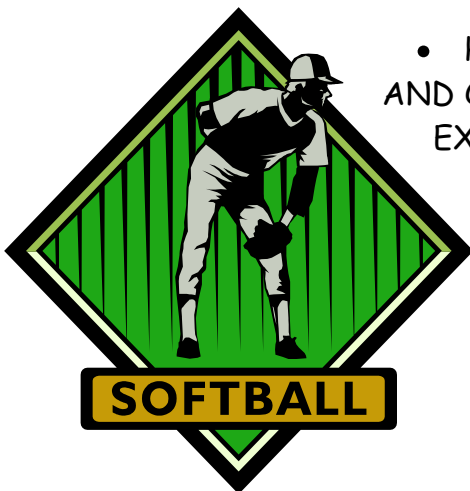


2010 D LEAGUE CHAMPION \*AUMC RED\*  
AUMC RED (8) VS. NOVARTIS (7)

## MEN'S D - NATIONAL LEAGUE TOURNAMENT SCHEDULE

DAY	DATE	TIME	FIELD	TEAMS	GAME
WED	6/2	7PM	<i>ACP 3</i>	SEED # 3 VS SEED # 6	GM 1
		8PM	<i>ACP 3</i>	SEED # 4 VS SEED # 5	GM 2
MON	6/7	7PM	<i>ACP 2</i>	SEED # 2 VS Winner Gm 1	GM 3
		8PM	<i>ACP 2</i>	SEED # 1 VS Winner Gm 2	GM 4
WED	6/9	7PM	<i>ACP 2</i>	Loser Gm 1 VS Loser Gm 4	GM 5
		8PM	<i>ACP 2</i>	Loser Gm 2 VS Loser Gm 3	GM 6
		9PM	<i>ACP 2</i>	Winner Gm 3 VS Winner Gm 4	GM 7
MON	6/14	7PM	<i>ACP 3</i>	Winner Gm 5 VS Winner Gm 6	GM 8
		8PM	<i>ACP 3</i>	Loser Gm 7 VS Winner Gm 8	GM 9
WED	6/16	7PM	<i>ACP 3</i>	Winner Gm 7 VS Winner Gm 9	GM 10
		8PM	<i>ACP 3</i>	(IF NECESSARY)	GM 11
MON	6/21	7:30PM	<i>ACP 2</i>	Winner D-Nat. VS. Winner D-Amer.	GM 12



- HOME TEAM IS HIGHEST SEED THROUGHOUT TOURNAMENT AND OCCUPIES THIRD BASE DUGOUT  
EXCEPTION: GAME 11 . . . WINNER OF GAME 10 IS HOME TEAM
  - 12 RUN SLAUGHTER RULE IS IN EFFECT UNTIL GAME 10 & GAME 11
  - GAME 10 &/OR 11 WILL BE 7 INNINGS IN LENGTH; NO TIME LIMIT
- GAME 12-A FLIP OF A COIN WILL DETERMINE THE HOME TEAM.  
GAME 12-WILL BE 7 INNINGS IN LENGTH; NO TIME LIMIT  
GAME 12 - NO SLAUGHTER RULE IN EFFECT