

**2022 CONNIE MACK WORLD SERIES
Twelve Team Pool Play
July 22-23**

Team Name

Pool A

A1	United Baseball
A2	
A3	Host
A4	

Pool B

B1	So Cal
B2	
B3	ABA
B4	

Team Name

Pool C

C1	Midland
C2	
C3	
C4	

Team #10

Team #7

Team #1

Team #8

Team #2

Team #11

Team #5

Team #12

Team #6

Team #3

Team #9

Team #4

Pools Game Schedule

<u>Farmington Sports Complex</u>			<u>W</u>	<u>Worley</u>			<u>W</u>	<u>Ricketts Park</u>			<u>W</u>
9:30 AM	Friday, Jul 22	A1 vs A2		9:30 AM	Friday, Jul 22	B1 vs B2		9:30 AM	Friday, Jul 22	C1 vs C2	
1:30 PM	Friday, Jul 22	A3 vs A4		1:30 PM	Friday, Jul 22	B3 vs B4		1:30 PM	Friday, Jul 22	C3 vs C4	
5:30 PM	Friday, Jul 22	B1 vs B3		5:30 PM	Friday, Jul 22	C1 vs C3		7:00 PM	Friday, Jul 22	A1 vs A3	
9:30 AM	Saturday, Jul 23	C1 vs C4		9:30 AM	Saturday, Jul 23	A1 vs A4		9:30 AM	Saturday, Jul 23	B2 vs B3	
1:30 PM	Saturday, Jul 23	B2 vs B4		1:30 PM	Saturday, Jul 23	C2 vs C4		1:30 PM	Saturday, Jul 23	A2 vs A4	
5:30 PM	Saturday, Jul 23	C2 vs C3		5:30 PM	Saturday, Jul 23	A2 vs A3		7:00 PM	Saturday, Jul 23	B1 vs B4	

All teams will advance to championship bracket and be seeded from results within their pools. Games ending in a tie in Pool Play will cc Team numbers on the bracket w Team numbers on the bracket will then be as follows:

- | | | | |
|--------|------------|---------|------------|
| Team 1 | Pool A 1st | Team 7 | Pool B 3rd |
| Team 2 | Pool A 2nd | Team 8 | Pool B 4th |
| Team 3 | Pool A 3rd | Team 9 | Pool C 1st |
| Team 4 | Pool A 4th | Team 10 | Pool C 2nd |
| Team 5 | Pool B 1st | Team 11 | Pool C 3rd |
| Team 6 | Pool B 2nd | Team 12 | Pool C 4th |

Time Limits: 2 1/2 Hours for Pool Play

Tie Breakers

- 1 Head to Head competition
- 2 Least total runs allowed in games involving the tied teams
- 3 Most runs scored in games involving the tied teams
- 4 Draw or coin flip

Three and four way ties: first winner will be determined then second winner determination reverts back to first tie breaker (Head to Head Competition) and third winner determination reverts back to the first tie breaker.