2025 BANTAM BASEBALL TOURNAMENT SCHEDULE

MONDAY & WEDNESDAY 9:00 - 10:15 am | TUESDAY 12:00-1:00 pm(*practice*)

INCLEMENT WEATHER: visit gfparks.org or call 701-787-3499

Wednesday, July 16	Mono	Monday, July 21		Wednesday, July 23	
TWINS	, ,	TWINS			
Diamond 1	Dia	Diamond 1		Diamond 1	
(game 1)	(g	(game 3)		Championship	
A's	P	IRATES			
REDS	1	REDS			
Diamond 2	Dia	Diamond 2		Diamond 2	
(game 2)	(g	(game 4)		3rd Place	
GIANTS		A's			
ROYALS	R	ROYALS			
Diamond 3	Dia	Diamond 3		Diamond 3	
(game 3)	(g	(game 5)		5th Place	
PIRATES	G	GIANTS			
WIN (in reg)	WIN (in exrtas)	IOSS (in extras)	IOSS (in reg.)	POINTS	

	WIN (in reg.)	WIN (in exrtas)	LOSS (in extras)	LOSS (in reg.)	POINTS
TWINS					
A's					
REDS					
GIANTS					
ROYALS					
PIRATES					

Tournament Format/Rules:

- Games will be 5 innings or 1 hour and 15 minutes (which ever comes first)
- Pitchers can throw no more than 2 innings per game & must have 1 game off between apperances.
- 4 balls = coaches pitch | Dead ball = take first base.
- Innings will be 3 outs or once through the batting order. Team with fewer players can bat the same number as opposing team.
- 10 run rule after 4th inning or 60 minute mark.
- If there is a tie after 5 innings or 60 minutes:
 - Each team will start with a runner on second base for 1 inning
 - If still tied, teams will flip a coin to determine the winner.
- Teams late to the field or late to the plate will be penalized 1 run or 1 out.
 ex.) defense is in position and waiting for batter = 1 out
 ex.) batter is in batters box waiting for defense to take field = 1 run

Tournament Points:

- Games will be worth 3 points:
- 3 points for winning in regulartion (5 inning or less, or within time frame)
- 2 points for winning in extra innings
- 1 point for loosing in extra inings
- 0 points for regulation loss
- Top 2 points earrning teams will play for championship
- Middle point earners will play for 3rd
- Bottom 2 point getters will play for 5th
 - **IF TIED FOR POINTS**, teams will flip a coin to determine the winner.