



* Initial ranking by league record. Teams that forfiet prior to play will be ranked last.

* Matches are 1st two wins out of three.

 \star 1st & 2nd game of each match are played to 21 points, 23 point cap.

 \star 1st & 2nd game of match 12 may be played to 25 points, 27 point cap if time will allow.

- * 3rd game of each match is played to 15 points, win by 2 points, no cap.
- * Teams are reminded that they may be required to referee after they have completed playing.
- * Time schedule: All teams Bump 6:00 6:10
 - 1st playing teams6:10 6:15
 - 1st Matches start 6:15

* Time between games is 3 minutes except before the 2nd & 3 matches played on nights 1 & 2 the time allowed will be 6 minutes. Note: Time between matches starts when all required teams become available to play.

- * If W11 wins Match 12, a tie breaker game will be played. Points played & cap/no cap to be determined as time allows.
- * Division reps may modify the schedule to meet time constraints.

| Seed | <u>Team</u> |
|------|-------------------------|
| 1 | Freedom Slammers |
| 2* | Mr Rajer's Neighborhood |
| 3* | BOOM |
| 4** | HUI |
| 5** | Underdogs |
| 6 | Servivors |
| 7 | Ashford Advisors |

 \star Mr Rajers Neighborhood was ranked 2nd over BOOM because of head to head wins against each other (5 to 3).

 ** HUI was ranked 3rd over Underdogs because of head to head wins against each other (6 to 2).