

DISTRICT 3
10/11 YR OLD TOURNAMENT
@ HARRISON COUNTY

9 TEAM

SINGLE ROUND ROBIN FORMAT

POOL A - 5 TEAM QUALIFIER SEGMENT - 2 TEAMS ADVANCE

EACH TEAM PLAYS A MINIMUM OF 4 GAMES

LETTERS DESIGNATE TEAMS FROM THE DRAW LIST

A1	A Richmond Amer B Harrison County	A2	C Mercer County D Western	A3	E Eastern Nat'l A Richmond Amer
A4	B Harrison County C Mercer County	A5	D Western A Richmond Amer	A6	B Harrison County E Eastern Nat'l
A7	D Western E Eastern Nat'l	A8	C Mercer County A Richmond Amer	A9	B Harrison County D Western
A10	C Mercer County E Eastern Nat'l				

Note: Coin toss before each game determines HOME team.

GM	DAY	DATE	TIME	SITE OR LOCATION
A1	SAT	7/4	12:00	
A2	SAT	7/4	2:00	
A3	SUN	7/5	2:00	
A4	SUN	7/5	4:00	
A5	TUES	7/7	6:00	
A6	TUES	7/7	8:00	
A7	WED	7/8	6:00	
A8	WED	7/8	8:00	
A9	THUR	7/9	6:00	
A10	THUR	7/9	8:00	

NOTE: 5 DAYS - MAX 2 GAMES PER DAY

POOL B - 4 TEAM QUALIFIER SEGMENT - 2 TEAMS ADVANCE

EACH TEAM PLAYS A MINIMUM OF 4 GAMES

LETTERS DESIGNATE TEAMS FROM THE DRAW LIST

B1	F Anderson Co. G Eastern Amer.	B2	H W-CHESTER J Richmond Nat'l	B3	H W-CHESTER F Anderson Co.
B4	G Eastern Amer. J Richmond Nat'l	B5	F Anderson Co. J Richmond Nat'l	B6	G Eastern Amer. H W-CHESTER

Note: Coin toss before each game determines HOME team.

GM	DAY	DATE	TIME	SITE OR LOCATION
B1	SAT	7/4	4:00	
B2	SAT	7/4	6:00	
B3	MON	7/6	6:00	
B4	MON	7/6	8:00	
B5	WED	7/8	6:00	
B6	WED	7/8	8:00	

NOTE: 3 DAYS - MAX 2 GAMES PER DAY

TIE-BREAKER RULES SUMMARY (See pages 2-2 through 2-4 for complete rules):

1. If two teams are tied with the best won-lost record, the winner of the pool game between the two tied teams will be the tie-breaker and that team will advance to the next segment. If the teams did not play each other, see rule 2 below.
2. If two teams are tied with the best won-lost record, and they did not play each other, then the "Runs-Allowed Ratio" will be computed to break the tie. The team with the lowest "Runs-Allowed Ratio" per half-inning of defense played will advance.
3. If three teams or more are tied with the same won-lost record, and one team has defeated the other tied teams, then that team will advance to the next segment. If one of the remaining tied teams is to advance, use Rule 1 above.
4. If three or more teams are tied with the same won-lost record, and one team has not defeated the other tied teams, then the "Runs-Allowed Ratio" will be computed to break the tie. The team with the lowest "Runs-Allowed Ratio" per half-inning of defense played will advance. If one of the remaining tied teams is to advance, use Rule 1 above.

CHAMPIONSHIP SEGMENT - SINGLE ELIMINATION - 4 TEAMS

F1	POOL B#2 POOL A #1	F2	POOL A #2 POOL B#1	F3	CHAMPIONSHIP WINNER F1 WINNER F2
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Note: Coin toss before each game determines HOME team.

Note: A team is eliminated with one loss in this segment.

GM	DAY	DATE	TIME	SITE OR LOCATION
F1	FRI	7/10	6:00	
F2	FRI	7/10	8:00	
CHAMPIONSHIP GAME				
F3	SAT	7/11		

NOTE: 2 DAYS - MAX 2 GAMES PER DAY

FOR DOUBLE ELIMINATION FINALS - SEE REVERSE SIDE OF THIS PAGE

APPROVALS:

DISTRICT ADMINISTRATOR

DATE

REGIONAL DIRECTOR

DATE