

# 9-10 YR OLD SOFTBALL ALL STARS



## POOL A - 7 TEAM QUALIFIER SEGMENT - 4 TEAMS ADVANCE

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

			<b>S</b>	<b>DI</b>
A1	A	Hudsonville	6	6
	B	Pinery Park	1	6
	Caledonia Ump		<b>S</b>	<b>DI</b>
A4	A	Hudsonville	4	6
	C	Caledonia	7	6
	Grandville Umps		<b>S</b>	<b>DI</b>
A7	E	Hamilton	11	6
	G	Holland	15	6
	Grandville Umps		<b>S</b>	<b>DI</b>
A10	G	Holland	0	5
	A	Hudsonville	18	5
	Grandville Umps		<b>S</b>	<b>DI</b>
A13	F	Grandville	17	5
	G	Holland	7	4
	Hamilton Umps			

			<b>S</b>	<b>DI</b>
A2	C	Caledonia	14	5
	D	Northwestern	4	5
	Algoma Umps		<b>S</b>	<b>DI</b>
A5	B	Pinery Park	10	4
	E	Hamilton	0	3
	Northwestern Umps		<b>S</b>	<b>DI</b>
A8	F	Grandville	10	6
	C	Caledonia	7	5
	Hudsonville Umps		<b>S</b>	<b>DI</b>
A11	E	Hamilton	0	4
	C	Caledonia	13	4
	Hudsonville Umps		<b>S</b>	<b>DI</b>
A14	D	Northwestern	4	6
	A	Hudsonville	27	6
	Caledonia Umps			

			<b>S</b>	<b>DI</b>
A3	E	Hamilton	4	4
	F	Grandville	19	4
	Holland Umps		<b>S</b>	<b>DI</b>
A6	G	Holland	18	5
	D	Northwestern	7	5
	Hamilton Umps		<b>S</b>	<b>DI</b>
A9	D	Northwestern	5	6
	B	Pinery Park	6	6
	Algoma Umps		<b>S</b>	<b>DI</b>
A12	B	Pinery Park	17	4
	F	Grandville	2	3
	Caledonia Umps			

GM	DATE	TIME	SITE OR LOCATION
A1	Mon 7/6	5:30 PM	Pinery Park #4
A2	Mon 7/6	6:00 PM	Northwestern #5
A3	Mon 7/6	6:00 PM	Hamilton
A4	Tue 7/7	6:00 PM	Caledonia Kraft Mead #1
A5	Tue 7/7	5:30 PM	Pinery Park #4
A6	Tue 7/7	6:00 PM	Holland Maplewood #2
A7	Wed 7/8	6:00 PM	Holland Maplewood #2
A8	Wed 7/8	6:00 PM	Grandville #3
A9	Wed 7/8	6:00 PM	Northwestern #5
A10	Thur 7/9	6:00 PM	Hudsonville Dr Powell's
A11	Thur 7/9	6:00 PM	Caledonia Kraft Mead #1
A12	Thur 7/9	6:00 PM	Grandville #3
A13	Fri 7/10	6:00 PM	Holland Maplewood #2
A14	Fri 7/10	6:00 PM	Hudsonville Dr Powell's

NOTE: 5 DAYS - MAX 3 GAMES PER DAY

Note: Coin toss before each game determines HOME team.

## POOL B - 6 TEAM QUALIFIER SEGMENT - 4 TEAMS ADVANCE

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

			<b>S</b>	<b>DI</b>
B1	H	Rockford	10	6
	J	Western	14	6
	Georgetown Umps		<b>S</b>	<b>DI</b>
B4	K	Byron Twp	7	5
	N	Georgetown	17	5
	Western Umps		<b>S</b>	<b>DI</b>
B7	J	Western	4	6
	K	Byron Twp	0	5
	Georgetown Umps		<b>S</b>	<b>DI</b>
B10	M	Allendale	24	4
	K	Byron Twp	14	4
	Georgetown Umps			

			<b>S</b>	<b>DI</b>
B2	K	Byron Twp	17	5
	L	Lowell	7	5
	Western Umps		<b>S</b>	<b>DI</b>
B5	L	Lowell	6	4
	J	Western	38	4
	Rockford Umps		<b>S</b>	<b>DI</b>
B8	L	Lowell	12	6
	M	Allendale	13	6
	Rockford Umps		<b>S</b>	<b>DI</b>
B11	L	Lowell	19	4
	H	Rockford	23	4
	Algoma Umps			

			<b>S</b>	<b>DI</b>
B3	M	Allendale	1	4
	N	Georgetown	29	4
	Hudsonville Umps		<b>S</b>	<b>DI</b>
B6	M	Allendale	8	4
	H	Rockford	24	4
	Lowell Umps		<b>S</b>	<b>DI</b>
B9	H	Rockford	9	6
	N	Georgetown	8	6
	Western Umps		<b>S</b>	<b>DI</b>
B12	J	Western	12	5
	N	Georgetown	2	5
	Rockford Umps			

GM	DATE	TIME	SITE OR LOCATION
B1	Mon 7/6	6:00 PM	Western #4
B2	Mon 7/6	6:00 PM	Byron Whistlestop #2
B3	Mon 7/6	6:00 PM	Georgetown #4
B4	Tue 7/7	6:00 PM	Georgetown #4
B5	Tue 7/7	6:00 PM	Lowell Creekside
B6	Tue 7/7	6:00 PM	Rockford HS #2
B7	Wed 7/8	6:00 PM	Western #4
B8	Wed 7/8	6:00 PM	Lowell Creekside
B9	Wed 7/8	6:00 PM	Georgetown #4
B10	Thur 7/9	6:00 PM	Byron Whistlestop #2
B11	Thur 7/9	6:00 PM	Rockford HS #2
B12	Thur 7/9	6:00 PM	Western #4

NOTE: 4 DAYS - MAX 3 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.

**SEE SEPARATE DOUBLE ELIMINATION PAGE**