

**BEGINNER**  
**2008 KOKANEE TOURNAMENT**

**MT. VIEW FIELD**

**A**

1. Used Mitts & Dirty Balls-Calgary
2. Norsteelers- Kelowna
3. Selects-Calgary
4. Harry's Hayseeds-Penticton
5. Barenaked Base Runners-Kamloops

**MT. VIEW FIELD**

**B**

1. Spiderpigs-Calgary
2. DuShon-Calgary
3. Four Knuckle Shuffle-Kelowna
4. Shenanigans-Airdrie
5. Ballers-Kelowna

TIME	TEAMS	UMPIRE	TIME	TEAMS	UMPIRE
Sat 9:30pm Industrial	1-2		Sat. 8 am	1-2	Selects
Sat. 9:30am	3-4	Spiderpigs	Sat. 11:00am	3-4	Hayseeds
Sat. 12:30pm	1-5	Four Knuckle	Sat. 2:00pm	1-5	Used mitts
Sat. 3:30pm	2-3	Ballers	Sat. 5:00pm	2-3	Norsteelers
Sat. 6:30pm	4-5	DuShon	Sun. 8:00am	4-5	Selects
Sun. 9:30am	1-3	Shenanigans	Sun 11:00am	1-3	Used Mitts
Sun. 12:30pm	2-4	Spiderpigs	Sun. 2:00pm	2-4	Hayseeds
Sun. 3:30pm	3-5	DuShon	Sun. 5:00pm	3-5	Barenaked
Sun. 6:30pm	1-4	Ballers	Mon. 9:30am	1-4	
Mon. 8:00 am	2-5	Shenanigans	Mon. 11:00am	2-5	

**PLAYOFFS**

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

**PLAYOFFS**

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.