

WINNERS BRACKET

\*\*\*\* MATCHES 1 - 12 ARE TO BE PLAYED ON NIGHT # 1 \*\*\*\*

Order of Play 11/15/16 at RCVC

Court 1 : 1, 5, 9, 10\*

Court 2 : 2, 4, 7, 10\*, 12

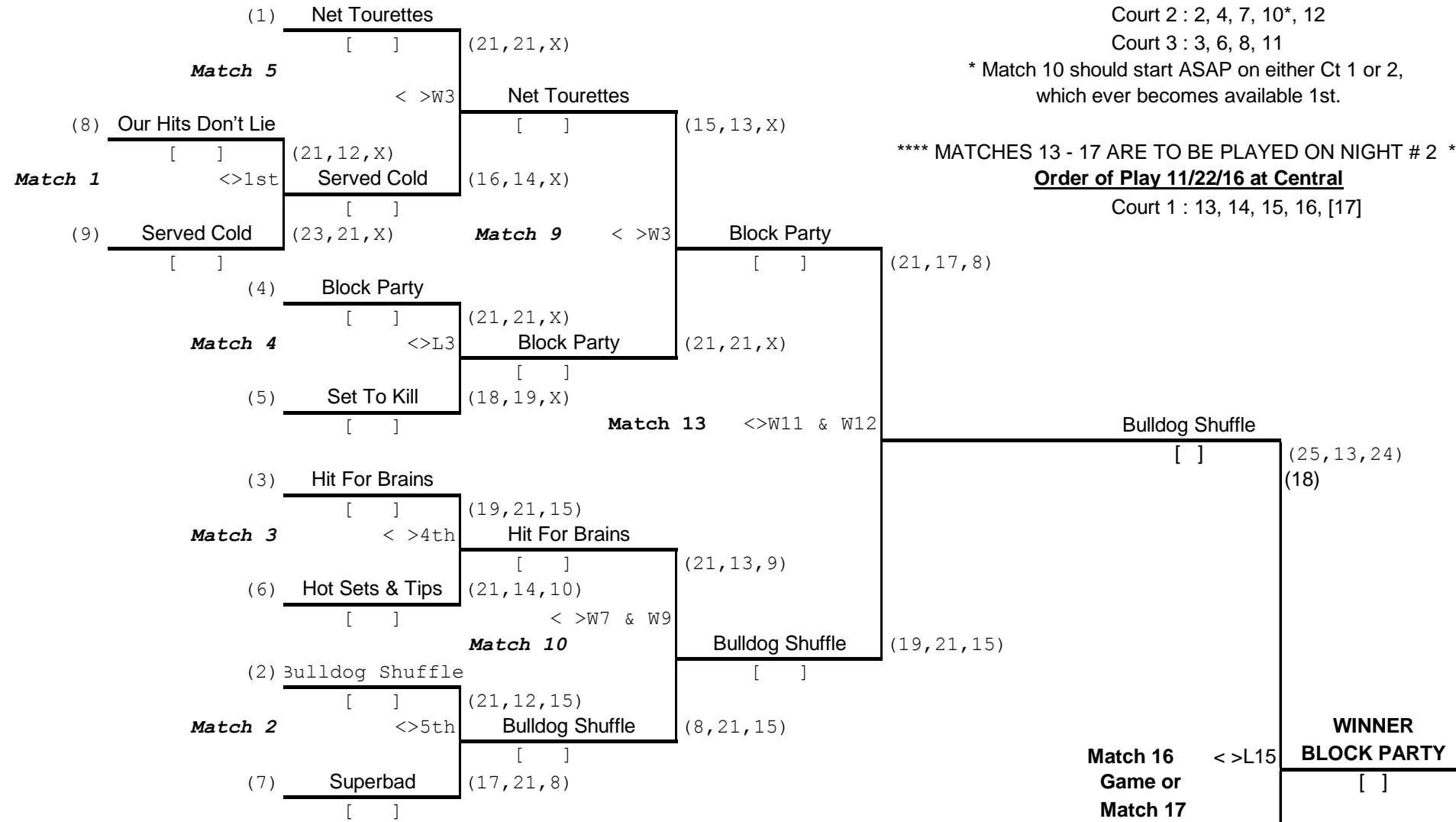
Court 3 : 3, 6, 8, 11

\* Match 10 should start ASAP on either Ct 1 or 2, which ever becomes available 1st.

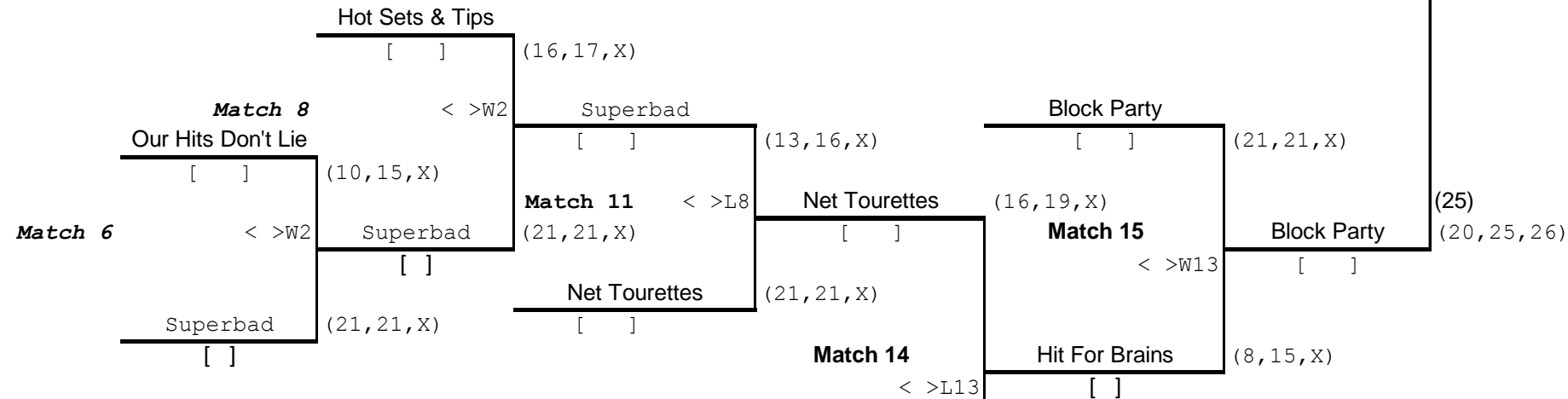
\*\*\*\* MATCHES 13 - 17 ARE TO BE PLAYED ON NIGHT # 2 \*\*\*\*

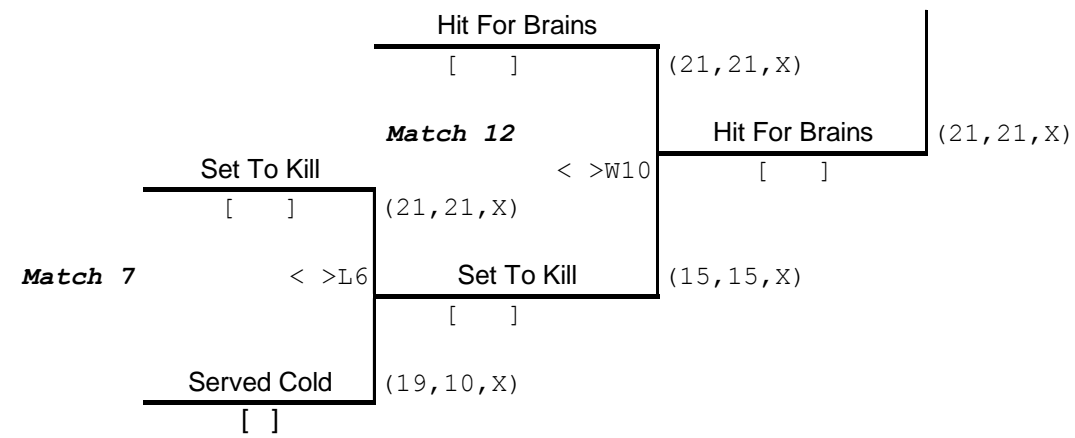
Order of Play 11/22/16 at Central

Court 1 : 13, 14, 15, 16, [17]



LOSERS BRACKET





- \* Initial ranking by league record. Teams that forfeit prior to play will be ranked last.
- \* Matches 1 through 15 are 2 games to 21 points cap at 23. A 3rd tie breaker game may be played to 15 points no cap.
- \* Match 16 is 2 games to 25 points cap at 27. A 3rd tie breaker game may be played to 25 points no cap.
- \* Teams are reminded that they may be required to referee after they have completed playing.
- \* Time schedule  
 All teams Bump 5:50 - 6:10  
 1st playing teams 6:10 - 6:15  
 1st Matches start 6:15
- \* Time between games is 2 minutes maximum.
- \* Time between matches is 5 minutes maximum. Teams playing for their 1st time on each night may warm up for 5 min.  
 Note: Time between matches starts when all required teams become available to play.
- \* If W15 wins Match 16, a tie breaker game or match will be played. Points played & cap/no cap to be determined as time allows.
- \* Division reps may modify the schedule to meet time constraints.

<u>Seed</u>	<u>Team</u>
1	Net Tourettes
2	Bulldog Shuffle
3	Hit For Brains
4	Block Party
5	Set To Kill
6*	Hot Sets & Tips
6*	Superbad
8	Our Hits Don't Lie
9	Served Cold

- \* Hot Sets & Tips was ranked 6th above Superbad because of higher Head to Head points record against them (131 vs 119).