



The Turkey Bowl

Starting Times are posted below. All Times should be considered tentative until the tournament begins. If your first game time should change, you'll be notified by phone.

All coaches should check in upon arrival to receive your official Tournament Packet.

Rain Hotline: 804-378-2285 This line will be updated as early as possible Saturday morning if there's a chance for inclement weather.

Format: With 5 Teams, we've set this up with a 4 game round robin. The top two teams will play a one game championship, scheduled for 4:00pm on Saturday.

Locations:

Harry Daniel Park at Ironbridge (Iron)

Ironbridge Park:

6600 Whitepine Rd

Richmond, VA 23237

From I-95: Take Exit 62 (Route 288)

Follow Route 288 to the 1st Ironbridge Road Exit.

Go to the light and the entrance to the park is on the right.

If you have any questions, call Butch Tiller at 804-378-2285



The Turkey Bowl

ALL TEAMS SHOULD BE PREPARED TO PLAY AT LEAST 30 MINUTES BEFORE YOUR SCHEDULED GAME TIME. SPORTSMANSHIP IS REQUIRED AT ALL TIMES. ARGUING BALLS AND STRIKES IS NOT ALLOWED AND WILL NOT BE TOLERATED. ABUSIVE LANGUAGE COULD RESULT IN AN EJECTION FROM A GAME AND POSSIBLY THE REST OF THE TOURNAMENT. SHOW GOOD SPORTSMANSHIP AT ALL TIMES. PLAYERS SHOULD HAVE IDENTIFICATION AT ALL TIMES.

Bracket: A Men's Division Field : Harry Daniel Park at Ironbridge
2 Home Runs: Then Outs.

	Teams	Wins	Losses
A1	Team Madison Wood 304		
A2	Universal Effects		
A3	Carlo's Kids		
A4	DTG Logistics		
A5	Salisbury Swingers		

Time	Team		Team	Field
9:00	Team Madison Wood		Universal Effects	Iron 7
9:00	Carlo's Kids		DTG Logistics	Iron 10
10:00	Team Madison Wood		Carlo's Kids	Iron 7
10:00	Universal Effects		Salisbury Swingers	Iron 10
11:00	DTG Logistics		Salisbury Swingers	Iron 10
12:30	Universal Effects		Carlo's Kids	Iron 7
12:30	Team Madison Wood		DTG Logistics	Iron 10
2:00	Team Madison Wood		Salisbury Swingers	Iron 10
3:00	Universal Effects		DTG Logistics	Iron 7
3:00	Carlo's Kids		Salisbury Swingers	Iron 10
4:00	Championship: 1 st vs 2 nd			Iron 10

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
2. Three Way Tie:
 - A) The run differential (runs scored minus runs allowed) in the games involving the tied teams will determine the finishing positions. The team with the highest numerical differential receives the uppermost position among the three teams. The team with the second highest numerical differential receives the second highest position among the three teams. The team with the third highest numerical differential receives the third highest position among the three teams.
 - B) If a three way tie still exists: The run differential will be considered again including the games between the team (or teams) not involved in the tie.
 - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
 - D) If a two way tie exists after applying rules 2a and 2b, the tiebreaker reverts to Rule 1.

Non-Approved Bats:

Miken Ultra, Miken Ultra II, Miken Ultra Maxload, Easton Synergy SCX 2, Louisville Slugger Genesis SB34.