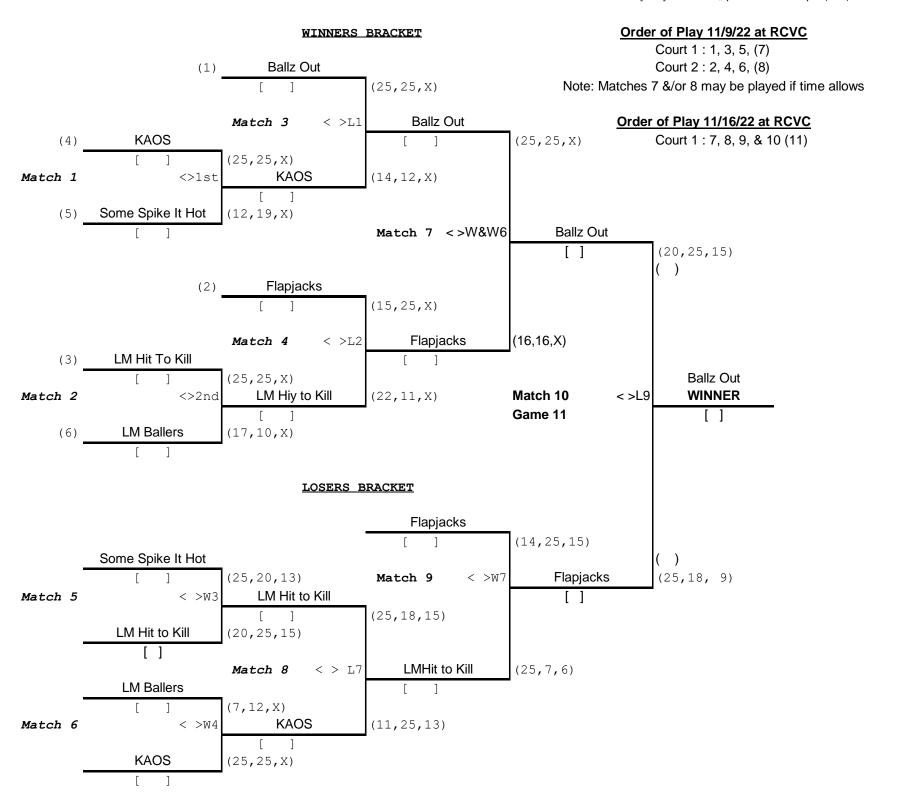
KEY: [] TEAM #, < > REF, () SCORES



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

^{*} Matches are 1st two wins out of three.

^{*} Matches 1 through 9 are 2 games to 25 points cap at 27. A 3rd tie breaker game may be played to 15 points no cap.

^{*} Match 10 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 teams6:10 - 6:15 1st Matches start 6:15
- * Time between games is 3 minutes. Except before matches 3 & 4 the time allowed will be 5 minutes to allow warm up hitting time for the 1st & 2nd place seeds.

Note: Time between matches starts when all required teams become available to play.

- * If W9 wins Match 10, 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.

<u>Seeu</u>	<u>ream</u>
1	Ballz Out
2	Flapjacks
3	LM Hit To Kill
4	KAOS
5	Some Spike It Ho
6	LM Ballers
3 4 5	LM Hit To Kill KAOS Some Spike It Ho