## Schedule / Results



ORDER OF FINISH determined:
(1) number of Wins
(2) least runs allowed in all games
(3) most runs scored in all games
(4) when two (2) teams tie for a position (rank), the team which defeated the other twice is ranked higher
(5) when two (2) teams tie for a position (rank) and they are 1-1 against each other, the team allowing fewer runs in those 2 games is ranked higher
(6) when two (2) teams tie for a position (rank) and they are 1-1 against each other, the team scoring more runs in those 2 games is ranked higher
(7) coin flip

GAME SCHEDULE / RESULTS

| FIELD | DATE | TIME |  | TEAM |  |  | TEAM |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | \# | Name | SCORE | \# | Name | SCORE |
| 1 | Sun Aug 2 | 9:00 AM | T1 | Beaverdale Bombers | I | T2 | Des Moines Oaks | 1 |
| 1 | Sun Aug 2 | 11:30 AM | T1 | Beaverdale Bombers | I | T3 | Mason City Monster | I |
| 1 | Sun Aug 2 | 2:00 PM | T2 | Des Moines Oaks | I | T3 | Mason City Monster | I |
| 1 | Mon Aug 3 | 9:00 AM | T1 | Beaverdale Bombers | I | T3 | Mason City Monster | I |
| 1 | Mon Aug 3 | 11:30 AM | T2 | Des Moines Oaks | I | T3 | Mason City Monster | , |
| 1 | Mon Aug 3 | 2:00 PM | T1 | Beaverdale Bombers | I | T2 | Des Moines Oaks | I |

