

**NATIONAL LEAGUE WINTER SPRING SCHEDULE 2010**

		NATIONAL LEAGUE								WINTER / SPRING								2010									
		SUN BOWL		SUN CITY		phone 876-0635				LIBERTY FIELD		SUN CITY WEST		phone 544-6157				OUR SPONSORS									
		8:30	9:40	10:50	12:00	1:10	2:20	3:30			8:30	9:40	10:50	12:00	1:10	2:20	3:30										
JAN. 19	TUES.	N-M	J-I	B-A	F-E	H-G	D-C	L-K																			
JAN. 21	THUR								L-I	D-N	E-H	K-B	A-C	J-G	M-F												
JAN. 26	TUES.	J-K	C-M	F-G	L-A	B-D	I-H	N-E																			
JAN. 28	THUR								E-C	K-H	D-L	G-N	F-I	B-M	A-J												
FEB. 2	TUES.	F-D	G-L	I-B	M-H	E-J	N-A	K-C																			
FEB. 4	THUR								K-N	F-A	J-M	C-I	G-B	L-E	H-D												
FEB. 9	TUES.	B-L	N-C	H-F	J-D	K-A	G-I	E-M																			
FEB. 11	THUR								D-G	I-K	A-E	H-C	M-L	F-J	B-N												
FEB. 16	TUES.	H-J	B-E	L-C	A-G	N-F	M-K	D-I																			
FEB. 18	THUR								M-A	L-J	K-D	B-F	I-E	H-N	C-G												
FEB. 23	TUES.	C-F	M-G	N-I	E-K	L-H	A-D	J-B																			
FEB. 25	THUR								A-H	E-D	G-K	I-M	J-N	C-B	F-L												
MAR. 2	TUES.	G-E	H-B	C-J	N-L	D-M	K-F	I-A																			
MAR. 4	THUR.	<b>SPRING FLING TOURNAMENT</b>																									
MAR. 9	TUES.	K-L	G-H	M-N	A-B	C-D	E-F	I-J																			
MAR.11	THUR.								F-M	C-A	I-L	H-E	G-J	B-K	N-D												
MAR.16	TUES.	J-A	I-F	C-E	L-D	M-B	N-G	H-K																			
MAR.18	THUR								E-N	D-B	K-J	G-F	H-I	A-L	M-C												
<b>TOURNAMENT BEGINS MARCH 23rd</b>																											
<b>TEAMS SEEDING BY STANDINGS AS OF MARCH 18th</b>																											
MAR.23	TUES.	A. 8:30	B. 9:40	C. 10:50	D. 12:00	E. 1:10	F. 2:20	G. 3:30																			
		Sd 1 vs. Sd 14	Sd 3 vs Sd 12	Sd 5 vs Sd 10	Sd 7 vs Sd 8	Sd 6 vs Sd 9	Sd 4 vs Sd 11	Sd 2 vs Sd 13																			
MAR.25	THUR.	H. 8:30	I. 9:40	J. 10:50	K. 12:00	L. 1:10	M. 2:20	N. 3:30																			
		Lsr. B. vs Lsr. E.	Lsr C vs Lsr. F.	Lsr. D. vs Lsr. G.	Lsr. A. vs Win. D	Win. C vs. Win G	Win B vs Win F.	Win A vs Win E																			
MAR.30	TUES.	O. 8:30	P. 9:40	Q. 10:50	R. 12:00	S. 1:10	T. 2:20	U. 3:30																			
		Win I. vs Win. J.	Win H. vs Lsr. K.	Lsr. J. vs. Lsr. L.	Lsr. H. vs Lsr. M.	Lsr. I. vs Lsr. N.	Win K. vs Win. L.	Win M. vs Win N.																			
APR. 1	THUR	V. 8:30	W. 9:40	X. 10:50	Y. 12:00	Z. 1:10	A-1 2:20	B-1 3:30																			
		Win Q vs Lsr. S.	Win S. vs Lsr R.	Lsr. Q vs Win. R.	Win O. vs Lsr. P.	Lsr. O. vs Win P.	Lsr. T. vs Lsr. U.	Win T. vs Win U.																			
<b>PLAYOFF PROCEDURES</b>																											
<b>ALL NATIONAL LEAGUE RULES APPLY</b>																											
<b>HOME TEAM - April 7 games - lowest seed, there after decided by a coin toss.</b>																											
<b>OFFICIALS - To be same as during regular session.</b>																											
<b>NO TIES - There can be no ties - each game must produce a winner.</b>																											
<b>Managers - make sure players are aware of game times</b>																											
The VISITING TEAM is listed FIRST, and occupies 1st base dugout.																											
1st game - HOME TEAM of game 2 supplies officiating crew. ( 2 umpires and 2 scorekeepers )																											
2nd game and each game thereafter for the day, VISITING TEAM of the previous game supplies the officiation crew.																											
HOME TEAM - 1st game prepares the field.																											
HOME TEAM - last game secures the field.																											
PITCHERS - May sub on any team.																											
MERCY RULES - 10 RUN RULE - If visiting team is ahead by 10 or more at the end of 6 innings, home team clears the bases and bats again, if home team does not tie or go ahead, game over, in the event home team ties or goes ahead visiting team gets last at bat.																											
15 RUN RULE - If either team is ahead by 15 or more runs, after 6 innings, GAME OVER.																											
COURTESY RUNNER - From home or any base, Start of game max. of 2 per team. If a player becomes injured and can not run, player may request a runner for that game only. After that game to avoid more serious injury, player to take time of as necessary until they can again run the basis. Runner from Home can not advance beyond 1st BASE.																											