

Fall Baseball Classic - 18U



Pool 1 402 Express Dak-Min Prospects Red 18U Warrior Baseball

Pool 2 Brandon Valley 18U Millard Sox 18U Tunsburg Titans 18U

Pool 3 Dak-Min Prospects Navy 18U Sanford Academy 18U Sioux City Futures 18U

*7 inning games; No new inning after 2hr (except for semi-final games and Championship).

Run Rule: 15 after 3 innings, 10 after 5 innings.

Saturday (10/6)

| Field 1 | | | | Field 2 | | | |
|---------|---------------------------|-------|----------------------------|----------------|----------------------------|-----|---------------------------|
| 9am | Sanford Academy 18U | vs. | Sioux City Futures 18U | 5pm | Tunsburg Titans 18U | VS. | Brandon Valley 18U |
| 11am | Sioux City Futures 18U | vs. [| Dak-Min Prospects Navy 18U | | | | |
| 1pm | Millard Sox 18U | VS. | Tunsburg Titans 18U | | | | |
| 3pm | Dak-Min Prospects Red 18U | vs. | Warrior Baseball | | | | |
| 5pm | Warrior Baseball | VS. | 402 Express | | | | |
| Field 4 | | | | <u>Field 5</u> | | | |
| 3pm | Brandon Valley 18U | vs. | Millard Sox 18U | 1pm | 402 Express | vs. | Dak-Min Prospects Red 18U |
| | | | | 3pm | Dak-Min Prospects Navy 18U | vs. | Sanford Academy 18U |
| | | | | | | | |

Seeding will be determined by record upon the conculsion of Saturday's games.

Tie Breakers -1) Run Differential 2) Runs Allowed

Sunday (10/6)

| | <u>Sunday (10/6)</u> | | | | | |
|-----------------|----------------------|-----|-----------|----------------|-----------|-----|
| Field 1 | | | | Field 2 | | |
| G2: 12pm | Seed #3 | vs. | Seed #2 | 2pm | Winner G3 | vs. |
| G1: 2pm | Seed #4 | VS. | Seed #1 | 4pm | Loser G3 | VS. |
| 4:15pm | Winner G2 | vs. | Winner G1 | 1 | | |
| | Championship | | | | | |
| | | | | | | |
| Field 4 | | | | <u>Field 5</u> | | |
| G3: 2pm | Seed #6 | VS. | Seed #5 | 12pm | Seed #9 | VS. |
| | | | | 2pm | Seed #8 | VS. |
| | | | | 4pm | Seed #7 | VS. |

Top 4 Seeds will play for the Championship.

*Up to 2 extra hitters allowed *DH (for pitcher only) allowed *No re-entry *No free substitution