

TO: Fall Division IV Managers, Rich Wynn, Rich Cowie, John Frame  
FROM: Paul Serra, League Director  
RE: Finish games stopped by power failure

We had two games postponed on Tuesday night, September 10 due to a power failure on diamonds #4 and #5. Those games will pick up where they left off on Tuesday, October 1 when the involved teams play each other again.

The Wild Irishmen vs. SPC Sports game will resume play with SPC at bat with one out in the bottom of the fifth inning. With the score at the time, SPC 10 - Wild Irishmen 6, that game will be completed at 7:15 on diamond #5. The two teams will then play their regular scheduled game right after on the same field.

The Off Constantly vs. Mario's Tap House game will resume play with Mario's at bat with two outs in the bottom of the sixth inning. With the score at the time, Off Constantly 8 - Mario's 8, that game will be completed at 8:15 on diamond #4. The two teams will then play their regular scheduled game right after on the same field.

The revised schedule for that night is as follows:

<u>Day, Date</u>	<u>Time</u>	<u>Visitor</u>	<u>Home</u>	<u>Diam</u>
	6:15	<u>Paragon</u>	vs. Wild Streak	#4
	7:15	<u>Paragon</u>	vs. Paddy's Pour Haus	#4
Tuesday,	<b>8:15</b>	<b>Off Constantly</b>	<b>vs. Mario's T.H. #4</b>	<b>Finish game from 9/10</b>
	8:30	Mario's T.H.	vs. Off Constantly	#4
Oct. 1	6:15	Moving Ahead	vs. Daugherty/Panini's	#5
	<b>7:15</b>	<b>Wild Irishmen</b>	<b>vs. SPC Sports #5</b>	<b>Finish game from 9/10</b>
	7:30	SPC Sports	vs. Wild Irishmen	#5

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**NOTE: Some time changes and field changes from the original schedule have been made for this night. Managers: Be sure to tell your teams about the changes.**