

Snowden Grove Classic
 June 18-20, 2010
8 Year Old Coach Pitch Division
 Southaven, Mississippi

	W	L	T
Team Mizuno	5		
Team Collierville	1	3	
Tipton Tribe	3	2	
Twin City Titans		4	
Desoto Dodgers	2	2	

Friday, June 18, 2010							
Game #		Score		Score	Time	Complex	Field #
1	Team Mizuno	8	Desoto Dodgers	4	6:00 p.m.	A	2
2	Tipton Tribe	17	Team Collierville	2	7:30 p.m.	A	2

Saturday, June 19, 2010							
Game #		Score		Score	Time	Complex	Field #
3	Team Collierville	1	Desoto Dodgers	23	11:00 a.m.	A	2
4	Team Mizuno	15	Tipton Tribe	8	12:30 p.m.	A	2
5	Team Collierville	10	Twin City Titans	9	2:00 p.m.	A	2
6	Tipton Tribe	9	Desoto Dodgers	8	3:30 p.m.	A	2
7	Team Mizuno	22	Twin City Titans	2	5:00 p.m.	A	2

Sunday, June 20, 2010							
Game #		Score		Score	Time	Complex	Field #
8	Desoto Dodgers	24	Twin City Titans	8	12:00 p.m.	A	2
9	Team Collierville	3	Team Mizuno	11	1:30 p.m.	A	2
10	Tipton Tribe	21	Twin City Titans	6	3:00 p.m.	A	2

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
6/20/2010**

Team Mizuno (17-15)

5:00 p.m. Field 2
Tipton Tribe

Team Mizuno
CHAMPIONS

Snowden Grove Classic

ROUND ROBIN GAME SUMMARY

	WON	LOST	RUNS SCORED	RUNS ALLOWED	RUN DIFFERENTIAL	
Team Mizuno	5		73	32	41	1
Tipton Trib e	3	2	70	48	22	2
Desoto Dodgers	2	2	59	25	34	3
Team Collierville	1	3	16	60	-44	4
Twin City Titans		4	25	77	-52	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
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