



\* 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.
- $^{\star}$  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).

 $^{\star\star}$  HUI was ranked 3rd over Underdogs because of head to head wins against each other (6 to 2).