2009 NAFA Masters WEst World Series



50 & Over Division

Carson City, Nevada

Centennial Sports Complex

Rainout hotline 888-852-1115

updated at 10 pm Friday night, and 6:30 Sat & Sun Mornings

nafafastpitch@gmail..com, nafafastpitch.com

All games at Centennial Sports Complex field 4-5-6-7 and 3(at lower park)

remind spectators of \$5 admission fee per day

50+ can have 3 players 3 years too young that are not pitchers, photo ID check in 30 minutes prior to first game,

Pool play seeds you into Sunday bracket

Pool Gam	es <u>Friday Schedule</u>							
6:00pm F5	Seattle FP - 8 vs Yard Dogs - 1	6:30pm F7	So Cal Relics - 5 vs NW Old Growth - 8					
7:45pm F4 Nevada Power - 11 vs Ladner Masters - 7		8:00pm F7	Bay Area Merchants - 6 vs Si Senor/Texas Stars - 0					
		9:30pm F7	Boise Fog - 0 vs Ohio Battery - 10					
Saturday Schedule								
9·00am F6	Seattle FP - 3 vs Texas Stars/Si Senor - 4	2.15pm F7	Boise Fog - 12 vs So Cal Relics - 0					

9:00am F6	Seattle FP - 3 vs Texas Stars/Si Senor - 4	2:15pm F7	Boise Fog - 12 vs So Cal Relics - 0
9:00am F7	Bay Area Merchants - 9 vs So Cal Yard Dogs - 1	4:00pm LF1	Bay Area Merchants - 17 vs Seattle FP - 8
10:45am F6	Nevada Power - 0 vs Ohio Battery - 9	4:00pm F7	So Cal Yard Dogs - 4 vs Texas Stars/Si Senor - 5
10:45am F7	NW Old Growth - 6 vs Boise Fog - 8	6:00pm LF1	Nevada Power - 15 vs NW Old Growth - 18
10:45am LF1	So Cal Relics - 10 vs Ladner Masters - 16	6:00pm F6	Ohio Battery - 7 vs Ladner Masters - 0

Pool A

wins	loss	Diff		Pool B	wins	losses	diff
			Seattle FP, Washington	Ohio Battery, Ohio			
			Texas Stars/Si Senor, AZ-TX	NW Old Growth, Oregon			
			Bay Area Merchants, Nor Cal	Boise Fog, Idaho			
		5	So Cal Yard Dogs, So California	So Cal Relics, So California			
			-	Nevada Power, Nevada			
				Ladner Masters, B.C., Canada			

Seeding will be based by won-loss record, if there are any places tied the tiebreaker will be as follows:

total runs scored minus runs allowed is the first tiebreaker, if you can seed all tied teams using this tiebreaker then seed all places. If you can't use it to seed all of the tied places then if someone is still tied then use least runs given up as the second tie breaker but only to break that tie, once you get that tie broke start over If they are still tied after these methods then used runs scored as a third tiebreaker, if still tied use coin flip

<u>SUNDAY</u>

