

**INTERMEDIATE**  
**2008 KOKANEE TOURNAMENT**

**INDUSTRIAL FIELD**

**A**

1. Kokanee Sharkbait-Revelstoke
2. Clearview Computers-Revelstoke
3. Weirdos-Red Deer
4. Party Pigs-Priddis
5. Fog Duckers-Calgary

**INDUSTRIAL FIELD**

**B**

1. Caution-Revelstoke
2. Huckn' A's-Westbank
3. Traitors-Calgary
4. Loser Pissed-Calgary
5. Pork Swords-Kamloops

TIME	TEAMS	UMPIRE	TIME	TEAMS	UMPIRE
Fri. 6:30pm	1-2	Caution	Sat. 8:00am	1-2	Weirdos
Sat. 9:30am	3-4	Huckn	Sat. 11:00	3-4	Party Pigs
Sat. 12:30	1-5	Traitors	Sat. 2:00	1-5	Fog
Sat. 3:30	2-3	Swords	Sat. 5:00	2-3	Weirdos
Sat. 6:30	4-5	Traitors	Sun. 8:00am	4-5	Sharkbait
Sun. 9:30am	1-3	Loser	Sun 11:00	1-3	Sharkbait
Sun. 12:30	2-4	Loser	Sun. 2:00	2-4	Party Pigs
Sun. 3:30	3-5	Huckn	Sun. 5:00	3-5	Fog
Sun. 6:30	1-4	Swords	Mon. 9:30am	1-4	Clearview
Mon. 8:00am	2-5	Caution	Mon. 11:00	2-5	Clearview

**PLAYOFFS**

Monday 12:30 PM                      2nd A \_\_\_\_\_ vs 2nd B \_\_\_\_\_

**PLAYOFFS \_\_\_\_\_ FIELD**

Monday 2:00 PM                      1st A \_\_\_\_\_ vs 1st B \_\_\_\_\_

**ROUND ROBIN TIE GAMES**

\* Round robin games can end in a tie.

**TIE BREAKERS IN ROUND ROBIN**

- \* If two teams are tied, whoever won the game between the 2 teams advance.
- \* If three teams are tied, the team with the best run differential advances. Only games between the three teams count.

NOTE: - If the home team has already won, they do not bat in the bottom of the seventh and the score at the end of six complete innings will be used to calculate run differential.

- \* The 10 run mercy rule after 5 innings will be used in calculating run differential.  
Maximum of +10 per game.