

	GAME 1 @ 6PM					GAME 2 @ 7PM					
FEB.12/17	TEAM 1	VS	TEAM 2	WIN		TEAM 3	VS	TEAM 4	WIN		
FINAL SCORE	51	VS	46	TEAM 1		52	VS	48	TEAM 3		
FEB. 19/17	TEAM 2	VS	TEAM 3	WIN		TEAM 1	VS	TEAM 4	WIN		
FINAL SCORE	75	VS	33	TEAM 2		42	VS	47	TEAM 4		
FEB. 26/17	TEAM 2	VS	TEAM 4	WIN		TEAM 1	VS	TEAM 3	WIN		
FINAL SCORE	61	VS	48	TEAM 2		50	VS	31	TEAM 1		
MAR. 5/17	TEAM 1	VS	TEAM 2	WIN		TEAM 3	VS	TEAM 4	WIN		
FINAL SCORE	47	VS	46	TEAM 1		44	VS	47	TEAM 4		
MAR. 12/17	TEAM 1	VS	TEAM 4	WIN		TEAM 2	VS	TEAM 3	WIN		
FINAL SCORE	49	VS	43	TEAM 1			VS	default	TEAM 2		
MAR. 19/17	TEAM 1	VS	TEAM 3	WIN		TEAM 2	VS	TEAM 4	WIN		
FINAL SCORE	82	VS	32	TEAM 1		51	VS	43	TEAM 2		
MAR. 26/17	TEAM 1	VS	TEAM 2	WIN		TEAM 3	VS	TEAM 4	WIN		
FINAL SCORE	48	VS	57	TEAM 2		38	VS	32	TEAM 3		
APR. 2/17	TEAM 2	VS	TEAM 3	WIN		TEAM 1	VS	TEAM 4	WIN		
FINAL SCORE	51	VS	36	TEAM 2		68	VS	41	TEAM 1		

SEMI-FINAL GAMES - APRIL 9/2017

	GAME 1 @ 6PM					GAME 2 @ 7PM					
APR. 9/17	2ND PLACE	VS	3RD PLACE	WIN		1ST PLACE	VS	4TH PLACE	WIN		
FINAL SCORE	TEAM 2	VS	TEAM 4			TEAM 1	VS	TEAM 3			

CONSOLATION GAMES - APRIL 23/2017

NOTE: MASTERS/SENIORS/OPEN GAMES START AT 5PM - HALF COURT

	MASTERS/SENIORS 5PM (HALF COURT)					OPEN 5PM (HALF COURT)					
APR. 23/17	3RD PLACE	VS	4TH PLACE	WIN		3RD PLACE	VS	4TH PLACE	WIN		
FINAL SCORE		VS					VS				

CHAMPIONSHIP GAMES

NOTE: MASTERS/SENIORS START AT 6PM - OPEN STARTS AT 7PM

	MASTER/SENIOR GAME 1 @ 6PM					OPEN GAME 2 @ 7PM					
APR. 23/17	1ST PLACE	VS	2ND PLACE	WIN		1ST PLACE	VS	2ND PLACE	WIN		
FINAL SCORE		VS					VS				

TIE BREAKERS - TWO WAY TIE - If a tie exists between two teams at the completion of the regular schedule, the rankings will be determined by the total number of wins minus the total number of losses is how we will rank the teams. The team with the highest points will be ranked 1st, second highest will be ranked 2nd, and so forth. The team with the lowest points will be ranked last.

EG. TEAM A- 2W & 2L
W 45-35 (+10), W 25-20 (+5) = 15
L 35-38(-3), L 25-29(-4) = 7

TOTAL WINS (15) - TOTAL LOSSES (7) = 8PTS.