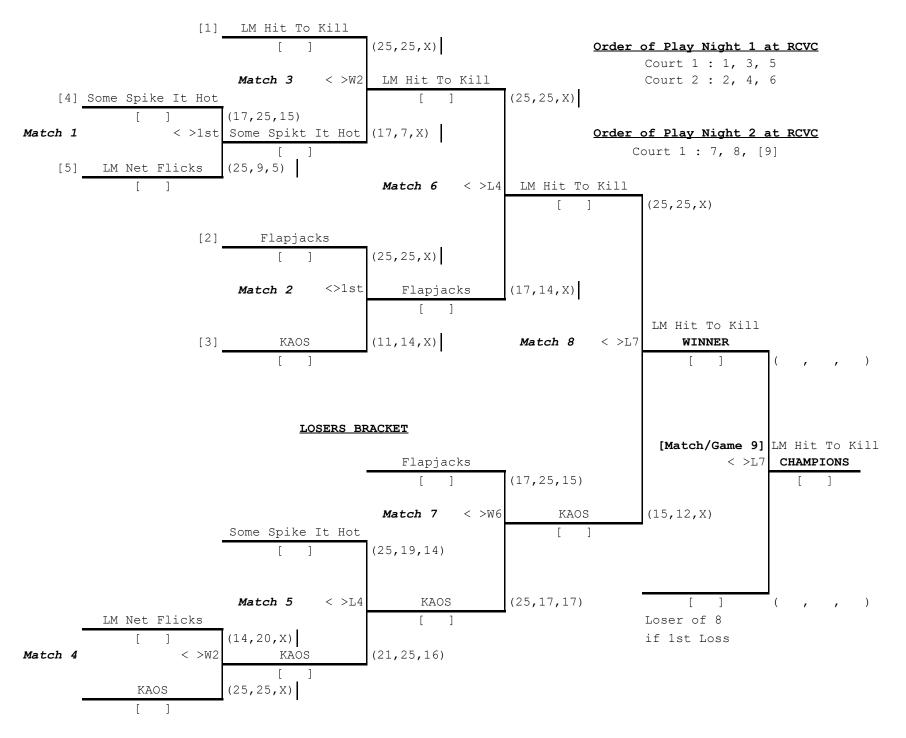
## WINNERS BRACKET

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.

Seed

- $^{\star}$  1st & 2nd game of each match are played to 25 points, 27 point cap.
- \* 3rd game of each match is played to 25 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 6:15
  1st playing teams Hit 6:15 6:20
  1st Matches start 6:20
- \* 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 place seeded team.
  - Note: Time between matches starts when all required teams become available to play.
- \* If W7 wins Match 8, a tie breaker match/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.

Team

\*\*4\*\* Empire Spikes Back

<u>seeu</u>	<u>16am</u>	
1	LM Hit To Kill	
2	Flapjacks	
3	KAOS	
4	Some Spike It Hot	
5	LM Net Flicks	

(Was 4th, Forfiet due to COVID)