
F1	Thursday	7/13/2023		TBD

NOTE: 1 DAY - MAX 1 GAME PER DAY

NOTES:

APPROVALS:

 DISTRICT ADMINISTRATOR DATE

 REGIONAL DIRECTOR DATE

Jr BASEBALL

6 TEAMS

SINGLE ROUND ROBIN FORMAT

POOL A&B - 6 TEAM QUALIFIER SEGMENT - 2 TEAMS ADVANCE

EACH TEAM PLAYS A MINIMUM OF 2 GAMES
LETTER DESIGNATE TEAMS FROM THE DRAW LIST

POOL A

A1	A	Boyne City	A2	B	East Jordan	A3	A	Boyne City
	B	East Jordan		C	Gaylord		C	Gaylord

POOL B

B1	A	Alpena	B2	B	Hillman	B3	A	Alpena
	B	Hillman		C	West Branch		C	West Branch

Note: Coin toss before each game determines HOME team.

GM	DAY	DATE	TIME	SITE OR LOCATION
A1	Wednesday	6/28/2023	6:00 PM	Boyne City
A2	Thursday	6/29/2023	6:00 PM	Boyne City
A3	Friday	6/30/2023	6:00 PM	Boyne City

B1	Wednesday	6/28/2023	6:00 PM	Alpena
B2	Thursday	6/29/2023	6:00 PM	Alpena
B3	Friday	6/30/2023	6:00 PM	Alpena

TIE-BREAKER RULES SUMMARY :

1. If two teams are tied with the best won-lost record, the winner of the pool game between the two tied teams will be the tie-breaker and that team will advance to the next segment. If the teams did not play each other, see rule 2 below.
2. If two teams are tied with the best won-lost record, and they did not play each other, then the "**Runs Allowed Ratio**" will be computed to break the tie. The team with the lowest "**Runs Allowed Ratio**" per half-inning of defense played will advance.
3. If three teams are tied with the same won-lost record, and one team has defeated the other tied teams, then that team will advance to the next segment. If one of the remaining two teams is to advance, use Rule 1 above.
4. If three teams are tied with the same won-lost record, and one team has not defeated the other tied teams, then the "**Runs Allowed Ratio**" will be computed to break the tie. The team with the lowest "**Runs Allowed Ratio**" per half-inning of defense will advance. If one of the remaining two tied teams is to advance, use Rule 1 above.

CHAMPIONSHIP SEGMENT - SINGLE ELIMINATION

Note: Coin toss before each game determines HOME team.

CHAMPIONSHIP	
F1	POOL A#1
	POOL B#1

Note: A team is eliminated with one loss in this segment

GM	DAY	DATE	TIME	SITE OR LOCATION
CHAMPIONSHIP GAME				
F1	Friday	7/6/2023		TBD

NOTE: 1 DAY - MAX 1 GAME PER DAY

NOTES: **SECTIONALS MUST END BY JULY 17TH DATE AND LOCATION TBD**

APPROVALS:

DISTRICT ADMINISTRATOR DATE

REGIONAL DIRECTOR DATE

SR BASEBALL

2 TEAMS

SINGLE ROUND ROBIN FORMAT

POOL A - 2 TEAM QUALIFIER SEGMENT - Best 2 of 3 games.

EACH TEAM PLAYS A MINIMUM OF 2 GAMES
LETTER DESIGNATE TEAMS FROM THE DRAW LIST

POOL A

A1	A	Gaylord	A2	B	Alpena	A3	A	Gaylord
	B	Alpena		A	Gaylord		B	Alpena

Note: Coin toss before each game determines HOME team.

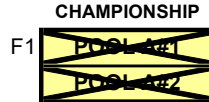
GM	DAY	DATE	TIME	SITE OR LOCATION
A1	Monday	6/19/2023	6:00PM	Gaylord
A2	Tuesday	6/20/2023	6:00PM	Gaylord
A3	Wednesday	6/21/2023	6:00PM	Gaylord

TIE-BREAKER RULES SUMMARY :

1. If two teams are tied with the best won-lost record, the winner of the pool game between the two tied teams will be the tie-breaker and that team will advance to the next segment. If the teams did not play each other, see rule 2 below.
2. If two teams are tied with the best won-lost record, and they did not play each other, then the "Runs Allowed Ratio" will be computed to break the tie. The team with the lowest "Runs Allowed Ratio" per half-inning of defense played will advance.
3. If three teams are tied with the same won-lost record, and one team has defeated the other tied teams, then that team will advance to the next segment. If one of the remaining two teams is to advance, use Rule 1 above.
4. If three teams are tied with the same won-lost record, and one team has not defeated the other tied teams, then the "Runs Allowed Ratio" will be computed to break the tie. The team with the lowest "Runs Allowed Ratio" per half-inning of defense will advance. If one of the remaining two tied teams is to advance, use Rule 1 above.

CHAMPIONSHIP SEGMENT - SINGLE ELIMINATION

Note: Coin toss before each game determines HOME team.



Note: A team is eliminated with one loss in this segment

GM	DAY	DATE	TIME	SITE OR LOCATION
CHAMPIONSHIP GAME				
1	Monday	7/17/2023	6:00PM	Gaylord

NOTE: 1 DAY - MAX 1 GAME PER DAY

NOTES: There are only 2 teams. Best 2 of 3 games for district champ.

APPROVALS:

DISTRICT ADMINISTRATOR _____ DATE _____

REGIONAL DIRECTOR _____ DATE _____

8-10 SOFTBALL

3 TEAMS

SINGLE ROUND ROBIN FORMAT

POOL A - 3 TEAM QUALIFIER SEGMENT - 2 TEAMS ADVANCE

EACH TEAM PLAYS A MINIMUM OF 2 GAMES

LETTER DESIGNATE TEAMS FROM THE DRAW LIST

POOL A

A1	A	West Branch	A2	B	Grayling	A3	A	West Branch
	B	Grayling		C	Alpena		C	Alpena

Note: Coin toss before each game determines HOME team.

GM	DAY	DATE	TIME	SITE OR LOCATION
A1	Saturday	7/15/2023	10:00 AM	West Branch LL
A2	Saturday	7/15/2023	GAME 2	West Branch LL
A3	Saturday	7/15/2023	GAME 3	West Branch LL

TIE-BREAKER RULES SUMMARY :

1. If two teams are tied with the best won-lost record, the winner of the pool game between the two tied teams will be the tie-breaker and that team will advance to the next segment. If the teams did not play each other, see rule 2 below.
2. If two teams are tied with the best won-lost record, and they did not play each other, then the **"Runs Allowed Ratio"** will be computed to break the tie. The team with the lowest **"Runs Allowed Ratio"** per half-inning of defense played will advance.
3. If three teams are tied with the same won-lost record, and one team has defeated the other tied teams, then that team will advance to the next segment. If one of the remaining two teams is to advance, use Rule 1 above.
4. If three teams are tied with the same won-lost record, and one team has not defeated the other tied teams, then the **"Runs Allowed Ratio"** will be computed to break the tie. The team with the lowest **"Runs Allowed Ratio"** per half-inning of defense will advance. If one of the remaining two tied teams is to advance, use Rule 1 above.

CHAMPIONSHIP SEGMENT - SINGLE ELIMINATION

Note: Coin toss before each game determines HOME team.

CHAMPIONSHIP
F1 POOL A#1
POOL A#2

Note: A team is eliminated with one loss in this segment

GM	DAY	DATE	TIME	SITE OR LOCATION
CHAMPIONSHIP GAME				
F1	Monday	7/17/2023		West Branch

NOTE: 1 DAY - MAX 1 GAME PER DAY

NOTES:

APPROVALS:

DISTRICT ADMINISTRATOR DATE

REGIONAL DIRECTOR DATE

10-12 SOFTBALL

5 TEAMS

SINGLE ROUND ROBIN FORMAT

POOL A&B - 5 TEAM QUALIFIER SEGMENT - 2 TEAMS ADVANCE

EACH TEAM PLAYS A MINIMUM OF 4 GAMES
LETTER DESIGNATE TEAMS FROM THE DRAW LIST

POOL A

A1	A	Boyne City	A2	C	WB/HL/OC	A3	E	Hillman
	B	Gaylord		D	Alpena		A	Boyne City
A4	B	Gaylord	A5	D	Alpena	A6	B	Gaylord
	C	WB/HL/OC		A	Boyne City		E	Hillman
A7	D	Alpena	A8	C	WB/HL/OC	A9	B	Gaylord
	E	Hillman		A	Boyne City		D	Alpena
A10	C	WB/HL/OC						
	E	Hillman						

Note: Coin toss before each game determines HOME team.

GM	DAY	DATE	TIME	SITE OR LOCATION
A1	Monday	6/19/2023	6:00 PM	Boyne City F1
A2	Monday	6/19/2023	6:00 PM	Boyne City F2
A3	Tuesday	6/20/2023	6:00 PM	Boyne City F1
A4	Tuesday	6/20/2023	6:00 PM	Boyne City F2
A5	Wednesday	6/21/2023	6:00 PM	Boyne City F1
A6	Wednesday	6/21/2023	6:00 PM	Boyne City F2
A7	Thursday	6/22/2023	6:00 PM	Boyne City F1
A8	Thursday	6/22/2023	6:00 PM	Boyne City F2
A9	Friday	6/23/2023	6:00 PM	Boyne City F1
A10	Friday	6/23/2023	6:00 PM	Boyne City F2

TIE-BREAKER RULES SUMMARY :

1. If two teams are tied with the best won-lost record, the winner of the pool game between the two tied teams will be the tie-breaker and that team will advance to the next segment. If the teams did not play each other, see rule 2 below.
2. If two teams are tied with the best won-lost record, and they did not play each other, then the "Runs Allowed Ratio" will be computed to break the tie. The team with the lowest "Runs Allowed Ratio" per half-inning of defense played will advance.
3. If three teams are tied with the same won-lost record, and one team has defeated the other tied teams, then that team will advance to the next segment. If one of the remaining two teams is to advance, use Rule 1 above.
4. If three teams are tied with the same won-lost record, and one team has not defeated the other tied teams, then the "Runs Allowed Ratio" will be computed to break the tie. The team with the lowest "Runs Allowed Ratio" per half-inning of defense will advance. If one of the remaining two tied teams is to advance, use Rule 1 above.

CHAMPIONSHIP SEGMENT - SINGLE ELIMINATION

Note: Coin toss before each game determines HOME team.

CHAMPIONSHIP
F1 POOL A#1
POOL B#1

Note: A team is eliminated with one loss in this segment

GM	DAY	DATE	TIME	SITE OR LOCATION
CHAMPIONSHIP GAME				
F1	Monday	6/26/2023		

NOTE: 1 DAY - MAX 1 GAME PER DAY

NOTES:

APPROVALS:

DISTRICT ADMINISTRATOR _____ DATE _____

REGIONAL DIRECTOR _____ DATE _____

Jr SOFTBALL

6 TEAMS

SINGLE ROUND ROBIN FORMAT

POOL A&B - 6 TEAM QUALIFIER SEGMENT - 2 TEAMS ADVANCE

EACH TEAM PLAYS A MINIMUM OF 2 GAMES
LETTER DESIGNATE TEAMS FROM THE DRAW LIST

POOL A

A1	A	Houghton Lake	A2	B	West Branch	A3	A	Houghton Lake
	B	West Branch		C	Gaylord		C	Gaylord

POOL B

B1	A	JoBurg Lew	B2	B	Alpena	B3	A	JoBurg Lew
	B	Alpena		C	East Jordan		C	East Jordan

Note: Coin toss before each game determines HOME team.

GM	DAY	DATE	TIME	SITE OR LOCATION
A1	Monday	6/19/2023	6:00 PM	Houghton Lake
A2	Tuesday	6/20/2023	6:00 PM	Houghton Lake
A3	Wednesday	6/21/2023	6:00 PM	Houghton Lake

B1	Monday	6/19/2023	6:00 PM	East Jordan
B2	Tuesday	6/20/2023	6:00 PM	East Jordan
B3	Wednesday	6/21/2023	6:00 PM	East Jordan

TIE-BREAKER RULES SUMMARY :

1. If two teams are tied with the best won-lost record, the winner of the pool game between the two tied teams will be the tie-breaker and that team will advance to the next segment. If the teams did not play each other, see rule 2 below.
2. If two teams are tied with the best won-lost record, and they did not play each other, then the **"Runs Allowed Ratio"** will be computed to break the tie. The team with the lowest **"Runs Allowed Ratio"** per half-inning of defense played will advance.
3. If three teams are tied with the same won-lost record, and one team has defeated the other tied teams, then that team will advance to the next segment. If one of the remaining two teams is to advance, use Rule 1 above.
4. If three teams are tied with the same won-lost record, and one team has not defeated the other tied teams, then the **"Runs Allowed Ratio"** will be computed to break the tie. The team with the lowest **"Runs Allowed Ratio"** per half-inning of defense will advance. If one of the remaining two tied teams is to advance, use Rule 1 above.

CHAMPIONSHIP SEGMENT - SINGLE ELIMINATION

Note: Coin toss before each game determines HOME team.

CHAMPIONSHIP	
F1	POOL A#1
	POOL B#1

Note: A team is eliminated with one loss in this segment

GM	DAY	DATE	TIME	SITE OR LOCATION
CHAMPIONSHIP GAME				
F1	Monday	6/26/2023		

NOTE: 1 DAY - MAX 1 GAME PER DAY

NOTES:

APPROVALS:

DISTRICT ADMINISTRATOR DATE

REGIONAL DIRECTOR DATE