

2007 MASA JO State Championships

U-14 B

POOL PLAY



POOL - "A"

DATE	TIME	FIELD
FRIDAY	11:45 AM	UNION #1
FRIDAY	5:00PM	IM#3
FRIDAY	6:45 PM	IM#3

SCORE		SCORE
3	Breckenridge Bombers VS SCS Vipers	8
(1	Team 1	Team 2
2	SCS Vipers VS Beal City	0
(2	Team 2	Team 3
0	Beal City VS Breckenridge Bombers	8
(3	Team 3	Team 1

"A" TEAMS
SCS Vipers
Breckenridge Bombers
Beal City

WINS	LOSES	RUNS ALLOWED	RUNS SCORED	ORDER
2	0			A-1
1	1			A-2
0	2			A-3

POOL - "B"

DATE	TIME	FIELD
FRIDAY	11:45 AM	UNION #2
FRIDAY	500 PM	HS V
FRIDAY	6:45 PM	HS V

SCORE		SCORE
5	Midland Lady Explorer VS Team Michigan	14
(1	Team 4	Team 5
13	Team Michigan VS Shepherd	0
(2	Team 5	Team 6
2	Shepherd VS Midland Lady Explorers	18
(3	Team 6	Team 4

"B" TEAMS
Team Michigan
Midland Lady Explorers
Shepherd

WINS	LOSES	RUNS ALLOWED	RUNS SCORED	ORDER
2	0			B-1
1	1			B-2
0	2			B-3

POOL - "C"

DATE	TIME	FIELD
FRIDAY	11:45 AM	HORIZON
FRIDAY	5:00 PM	HS JV
FRIDAY	6:45 PM	HS JV

SCORE		SCORE
1	Mt. Pleasant Next Door VS MBS Jets Yellow	5
(1	Team 7	Team 8
3	MBS Jets Yellow VS Fenton Fastpitch	5
(2	Team 8	Team 9
6	Fenton Fastpitch VS Mt. Pleasant Next Door	2
(3	Team 9	Team 7

"C" TEAMS
Fenton Fastpitch
MBS Jets Yellow
Mt. Pleasant Next Door

WINS	LOSES	RUNS ALLOWED	RUNS SCORED	ORDER
2	0			C-1
1	1			C-2
0	2			C-3

POOLS OF THREE: In pools of three teams, the teams shall play each team in the pool once each. The following tie breaker will be used: (a) Record, (b) Head to head (if only two teams), (c) Fewest runs allowed, (d) Most runs scored, (e) Draw.

POOL - "D"

Shoreline Devils 14 Team 10 FRIDAY IP#1 10:15 AM (1 Team 11 Lakers 1	FRIDAY HORIZON 1:30 PM (3	Mt. Pleasant Drillers 11 Team 13
Coldwater Gillespie/Bobilya Team 12 FRIDAY IP#2 10:15 AM (2 Team 13 Mt. Pleasant Drillers		
Lakers 10 Loser-Game 1 FRIDAY IM#4 5:00 PM (4 Loser-Game 2 Coldwater Gillespie/Bobilya 9		

Shoreline Devils 4
Mt. Pleasant Drillers 11

Mt. Pleasant Drillers Winner-Game 3 (D-1)
Shoreline Devils Loser-Game 3 (D-2)
Lakers Winner Game 4 (D-3)
Coldwater Gillespie/Bobilya Loser Game 4 (D-4)

POOLS OF FOUR: In pools of four teams, a draw will be used to determine which other team they play in their first game. The winners of each of the first games in a pool shall play each other with the winner being declared the Number 1 seed in the pool and the loser being declared the Number 2 seed. The losers of each of the first games in a pool shall play each other with the winner being declared the Number 3 seed in the pool and the loser being declared the Number 4 seed.

See Field Map For Field Locations and Abbreviations