

INTERMEDIATE
2008 KOKANEE TOURNAMENT

ROTARY FIELD

A

1. Klumpers - Revelstoke
2. Lazzmanian Devils - Revelstoke
3. The Beauties - Salmon Arm
4. Village Idiots - Calgary
5. 3rd Base isn't all the Way - Calgary
6. Toro - Calgary

ROTARY FIELD

B

1. Can't Get It Right-Calgary
2. Who's Up-Kelowna
3. Area 51-Whalley
4. Vender Bender-Lake Louise
5. No Fear-Calgary

TIME	TEAMS	UMPIRE	TIME	TEAMS	UMPIRE
Thur. 6:30pm	1-2		Sat. 8:00am	1-2	Klumpers
Fri. 6:30pm	1-3		Sat. 11:00am	3-4	Beauties
Fri. 6:30pm Kokanee Field	2-4		Sat. 2:00pm	1-5	Idiots
Sat. 9:30am	3-5	Can't Get It	Sat. 5:00pm	2-3	3rd Base
Sat. 12:30pm	4-6	Area 51	Sun. 8:00am	4-5	Idiots
Sat. 3:30pm	2-5	Whos Up	Sun 11:00am	1-3	Toro
Sat. 6:30pm	1-6	No Fear	Sun. 2:00pm	2-4	Toro
Sun. 9:30am	4-5	Vender	Sun. 5:00pm	3-5	3rd Base
Sun. 12:30pm	3-6	Can't Get It	Mon. 9:30am	1-4	Devils
Sun. 3:30pm	1-5	Whos Up	Mon. 11:00am	2-5	Devils
Sun. 6:30pm	2-6	Area 51			
Mon. 8:00pm	3-4	Vender			

PLAYOFFS

Monday 12:30 PM 2nd A _____ vs 2nd B _____

PLAYOFFS _____ FIELD

Monday 3:30 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.

