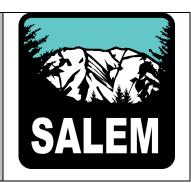


Salem Parks & Recreation Spring Training Tournament

April 14th & 15th 8u Division

revised 4/16/12



Teams	Wins	Loss	Runs Allowed
UC Thunder		I	12
Salem Hornets	I	I	8, 16
Utah Xtreme	I		0
Dirtbags			

Tuesday, April 17th

Down Town – West Field	
Down Town West Tield	Loafer View Complex: 600 East Canal Road
4:10p 8 UC Thunder vs. Salem Hornets12	Down Town Park: 60 North 100 East, Salem
	Salem Hills High SB -150 North Skyhawk Blvd.
6:10p 16Utah Xtreme vs. Salem Hornets0	

Wednesday, April 18th

Down Town - West	Salem Hills High Softball Field
4:10p Dirtbags vs. Utah Xtreme	
	6:00 Salem Hornets vs. SC Power
6:10p Dirtbags vs. UC Thunder	

Thursday, April 19th

Down Town Park - North Field	Down Town Park – West Field		
5:30p UC Thunder vs. Utah Xtreme	4:00p Dirtbags vs. SF Surge 9u		

Friday, April 20th

Down Town - North Field	Loafer View – Field #2
4:00 Game A (seed #1 vs. seed #4)	6:00 Game B (#2 Seed vs. #3 Seed)
	8:00 Game C Championship – Winners A vs. B

Rule & Notes:

- 1. No dogs are allowed at either ball park, in Salem.
- 2. If we are presented with weather issues we will update status on www.utahsperfectgame.com & www.salemcity.org
- 3. No running on third strike (batter).
- 4. Games will be 1 hr and 45 minutes. International tie breaker will be used in extra inning or after time has expired.
- 5. Home team by coin flip. (Gold dollar Winner gets the coin). Supplied by Salem Parks & Recreation
- 6. The season is young; pitcher will have 12 innings for the tournament. Coaches may use them as they desire. Rest is up to you. Pitcher have 6 innings per day. Are our medals worth your pitchers season?
- 7. Portable mounds will be used on most fields. Pitchers are welcome to wear metal spikes. The mounds are for the kids, so use them.
- 8. 8 run rule will govern all innings other than the last inning.
- 9. Game ending Mercy Rule will be 9 after 5 innings or 15 after 4 innings.
- 10. No warning for runners leaving early. If the umpire see the runner leave, he will be called out. The play is live.