

LEVEL - MEN'S INT
M INT A

	GAME 1			GAME 2			GAME 3			POINTS 2/4/6	RUNS FOR	RUNS AGAINST	TRUE +/-
	P	RF	RA	P	RF	RA	P	RF	RA				
ATHLETICS													
COBURG BRAVES													
THE DAWGZ													
REAPERS													

DAY	FIELD	TIME	FINAL ROUND ROBIN PLACING			
FRIDAY	TURNER PARK 5	2:40 p.m.	ATHLETICS	COBURG BRAVES	1st M INT A	
FRIDAY	TURNER PARK 8	2:40 p.m.	THE DAWGZ	REAPERS	2nd M INT A	
SATURDAY	TURNER PARK 2	8:00 a.m.	ATHLETICS	THE DAWGZ	3rd M INT A	
SATURDAY	TURNER PARK 3	8:00 a.m.	COBURG BRAVES	REAPERS	4th M INT A	
SATURDAY	TURNER PARK 13	10:40 a.m.	ATHLETICS	REAPERS		
SATURDAY	TURNER PARK 14	10:40 a.m.	COBURG BRAVES	THE DAWGZ		

LEVEL - MEN'S INT
M INT B

	GAME 1			GAME 2			GAME 3			POINTS 2/4/6	RUNS FOR	RUNS AGAINST	TRUE +/-
	P	RF	RA	P	RF	RA	P	RF	RA				
BALLS IN PLAY													
MARINERS													
ROCKETS													
TOTTENHAM CUBS													

DAY	FIELD	TIME	FINAL ROUND ROBIN PLACING			
FRIDAY	TURNER PARK 9	4:00 p.m.	BALLS IN PLAY	MARINERS	1st M INT B	
FRIDAY	TURNER PARK 10	4:00 p.m.	ROCKETS	TOTTENHAM CUBS	2nd M INT B	
SATURDAY	MOHAWK 2	8:00 a.m.	BALLS IN PLAY	ROCKETS	3rd M INT B	
SATURDAY	HENNING PARK 5 in Caledonia	8:00 a.m.	MARINERS	TOTTENHAM CUBS	4th M INT B	
SATURDAY	TURNER PARK 11	10:40 a.m.	BALLS IN PLAY	TOTTENHAM CUBS		
SATURDAY	TURNER PARK 12	10:40 a.m.	MARINERS	ROCKETS		

LEVEL - MEN'S INT
M INT C

	GAME 1			GAME 2			GAME 3			POINTS 2/4/6	RUNS FOR	RUNS AGAINST	TRUE +/-
	P	RF	RA	P	RF	RA	P	RF	RA				
BAMA													
DIRTY BALL BAGS													
MOOSEHEAD JUGGERNAUTS													
SHATTERED DREAMS													

DAY	FIELD	TIME	FINAL ROUND ROBIN PLACING				
FRIDAY	TURNER PARK 12	4:00 p.m.	BAMA	DIRTY BALL BAGS	1st M INT C		
FRIDAY	HENNING PARK 1 in Caledonia	4:00 p.m.	MOOSEHEAD JUGGERNAUTS	SHATTERED DREAMS	2nd M INT C		
SATURDAY	TURNER PARK 13	8:00 a.m.	BAMA	MOOSEHEAD JUGGERNAUTS	3rd M INT C		
SATURDAY	TURNER PARK 14	8:00 a.m.	DIRTY BALL BAGS	SHATTERED DREAMS	4th M INT C		
SATURDAY	TURNER PARK 3	10:40 a.m.	BAMA	SHATTERED DREAMS			
SATURDAY	HENNING PARK 1 in Caledonia	10:40 a.m.	DIRTY BALL BAGS	MOOSEHEAD JUGGERNAUTS			

LEVEL - MEN'S INT
M INT D

	GAME 1			GAME 2			GAME 3			POINTS 2/4/6	RUNS FOR	RUNS AGAINST	TRUE +/-
	P	RF	RA	P	RF	RA	P	RF	RA				
GLOVE MACHINE													
BLACKOUT													
NATION													
SHOCKERS													

DAY	FIELD	TIME	FINAL ROUND ROBIN PLACING			
FRIDAY	TURNER PARK 7	9:20 p.m.	GLOVE MACHINE	BLACKOUT	1st M INT D	
FRIDAY	TURNER PARK 7	10:40 p.m.	NATION	SHOCKERS	2nd M INT D	
SATURDAY	TURNER PARK 4	8:00 a.m.	GLOVE MACHINE	NATION	3rd M INT D	
SATURDAY	TURNER PARK 8	8:00 a.m.	BLACKOUT	SHOCKERS	4th M INT D	
SATURDAY	TURNER PARK 4	10:40 a.m.	GLOVE MACHINE	SHOCKERS		
SATURDAY	HENNING PARK 5 in Caledonia	10:40 a.m.	BLACKOUT	NATION		

LEVEL - MEN'S INT
M I N T E

	GAME 1			GAME 2			GAME 3			POINTS	RUNS	RUNS	TRUE
	P	RF	RA	P	RF	RA	P	RF	RA	2/4/6	FOR	AGAINST	+/-
ANCASTER A'S													
BOMB SQUAD													
ETOBICOKE NATIONALS													
LEESWOOD CONSTRUCTION MAVERICKS													
MILLCREEK PHILLIES													

DAY	FIELD	TIME	FINAL ROUND ROBIN PLACING			
FRIDAY	HENNING PARK 1 in Caledonia	5:20 p.m.	BOMB SQUAD	LEESWOOD CONSTRUCTION MAVERICKS	1st M I N T E	
FRIDAY	HENNING PARK 1 in Caledonia	6:40 p.m.	ETOBICOKE NATIONALS	MILLCREEK PHILLIES	2nd M I N T E	
FRIDAY	HENNING PARK 1 in Caledonia	8:00 p.m.	BOMB SQUAD	ANCASTER A'S	3rd M I N T E	
FRIDAY	HENNING PARK 1 in Caledonia	9:20 p.m.	LEESWOOD CONSTRUCTION MAVERICKS	ETOBICOKE NATIONALS	4th M I N T E	
FRIDAY	TURNER PARK 10	10:40 p.m.	MILLCREEK PHILLIES	ANCASTER A'S	5th M I N T E	
SATURDAY	GORD OAKES	8:00 a.m.	BOMB SQUAD	ETOBICOKE NATIONALS	TO FIGURE OUT THE "GAME 3 RESULT" FOR THE TEAM THAT PLAYS 4 ROUND ROBIN GAMES YOU TAKE THE SCORE FROM GAMES 3 & 4, ADD THEM TOGETHER, THEN DIVIDE BY 2. IF THE SCORE IS A POSITIVE THEN THEY GET 2 FOR A WIN, IF IT'S A NEGATIVE THEY GET 0 FOR A LOSS, IF IT IS EVEN THEN A 1 FOR A TIE. REPEAT THE PROCESS FOR THE ACTUAL PLUS MINUS. HEAD TO HEAD STILL APPLIES IN THE CASE OF A TIE-BREAKER.	
SATURDAY	GORD OAKES	9:20 a.m.	ANCASTER A'S	ETOBICOKE NATIONALS		
SATURDAY	GORD OAKES	10:40 a.m.	LEESWOOD CONSTRUCTION MAVERICKS	MILLCREEK PHILLIES		

LEVEL - MEN'S INT
M INT F

	GAME 1			GAME 2			GAME 3			POINTS	RUNS	RUNS	TRUE
	P	RF	RA	P	RF	RA	P	RF	RA	2/4/6	FOR	AGAINST	+/-
BUZZ KILLZ													
MAVS													
PER-FORM CONSTRUCTION													
RBI'D FOR HER PLEASURE													
TILLSONBURG DBACKS													

DAY	FIELD	TIME	FINAL ROUND ROBIN PLACING			
FRIDAY	TURNER PARK 9	5:20 p.m.	BUZZ KILLZ	MAVS	1st M INT F	
FRIDAY	TURNER PARK 9	6:40 p.m.	PER-FORM CONSTRUCTION	RBI'D FOR HER PLEASURE	2nd M INT F	
FRIDAY	TURNER PARK 9	8:00 p.m.	BUZZ KILLZ	TILLSONBURG DBACKS	3rd M INT F	
FRIDAY	TURNER PARK 9	9:20 p.m.	MAVS	PER-FORM CONSTRUCTION	4th M INT F	
FRIDAY	TURNER PARK 9	10:40 p.m.	RBI'D FOR HER PLEASURE	TILLSONBURG DBACKS	5th M INT F	
SATURDAY	HENNING PARK 1 in Caledonia	8:00 a.m.	BUZZ KILLZ	PER-FORM CONSTRUCTION	TO FIGURE OUT THE "GAME 3 RESULT" FOR THE TEAM THAT PLAYS 4 ROUND ROBIN GAMES YOU TAKE THE SCORE FROM GAMES 3 & 4, ADD THEM TOGETHER, THEN DIVIDE BY 2. IF THE SCORE IS A POSITIVE THEN THEY GET 2 FOR A WIN, IF IT'S A NEGATIVE THEY GET 0 FOR A LOSS, IF IT IS EVEN THEN A 1 FOR A TIE. REPEAT THE PROCESS FOR THE ACTUAL PLUS MINUS. HEAD TO HEAD STILL APPLIES IN THE CASE OF A TIE-BREAKER.	
SATURDAY	HENNING PARK 1 in Caledonia	9:20 a.m.	TILLSONBURG DBACKS	PER-FORM CONSTRUCTION		
SATURDAY	HENNING PARK 5 in Caledonia	9:20 a.m.	MAVS	RBI'D FOR HER PLEASURE		

LEVEL - MEN'S INT
M INT G

	GAME 1			GAME 2			GAME 3			POINTS	RUNS	RUNS	TRUE
	P	RF	RA	P	RF	RA	P	RF	RA	2/4/6	FOR	AGAINST	+/-
BATTALION JUCIED													
HAMILTON CARDINALS													
PARRY SOUND PIRATES													
SPUN TURTLES													

DAY	FIELD	TIME	FINAL ROUND ROBIN PLACING		
FRIDAY	TURNER PARK 10	5:20 p.m.	BATTALION JUCIED	HAMILTON CARDINALS	1st M INT G
FRIDAY	TURNER PARK 10	6:40 p.m.	PARRY SOUND PIRATES	SPUN TURTLES	2nd M INT G
FRIDAY	TURNER PARK 10	8:00 p.m.	BATTALION JUCIED	SPUN TURTLES	3rd M INT G
FRIDAY	TURNER PARK 10	9:20 p.m.	PARRY SOUND PIRATES	HAMILTON CARDINALS	4th M INT G
SATURDAY	HERITAGE	8:00 a.m.	BATTALION JUCIED	PARRY SOUND PIRATES	
SATURDAY	HERITAGE	9:20 a.m.	HAMILTON CARDINALS	SPUN TURTLES	

LEVEL - MEN'S INT
MINT H

BLUE DEVILS

THE COUNTRY REDS

HORSEMEN

RAYSIDE CUBS

ZONE CRASS TOUCHERS

	GAME 1			GAME 2			GAME 3			POINTS 2/4/6	RUNS FOR	RUNS AGAINST	TRUE +/-
	P	RF	RA	P	RF	RA	P	RF	RA				
BLUE DEVILS													
THE COUNTRY REDS													
HORSEMEN													
RAYSIDE CUBS													
ZONE CRASS TOUCHERS													

DAY	FIELD	TIME	FINAL ROUND ROBIN PLACING		
FRIDAY	TURNER PARK 12	5:20 p.m.	BLUE DEVILS	THE COUNTRY REDS	1st MINT H
FRIDAY	TURNER PARK 12	6:40 p.m.	HORSEMEN	RAYSIDE CUBS	2nd MINT H
FRIDAY	TURNER PARK 12	8:00 p.m.	BLUE DEVILS	ZONE CRASS TOUCHERS	3rd MINT H
FRIDAY	TURNER PARK 12	9:20 p.m.	THE COUNTRY REDS	HORSEMEN	4th MINT H
FRIDAY	TURNER PARK 12	10:40 p.m.	RAYSIDE CUBS	ZONE CRASS TOUCHERS	5th MINT H
SATURDAY	VALLEY PARK	8:00 a.m.	BLUE DEVILS	HORSEMEN	TO FIGURE OUT THE "GAME 3 RESULT" FOR THE TEAM THAT PLAYS 4 ROUND ROBIN GAMES YOU TAKE THE SCORE FROM GAMES 3 & 4, ADD THEM TOGETHER, THEN DIVIDE BY 2. IF THE SCORE IS A POSITIVE THEN THEY GET 2 FOR A WIN, IF IT'S A NEGATIVE THEY GET 0 FOR A LOSS, IF IT IS EVEN THEN A 1 FOR A TIE. REPEAT THE PROCESS FOR THE ACTUAL PLUS MINUS. HEAD TO HEAD STILL APPLIES IN THE CASE OF A TIE-BREAKER.
SATURDAY	VALLEY PARK	9:20 a.m.	ZONE CRASS TOUCHERS	HORSEMEN	
SATURDAY	TURNER PARK 8	10:40 a.m.	THE COUNTRY REDS	RAYSIDE CUBS	

