



**Baseball Boys 11 & Under Major  
NJJB May Day NIT -- 5/2/2008  
Pool Play Schedule**



Pool A

Game #	Time	Field	Match Up	Score
1	Sat 11:00 AM	Long Lake Ranch #2 (17850 W. 64th Ave.)	[CO] Bear Creek Bears VS. [WY] Cheyenne Raptors	
2	Sat 3:00 PM	Long Lake Ranch #2 (17850 W. 64th Ave.)	[CO] Bear Creek Bears VS. [CO] CC Royals	

Pool B

Game #	Time	Field	Match Up	Score
4	Sat 9:00 AM	Long Lake Ranch #2 (17850 W. 64th Ave.)	[CO] RV Mustangs VS. [CO] CC Royals	
3	Sat 1:00 PM	Long Lake Ranch #2 (17850 W. 64th Ave.)	[CO] RV Mustangs VS. [WY] Cheyenne Raptors	

Pool C

Game #	Time	Field	Match Up	Score
5	Sat 11:00 AM	Long Lake Ranch #3 (17850 W. 64th Ave.)	[CO] Colorado Bulldogs VS. [CO] Rippers	
6	Sat 3:00 PM	Long Lake Ranch #3 (17850 W. 64th Ave.)	[CO] Mavericks VS. [CO] Colorado Bulldogs	
7	Sat 5:00 PM	Long Lake Ranch #3 (17850 W. 64th Ave.)	[CO] Rippers VS. [CO] Mavericks	

Pool D

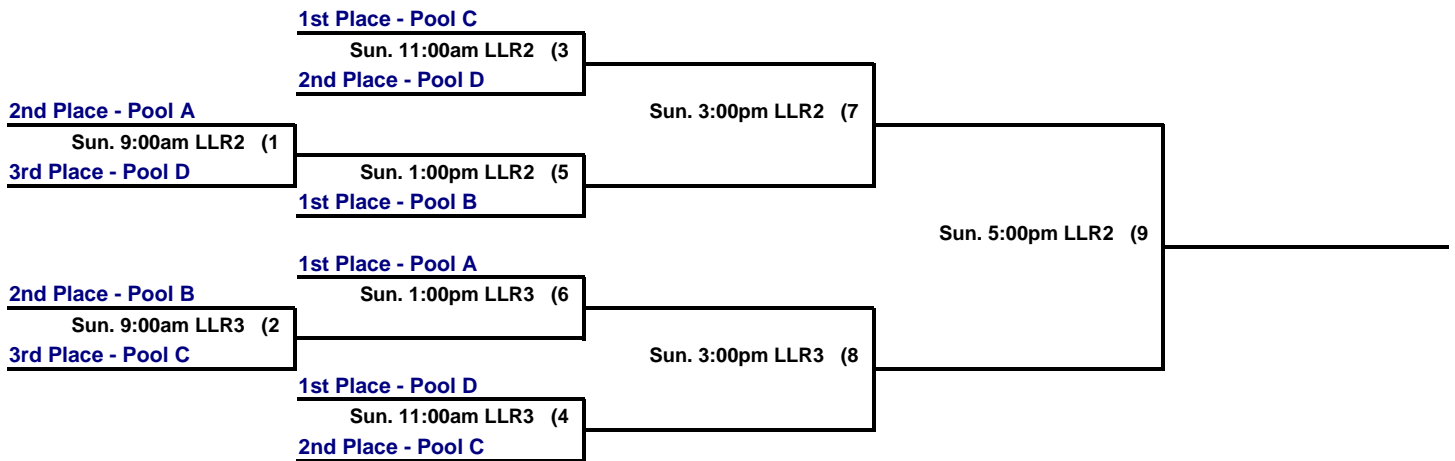
Game #	Time	Field	Match Up	Score
8	Sat 9:00 AM	Long Lake Ranch #3 (17850 W. 64th Ave.)	[CO] Bear Creek Grizzlies VS. [CO] Regis Raiders	
9	Sat 1:00 PM	Long Lake Ranch #3 (17850 W. 64th Ave.)	[CO] Broomfield Eagles VS. [CO] Bear Creek Grizzlies	
10	Sat 5:00 PM	Long Lake Ranch #2 (17850 W. 64th Ave.)	[CO] Regis Raiders VS. [CO] Broomfield Eagles	

**Pool Play Standings**

Pool	Pool Place	Team Name	Wins	Loss	Runs Allowed	Runs Scored	Runs Diff - Max(8)
A		[CO] <a href="#">Bear Creek Bears</a>					
A		[WY] <a href="#">Cheyenne Raptors</a>					
B		[CO] <a href="#">Cherry Creek Royals</a>					

B		[CO] <a href="#">Ralston Valley Mustangs</a>					
C		[CO] <a href="#">Mavericks</a>					
C		[CO] <a href="#">Colorado Bulldogs</a>					
C		[CO] <a href="#">Colorado Springs Rippers</a>					
D		[CO] <a href="#">Regis Raiders</a>					
D		[CO] <a href="#">Broomfield Eagles</a>					
D		[CO] <a href="#">Bear Creek Grizzlies</a>					

### 10 Teams – Single Elimination



**Tie-Breakers for seeding:**

1. Head to Head. IF more than 2 teams are tied –or- all teams in pool did NOT play each other, move to Runs Allowed.
2. Runs Allowed
3. Run Differential (Max +/- 8 Runs Per Game)
4. USSSA Point System
5. Coin Flip

Once you advance to the next tiebreaker criteria, you do not return to the previous criteria.