

NSA SHOOTOUT

Sunday, June 08, 2008

CLEMENT PARK COED BRACKET



POOL A					
HITMEN SBC					
TWISTERS					
NOTHING PERSONAL					
DENVER DYNAMITE					
HIT & RUN					
XPLOSION					
HAMM'S					
BAD NEWS BREWS					
POOL B	WIN	LOSS	R-A	R-S	R-D

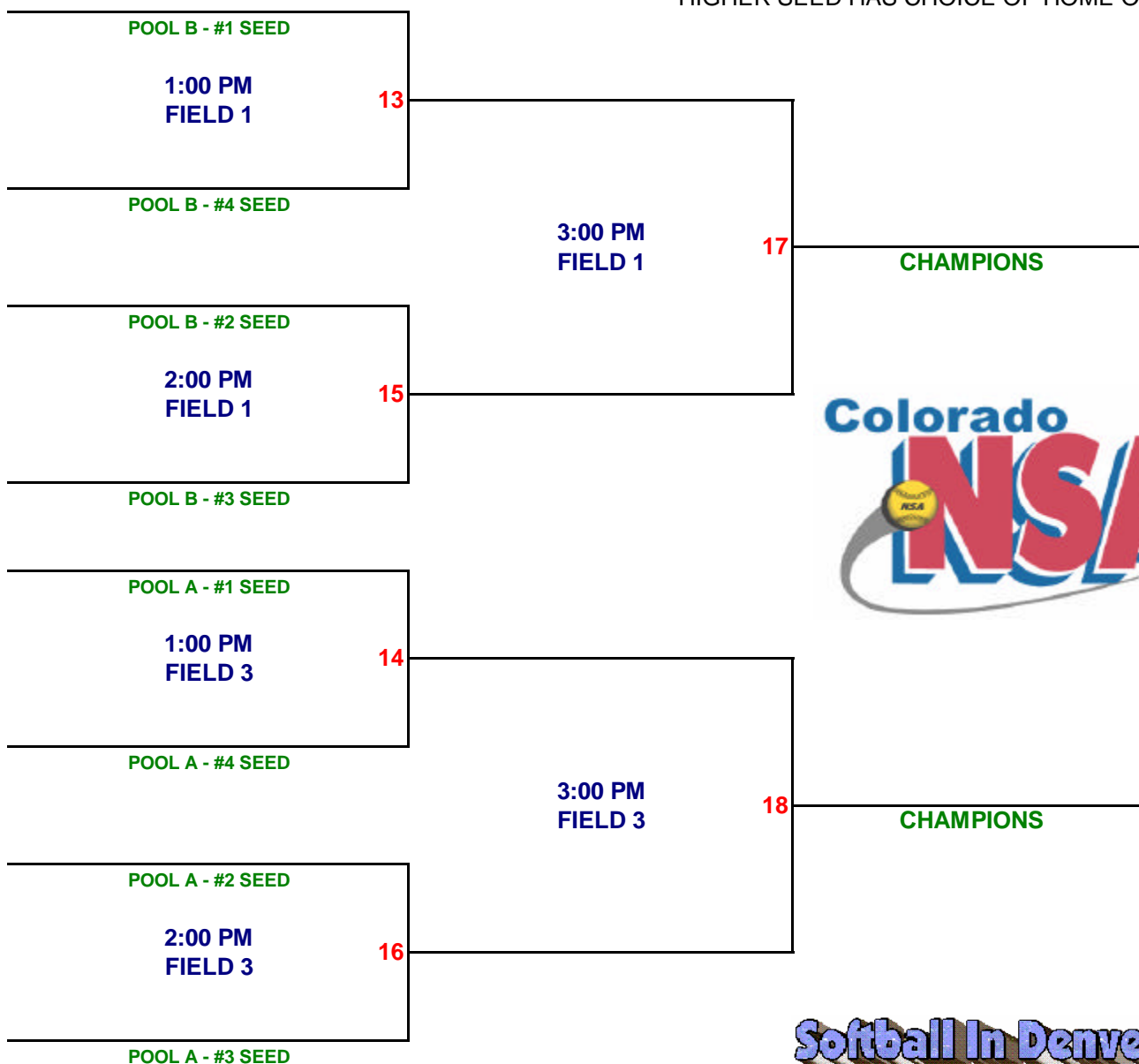
GAME 1	8:00 AM	FIELD 1		TWISTERS	vs.		DENVER DYNAMITE
GAME 2	8:00 AM	FIELD 3		HIT & RUN	vs.		HAMM'S
GAME 3	9:00 AM	FIELD 1		HITMEN SBC	vs.		NOTHING PERSONAL
GAME 4	9:00 AM	FIELD 3		XPLOSION	vs.		BAD NEWS BREWS
GAME 5	10:00 AM	FIELD 1		TWISTERS	vs.		NOTHING PERSONAL
GAME 6	10:00 AM	FIELD 3		HIT & RUN	vs.		XPLOSION
GAME 7	11:00 AM	FIELD 1		HITMEN SBC	vs.		DENVER DYNAMITE
GAME 8	11:00 AM	FIELD 3		HAMM'S	vs.		BAD NEWS BREWS
GAME 9	12:00 PM	FIELD 1		HITMEN SBC	vs.		TWISTERS
GAME 10	12:00 PM	FIELD 2		NOTHING PERSONAL	vs.		DENVER DYNAMITE
GAME 11	12:00 PM	FIELD 3		XPLOSION	vs.		HAMM'S
GAME 12	12:00 PM	FIELD 4		HIT & RUN	vs.		BAD NEWS BREWS

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CLEMENT PARK SINGLE ELIMINATION BRACKET

HOME TEAM ADVANTAGE RULE:
HIGHER SEED HAS CHOICE OF HOME OR VISITORS



SEEDING PROCEDURES FOR DIVISION & BRACKET PLAY

SEEDING DETERMINED BY WIN-LOSS RECORD

TIE BREAKER PROCEDURE:

- 1) HEAD TO HEAD (IF APP)
- 2) BEST RUN DIFFERENTIAL
- 3) MOST RUNS SCORED
- 4) LEAST RUNS ALLOWED
- 5) COIN FLIP

