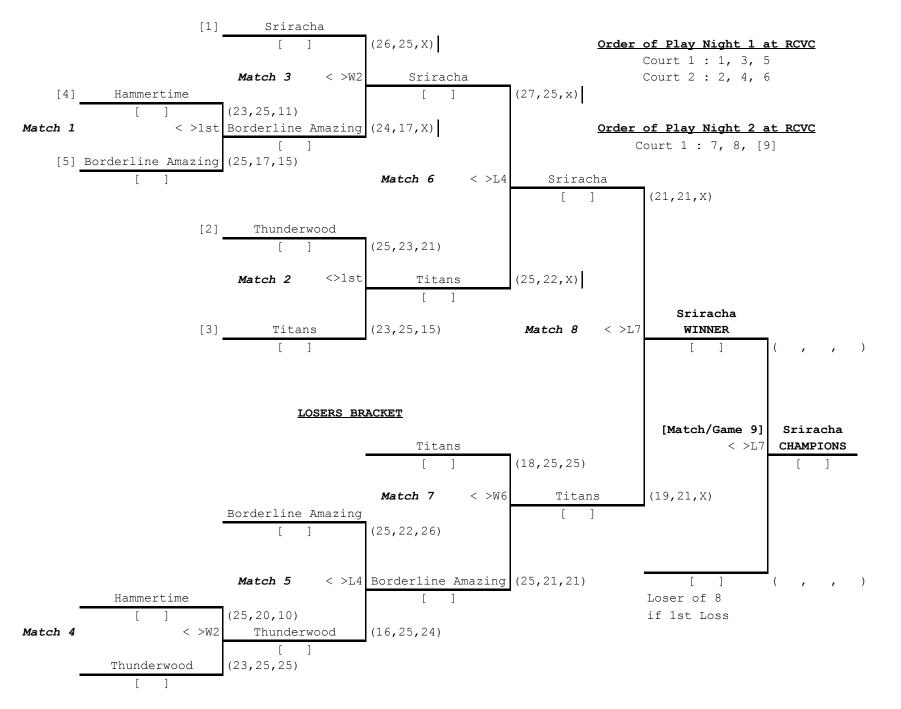
## WINNERS BRACKET

KEY: [ ] TEAM #, < > REF, ( ) SCORES



- \* Initial ranking by league record. Teams that forfiet prior to play will be ranked last.
- $^{\star}$  Matches are 1st two wins out of three.
- \* 1st & 2nd game of each match are played to 25 points, 27 point cap.
- $^{\star}$  3rd game of each match is played to 25 points, win by 2 points, no cap.
- \* Teams are reminded that they may be required to referee after they have completed playing.
- \* Time schedule: All teams Bump 6:00 6:15
  1st playing teams Hit 6:15 6:20
  1st Matches start 6:20
- \* Time between games is 3 minutes except before matches 3 & 4 the time allowed will be 5 minutes. to allow Warm up hitting time for the 1st place seeded team.
- Note: Time between matches starts when all required teams become available to play.
- \* If W7 wins Match 8, a tie breaker match/game will be played. Points played & cap/no cap to be determined as time allows.
- $^{\star}$  Division reps may modify the schedule to meet time constraints.

<u>Seed</u>	<u>Team</u>
1	Sriracha
2	Thunderwood
3	Titans
4*	Hammertime
5*	Borderline Amazing

 $^{\star}$  Hammertime was ranked 4th above Borderline Amazing because of more Head to Head games won against them (11 to 4).