

9-10 YR OLD BASEBALL ALL STARS

40 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.

S	DI	S	DI
A1	A Grandville A	16	6
	B Algoma	0	6
	Rorckford Umps	S	DI
A4	B Algoma	3	5
	C Byron Orange	13	5
	Caledonia Umps	S	DI
A7	D Georgetown A	0	4
	E Zeeland N	13	4
	Western Umps	S	DI
A10	C Byron Orange	23	6
	E Zeeland N	19	6
	W Ottawa Umps		

Note: Coin toss before each game determines HOME team.

GM	DATE	TIME	SITE OR LOCATION
A1	Mon 7/6	6:00 PM	Algoma Sports Park #2
A2	Mon 7/6	6:00 PM	Georgetown #9
A3	Tue 7/7	5:30 PM	Grandville #2
A4	Tue 7/7	6:00 PM	Byron Whistlestop #4
A5	Wed 7/8	6:00 PM	Grandville #2
A6	Wed 7/8	6:00 PM	Zeeland Kaat Mac Bank
A7	Thur 7/9	6:00 PM	Georgetown #9
A8	Thur 7/9	6:00 PM	Byron Whistlestop #4
A9	Fri 7/10	6:00 PM	Algoma Sports Park #2
A10	Fri 7/10	6:00 PM	Zeeland Kaat Mac Bank

NOTE: 5 DAYS - MAX 2 GAMES PER DAY

POOL B - 5 TEAM QUALIFIER SEGMENT - 2 TEAMS ADVANCE

EACH TEAM PLAYS A MINIMUM OF 4 GAMES. LETTERS DESIGNATE TEAMS FROM THE DRAW LIST.

S	DI	S	DI
B1	F Caledonia Gold	4	6
	G Kelloggsville	15	6
	Grandville Umps	S	DI
B4	G Kelloggsville	2	4
	H Rockford N	12	4
	Byron Twp Umps	S	DI
B7	J Pinery Green	4	4
	K Greenville	21	4
	Rockford Umps	S	DI
B10	H Rockford N	12	4
	K Greenville	2	4
	Algoma Umps		

Note: Coin toss before each game determines HOME team.

GM	DATE	TIME	SITE OR LOCATION
B1	Mon 7/6	6:00 PM	Kelloggsville 36th South
B2	Mon 7/6	6:00 PM	Pinery Park #1
B3	Tue 7/7	6:00 PM	Caledonia Kraft Mead #1
B4	Tue 7/7	6:00 PM	Kelloggsville 36th South
B5	Wed 7/8	6:00 PM	Caledonia Kraft Mead #1
B6	Wed 7/8	6:00 PM	Greenville MS #5
B7	Thur 7/9	6:00 PM	Greenville MS #4
B8	Thur 7/9	6:00 PM	Rockford River Valley
B9	Fri 7/10	7:00 PM	Pinery Park #1
B10	Fri 7/10	6:00 PM	Rockford River Valley

NOTE: 5 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.

FOR DOUBLE ELIMINATION FINALS SEE SEPARATE SHEET.