

11U DIVISION

RECORD	TEAMS – POOL A	SEED
	BULLY BOYZ	
	BOTHELL BLACK SOX	
	GREATER RICHLAND AS	
RECORD	TEAMS – POOL B	SEED
	RIVERDOGS	
	JR FALCONS	
	KENNEWICK NATIONAL S.	

RECORD	TEAMS – POOL C	SEED
	BOTHELL BBC	
	PENDLETON BLACK SOX	
	KENNEWICK AMERICAN TT	
RECORD	TEAMS – POOL D	SEED
	CARDINALS	
	PASCO NATIONAL LL AS	
	WEST VALLEY ALLSTARS	

SATURDAY June 16, 2018 ~ POOL PLAY & PLAY OFF SCHEDULE										
Game	Field	Time	TEAM	Score		TEAM	Score			
1	A	9:00	BOTHELL BLACK SOX		VS	BULLY BOYZ				
2	В	9:00	JR FALCONS		VS	KENNEWICK NATIONAL S				
3	С	9:00	PENDLETON BLACK SOX		VS	BOTHELL BBC				
4	A	11:00	BOTHELL BLACK SOX		VS	GREATER RICHLAND AS				
5	В	11:00	KENNEWICK NATIONAL S		VS	RIVERDOGS				
6	С	11:00	CARDINALS		VS	PASCO NATIONAL LL AS				
7	A	1:00	PENDLETON BLACK SOX		VS	KENNEWICK AMERICAN TT				
8	В	1:00	CARDINALS		VS	WEST VALLEY ALLSTARS				
9	С	1:00	JR FALCONS		VS	RIVERDOGS				
10	A	3:00	BOTHELL BBC		VS	KENNEWICK AMERICAN TT				
11	В	3:00	PASCO NATIONAL LL AS		VS	WEST VALLEY ALLSTARS				
12	С	3:00	BULLY BOYZ		VS	GREATER RICHLAND AS				
13	В	5:30	B3/		VS	C3/				
14	С	5:30	A3/		VS	D3/				
SUNDAY June 17, 2018 ~ PLAY OFF SCHEDULE										
Game	Field	Time	TEAM	Score		TEAM	Score			
15	A	9:00	L G13/		VS	L G14/				
16	В	9:00	WIN G13/		VS	WIN G14/				
17	C	9:00	A1/		VS	D2/				
18	A	11:00	B1/		VS	C2/				
19	В	11:00	C1/		VS	B2/				
20	С	11:00	D1/		VS	A2/				
21	A	1:00	L G17/		VS	L G18/				
22	В	1:00	WIN 17/		VS	WIN G18/				
23	С	1:00	WIN G19/		vs	WIN G20/				
24	A	3:00	L G19/		VS	L G20/				
25	В	3:30	L G22/		3/4	L G23/				
26	С	3:30	WIN G22/		1/2	WIN G23/				

^{*}FIELDS (A, B, C) KIWANIS SPORTS COMPLEX: (New complex in Front) 1500 E Maple, Yakima, WA 98901

Seeding will be determined via:

^{1.}Record 2.Head to Head 3.Runs Allowed/max runs allowed-10 per game 4.Runs Scored/max runs scored-10 per game 5.Coin Toss

^{*}Runs Allowed examples: you win (13 to 12 = Runs allowed are 10) & (7 to 5 = Runs allowed are 5)

^{*}Runs Scored example: you win (13 to 12 = Runs scored are 10) & (7 to 5 = Runs scored are 7)