

# Snowden Slam USSSA NIT

May 7-9, 2010

## 8 Year Old Division

Southaven, MS

	W	L	T
Desoto Heat	2	2	
Desoto Dodgers	3	2	
Memphis Travelers		4	
West TN Wildcats	1	2	1
Mississippi Mustangs	4		1

### Friday, May 07, 2010

Game #		Score		Score	Time	Complex	Field #
1	Desoto Heat	9	Desoto Dodgers	12	5:30 p.m.	A	1
2	Desoto Heat	10	Mississippi Mustangs	19	7:00 p.m.	A	1
3	Memphis Travelers	8	West TN Wildcats	11	8:30 p.m.	A	1

### Saturday, May 08, 2010

Game #		Score		Score	Time	Complex	Field #
4	Desoto Dodgers	3	Mississippi Mustangs	17	10:30 a.m.	A	1
5	Desoto Heat	24	Memphis Travelers	14	12:00 p.m.	A	1
6	Desoto Dodgers	16	West TN Wildcats	11	1:30 p.m.	A	1
7	Desoto Heat	12	West TN Wildcats	2	3:00 p.m.	A	1
8	Memphis Travelers	0	Mississippi Mustangs	17	4:30 p.m.	A	1

### Sunday, May 09, 2010

Game #		Score		Score	Time	Complex	Field #
9	Desoto Dodgers	9	Memphis Travelers	0	12:30 p.m.	A	1
10	Mississippi Mustangs	6	West TN Wildcats	6	2:00 p.m.	A	1

### CHAMPIONSHIP ROUND

#### \*\*NOTE\*\*

**Top 2 teams will advance to Championship Play, Seedings will be determined by the following :**

In the event of "Ties" the following "Tie Breakers" will determine which teams advance and in which order.

- 1) HEAD TO HEAD COMPETITION (ONLY IF 2 TEAMS ARE TIED: IF 3 OR MORE GO TO FEWEST RUNS ALLOWED)
- 2) FEWEST RUNS ALLOWED IN ALL GAMES
- 3) RUN DIFFERENTIAL (RUNS SCORED MINUS RUNS ALLOWED)
- 4) USSSA RANKING POINTS (Applicable in all USSSA Sanctioned Events)
- 5) COIN TOSS

**Sunday  
5/9/2010**

Mississippi Mustangs (15-7)

4:00 p.m. Field 1
Desoto Dodgers

**Mississippi Mustangs  
CHAMPIONS**

## Snowden Slam USSSA NIT

### ROUND ROBIN GAME SUMMARY

	<b>WON</b>	<b>LOST</b>	<b>RUNS SCORED</b>	<b>RUNS ALLOWED</b>	<b>RUN DIFFERENTIAL</b>	
Mississippi Mustangs	4.5	0.5	74	26	48	1
Desoto Dodgers	3	2	61	38	23	2
Desoto Heat	2	2	55	47	8	3
West TN Wildcats	1.5	2.5	30	42	-12	4
Memphis Travelers		4	22	61	-39	5

**\*\*NOTE\*\***

At the end of pool play teams may be tied going into the final rounds with the same won-loss records.

The Following "Tie Breakers" will determine which teams advance and in which order.

- 1) HEAD TO HEAD COMPETITION (ONLY IF 2 TEAMS ARE TIED: IF 3 OR MORE GO TO FEWEST RUNS ALLOWED)
- 2) FEWEST RUNS ALLOWED IN ALL GAMES
- 3) RUN DIFFERENTIAL (RUNS SCORED MINUS RUNS ALLOWED)
- 4) USSSA RANKING POINTS (Applicable in all USSSA Sanctioned Events)
- 5) COIN TOSS