

SOFTBALL MANITOBA

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2022 SOFTBALL MANITOBA – REVISED JULY 18 U13 'AA' GIRLS SHOWCASE WINKLER, MB

Supervisor: Cheri Klassen Event Umpire-In-Chief: Chris Wilson

DATE	GAME #	TIME	HOME	AWAY	DIAMOND
SATURDAY	1	9:00 am	EASTMAN BLAZE	WESTMAN N. FURY	1
JULY 23	2	9:00 am	MANITOBA REAPERS	BRANDON HEAT	2
	3	10:45 am	INTERLAKE PHILLIES	WESTMAN S. STORM	1
	4	10:45 am	MANITOBA REAPERS	WESTMAN NORTH FURY	2
	5	12:30 pm	CENTRAL ENERGY	EASTMAN BLAZE	1
	6	12:30 pm	WESTMAN SOUTH STORM	CENTRAL ENERGY	2
	7	2:15 pm	BRANDON HEAT	INTERLAKE PHILLIES	1
	8	2:15 pm	CENTRAL ENERGY	MANITOBA REAPERS	2
	9	4:00 pm	WESTMAN NORTH FURY	INTERLAKE PHILLIES	1
	10	4:00 pm	WESTMAN SOUTH STORM	EASTMAN BLAZE	2
SUNDAY	11	9:00 am	EASTMAN BLAZE	BRANDON HEAT	1
JULY 24	12	9:00 am	WESTMAN NORTH FURY	WESTMAN SOUTH STORM	2
	13	10:45 am	INTERLAKE PHILLIES	MANITOBA REAPERS	1
	14	10:45 am	BRANDON HEAT	CENTRAL ENERGY	2
			HOME	VISITOR	
PLAYOFFS	SEMI 1	1:00 PM	1 st Rank (after RR)	4th	1
JULY 24	SEMI 2	1:00 PM	2nd	3rd	2
	3 RD place	2:45 pm	SEMI 1 Loser	SEMI 2 Loser	2
GOLD	FINAL	3:00 PM	SEMI 1 Winner	SEMI 2 Winner	1

Top 4 teams advance to Playoff – Criteria on following Page.



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PLAYOFF CRITERIA AND PLAYOFF BRACKET

Top 4 Teams in (Criteria) Advance To Playoffs. Playoffs are Single Life even if 1st loss of Tournament.

Rank Teams Based On The Following Criteria:

- 1. WON/LOST RECORDS. IF STILL TIED, THEN:
- 2. WINNERS OF GAMES BETWEEN TIED TEAMS. NOTE: IN ORDER TO USE THIS CRITERIA – ALL SUBJECT TEAMS MUST HAVE PLAYED EACH OTHER AND ONE TEAM MUST HAVE DEFEATED ALL THE TEAMS THEY ARE TIED WITH TO BE RANKED HIGHER. THE REMAINING TEAMS THEN GO TO THE NEXT CRITERIA WITH NO REVERTING BACK.
- DIFFERENCE PLUS OR MINUS OF TOTAL RUNS SCORED, WITH A LIMIT OF 7 PLUS OR MINUS PER GAME ALLOWED.
 NOTE: WHEN USING CRITERIA C FULL TEAM RECORDS OF THE ENTIRE QUALIFYING ROUND, AND ONLY 4,5,6, ETC. FULL INNINGS IN 4.5, 5.5, 6.5, ETC. INNING GAMES ARE TO BE USED.
- 4. IF STILL TIED: THEN THE LEAST (FEWEST) AMOUNT OF RUNS SCORED AGAINST IN ALL GAMES WILL BE USED.

IF STILL TIED THEN:

5. THE TOTAL RUNS SCORED IN ALL GAMES WITH A MAXIMUM OF 10 RUNS SCORED PER GAME, WILL BE USED. IF STILL TIED THEN:

6. COIN TOSS

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