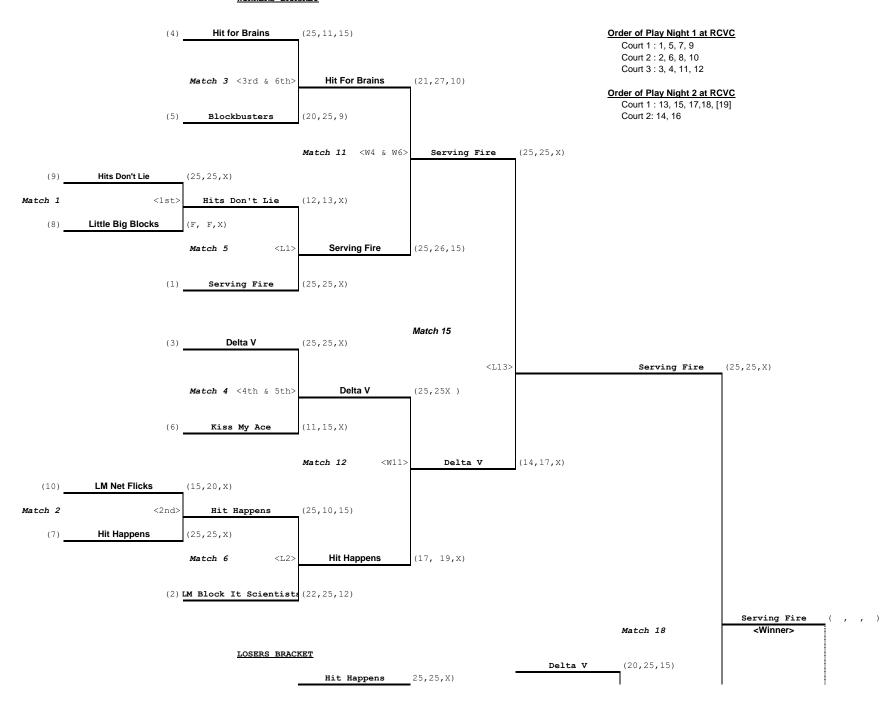
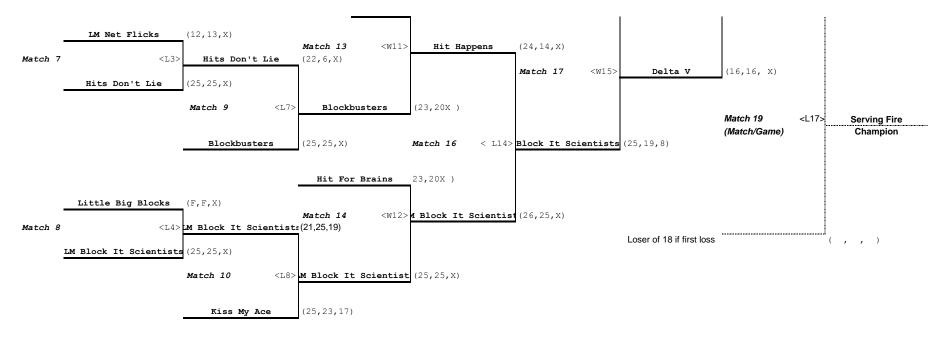
WINNERS BRACKET





- * Initial ranking by league record. Teams that forfiet prior to play will be ranked last.
- * Matches 1 through 17 are 2 games to 25 points cap at 27. A 3rd tie breaker game may be played to 15 points no cap.
- \star Match 18 is 2 games to 25 points cap at 27. A 3rd tie breaker game may be played to 25 points no cap.
- * Teams are reminded that they may be required to referee after they have completed playing.
- * Time schedule: All teams Bump 5:50 6:10

 1st playing teams Hit6:10 6:15

 1st Matches start 6:15
- * Time between games is 2 minutes maximum.
- * Time between matches is 5 minutes maximum. Teams playing for their 1st time on each night may warm up for 5 min. Note: Time between matches starts when all required teams become available to play.
- \star If W17 wins Match 18, a tie breaker game or match will be played. Points played & cap/no cap to be determined as time allows.
- * Division reps may modify the schedule to meet time constraints.

Seea	<u>ı eam</u>
1	Serving Fire
2	LM Block It Scientists
3	Delta V
4	LM Hit For Brains
5	BlockBusters
6	Kiss My Ace
7	Hit Happens
8	Little Big Blocks
9	Hits Don't Lie
10	LM Net Flicks