

CCBL November 2011 Tournament

9U Division

Hosted by Myers Park



Champion: Porter Ridge

Runner Up: Myers Pk Cougars

| Pool A | |
|--------|--------------------|
| 0 - 4 | Dilworth |
| 3 - 2 | Myers Park Cougars |
| 5 - 0 | Porter Ridge |
| 2 - 2 | South Park |

| Pool B | |
|--------|----------------------|
| 3 - 1 | Indian Trail |
| 1 - 3 | MARA |
| 1 - 3 | Myers Park Mavericks |

****HOME TEAM DETERMINED BY COIN TOSS**

Saturday, Nov. 5th:

| Game # | Time | Score | vs | Score | Field # |
|--------|----------|------------------------|----|------------------------|----------|
| 1 | 10:00 AM | Porter Ridge 24 | vs | Dilworth 2 | Wade |
| 2 | 12:00 PM | Indian Trail 13 | vs | MARA 8 | Founders |
| 3 | 12:00 PM | Myers Park Cougars 5 | vs | Porter Ridge 6 | Wade |
| 4 | 2:00 PM | Myers Park Mavericks 1 | vs | Indian Trail 5 | Founders |
| 5 | 2:00 PM | South Park 2 | vs | Myers Park Cougars 12 | Wade |
| 6 | 4:00 PM | MARA 5 | vs | Myers Park Mavericks 2 | Founders |
| 7 | 4:00 PM | Dilworth 7 | vs | South Park 17 | Wade |

Sunday, Nov. 6th:

| Game # | Time | Score | vs | Score | Field # |
|--------|----------|---------------------------|----|-------------------------|----------|
| 8 | 10:00 AM | Dilworth 14 | vs | Myers Park Cougars 21 | Wade |
| 9 | 10:00 AM | Porter Ridge 15 | vs | South Park 3 | Founders |
| 10 | 12:00 PM | Pool A 1st Port. Ridge 13 | vs | Pool B 2nd MARA 9 | Wade |
| 11 | 12:00 PM | Pool B 3rd MP Mav 26 | vs | Pool A 4th Dilworth 7 | Founders |
| 12 | 2:00 PM | Pool B 1st Indian Trail 7 | vs | Pool A 2nd MP Coug. 12 | Wade |
| 13 | 2:00 PM | Pool A 3rd South Park 12 | vs | Pool B 3rd MP Mav 11 | Founders |
| 14 | 4:00 PM | Loser G#10 MARA 7 | vs | Loser G# 12 Ind. Tr. 13 | Wade |
| 15*** | 4:00 PM | Win G# 10 Port. Ridge 15 | vs | Win G# 12 MP Cougar 5 | Founders |

***** Championship Game**

Tie Breakers for Pool Play Standings:

2 Team Tie: head to head results

3 Team Tie: Fewest runs allowed against teams involved in the tie wins; 2nd place determined by head to head results between two teams remaining. If two teams tie for fewest runs allowed, then third team is out and winner is determined by head to head results between the two teams with fewest runs allowed.

If a 3 team ties remains based upon fewest rules allowed, then it goes to Run Differential (runs scored minus runs allowed against teams involved in the tie).

Note: maximum Run Differential of 10 per game. Team with highest Run Differential wins; 2nd place determined by head to head results between two teams remaining.

If two teams tie with highest Run Differential, then third team is out and winner is determined by head to head results between two teams with highest Run Differential.

If a 3 team tie remains after run differential, then match coins with the odd coin the winner; 2nd place determined by head to head results between the two teams remaining.