

Donegal Area Church Softball League (DACSL)
2017 July tournament
Saturday, July 8, 2017

Pools A and B

(A, Armstrong 1)

(B, Armstrong 2)

- Aa. Manheim Mennonite (Manheim CSL) Daryl Ebersole
- Ab. Grace Point Church (Pequea Valley CSL) Darren Neff
- Ac. Hershey Free Church (DACSL) Jason Herr
- Ba. Mountville Mennonite/St James Brethren (DACSL) Joel Garber
- Bb. Hopewell Christian Fellowship (Ephrata Area CSL) Jason Wiest
- Bc. Manor BIC (Hempfield CSL) Randy Miller

Pool C

(E-town park)

- C1. Manheim BIC Blue (Manheim CSL) Zach Hershey
- C2. Mar. Comm. Chapel/Bainbridge (DACSL) Mitch Meador, Greg Leach
- C3. Ephrata COB (Ephrata Area CSL) Matt Huber
- C4. Grace Fellowship (N. York Sub. CSL) James Rauhauser

Pool D

(Governor Stable, Falmouth)

- D1. Good's Mennonite (DACSL) Jon Heistand
- D2. Mount Joy Mennonite (Manheim CSL) Ryan Hess
- D3. Brothers In Christ (Ephrata Area CSL) Ken Grube
- D4. CFC, New Holland (NHCSL) Ben Barrage

Pool E

(Lights@Fuhrman,Maytown)

- E1. Mt. Calvary (DACSL) Travis Amon
- E2. Manheim BIC Orange/Newport Dove (Manheim CSL) Brady Newton
- E3. Hammer Creek Mennonite (Ephrata Area CSL) Craig Rutt
- E4. East Berlin (Hanover league) Ethan Arndt

Winner of coin toss gets choice of home or away in pool games. Home team offers a prayer before the game.
The team in parentheses is responsible to supply a base umpire. The tournament supplies plate umpires for all games.

<u>Saturday</u>	<u>8am</u>	<u>9am</u>	<u>10am</u>	<u>11am</u>	<u>12pm</u>	<u>1pm</u>
Armstrong 1	Ab, Ac (Aa) 21, 1	Aa, Ab (Ac) 8, 2	Aa, Ac (Ab) 18, 0	Ab, Bc 14, 4	Aa, Bb 11, 5	Ac, Bc 10, 9
Armstrong 2	Ba, Bc (Bb) 21, 2	Ba, Bb (Bc) 3, 11	Bb, Bc (Ba) 17, 1	Ba, Ac 15, 0	Ab, Ba 4, 10	-----
E-town Park	C1, C2 (C4) 9, 1	C2, C4 (C1) 4, 7	C1, C3 (C2) 1, 19	C1, C4 (C3) 16, 17	C2, C3 (C4) 0, 14	C3, C4 (C2) 7, 1
Gov. Stable	D1, D2 (D4) 12, 0	D1, D4 (D2) 7, 5	D2, D3 (D1) 9, 16	D2, D4 (D3) 11, 12	D1, D3 (D4) 5, 12	D3, D4 (D1) 21, 7
FuhrmanLights	E1, E2 (E3) 9, 11	E1, E3 (E2) 9, 16	E2, E4 (E1) 10, 17	E2, E3 (E4) 1, 13	E1, E4 (E2) 3, 13	E3, E4 (E1) 4, 1

At the end of pool play, determine your ranking within your pool using the seeding criteria in the Rules document. Winner of the last pool game, please text or phone me (799-9550) with the scores from your pool (umpires are recording scores).

All teams from pools C, D, E and the top four teams from the combined AB pool go to the single elimination playoff. Your place of entry into the playoff bracket is determined by your ranking within your pool. Pools C, D, and E will use the seeding criteria from the Rules (Win-Loss record, then head-to-head, then run differential) to order the teams #1, #2, #3 and #4 within your pool. The combined AB pool has its own algorithm (see separate document) to determine those four teams.

The first round of the elimination matches up all of the third and fourth place teams. As soon as you know you are in third or fourth place in your pool, go to the correct field so you are ready to play at 2:30.

In the second round of the playoff, the second-place pool teams play the winners from the first round as shown in the bracket. Second-place teams, consult the bracket below as soon as you know you are #2 in your pool to see which field you play on at 3:30. Send one of your players to that field for the 2:30 game to act as a base umpire.

The third round matches the first-place pool teams against the winners from the second round. From there on, it's standard single elimination. The playoff bracket is designed so that two teams from the same pool will not face each other until the finals.

In all playoff games, the higher ranked team gets choice of home or away. When equally ranked teams play, use the coin toss.

Teams are asked to supply base umpires during the playoff as follows: For the 2:30 and 3:30 games, the team scheduled to play the next game on the field is responsible to supply a base umpire. (For example, team C#2 umpires the 2:30 game at Armstrong 1. Team C#1 umpires the 3:30 game at GovStb.) For the 4:30 games, the loser of the 3:30 game on that field is asked to supply a base umpire. The tournament will supply two umpires for the last three games.

Single elimination playoff

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AB#3  _Mountville_ 11                E#1_Hammer Ck_3
      Armst1 2:30 |__Mountvil_13      Armst1 4:30 |_Mountville_5
E#4  __Mt.Calv_____9|  Armst1 3:30 |__Mountville_16      |
      C#2_GraceFel__3|                |
                                           Armst1 5:30 _ManMenn__14
E#3  __ManBIC-Orang_7                AB#1_ManMenn_10      |
      Armst2 2:30 |_ManBIC-Orang 8      Armst2 4:30 |_ManMenn__7|      |
AB#4  _GracePt_____6|  Armst2 3:30 |__ManBIC-Oran_4|      |
      D#2_Goods_____7|                |
                                           E-town 6:45__EphCOB
C#3  __ManBIC-Blue_15                D#1BrothersIC 12      |
      E-town 2:30 |__ManBIC-Blue_15      E-town 4:30 |_BrothersIC_9      |
D#4  __M.J.Menn_____5|  E-town 3:30 |__ManBIC-Blue__11      |
      AB#2_Hopewell 12                |
                                           E-town 5:45 _EphrCOB__15
D#3  __CFC-NewHollan 14                C#1_EphrCOB__19      |
      GovStb 2:30 |__CFC-NH_____2      GovStb 4:30 |_EphrCOB__12
C#4  __Chapel-BBR___4|  GovStb 3:30 |__EastBerlin__9|
      E#2_East Berlin 11

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PLAY-IN SCHEME FOR THE A-B POOL

Based on the results from the first three games in each pool, we will rank the teams as A1, A2, A3 and B1, B2, B3. (Run differentials will be needed if there is a three-way tie in either pool.) Proceed as follows. Base umpires are shown as U. If your team is not playing in a slot, you supply a base ump at one of the fields.

11am [A2,B3 on field #1(U=A1), B2,A3 on field #2(U=B1)]

CASE 1: If both of the #2 teams win at 11am, then A1, B1, A2, and B2 will advance to the playoff and the games at 12:00 and 1:00 will determine their order, as follows:

12:00 [A1,B1 on field #1 (U=A3)(winner becomes AB#1, loser goes to “IF” game at 1:00)]

[A2,B2 on field #2 (U=B3)(winner goes to “IF” game at 1:00, loser becomes AB#4)]

1:00 [A3, B3 on field #1 (Both teams are done for the day with four games and do not advance.)] (U=available)

[“IF” game on field #2, plays only if those teams have not yet played each other, for AB#2, AB#3]

CASE 2: If both of the #3 teams win at 11am, then the four teams A2, B2, A3, B3 all have a 1W-1L record in games among themselves.

12:00 [A1,B1 on field #1](U=A3) (Winner is AB#1, loser is AB#2.)

[A2, B2 on field #2] (U=B3)

1:00 [A3,B3 on field #1, no game on field #2] (Among the #2 and #3 teams, two teams now have 2W-1L within this group of four teams and they advance to playoff as AB#3 and AB#4, with the order determined by the head-to-head matchup. The other two teams are 1W-2L within this group (plus a loss to either A1 or B1); they are done for the day with four total games. (U=A2)

CASE 3: In one of the 11am games, the #2 team wins and in the other the #3 team wins. (For example, suppose that both A2 and A3 win their games.) Proceed as follows:

12:00 [A1,B1 on field #1](U=A3) (winner becomes AB#1, loser goes to IF game in SUBCASE 3A or becomes AB#2 in SUBCASE 3B)

[A2,B2 on field #2] (U=B3)

SUBCASE 3A: If the winner of A2,B2 at 12:00 is now 3W-0L among the group of #2 and #3 teams, they go to the IF game at 1:00. The loser of A2,B2 at 12:00 is now 1W-2L (plus a loss to either A1 or B1) and they are done for the day. The #3 team that beat them becomes AB#4. The other #3 team plays in the 1:00 game and is done for the day.

1:00 [A3,B3 on field #1] (U=available)

[“IF” game on field #2, plays only if those teams have not yet played each other, for AB#2, AB#3]

SUBCASE 3B: If neither A2 or B2 has a 3W-0L record among the #2 and #3 team after the 12:00 game

1:00 [A3,B3 in field #1, no game on field #2](U=A2) Look at only the games played among the teams A2, A3, B2, B3. Choose the top two based on W-L records or, in case of a three-way tie in W-L, compare run differentials on the set of games among these teams to select top two to become AB#3 and AB#4.