

**KINO BASEBALL LEAGUE  
2020 FALL 10U DIVISION SCHEDULE**

9/16/2020

1

GAME NO	DATE	DAY	GAME TIME	SCORE	HOME TEAM	SCORE	VISITING TEAM	GAME SITE
1	27-Sep	Sunday	12:00 PM	19	OV METS	4	COCHISE	MEHL 1
2	27-Sep	Sunday	12:00 PM	8	HILLS BASEBALL	11	FREEDOM FIGHTERS	MEHL 2
3	27-Sep	Sunday	2:30 PM	2	COCHISE	13	HILLS BASEBALL	MEHL 1
4	27-Sep	Sunday	2:30 PM	2	FREEDOM FIGHTERS	11	OV METS	MEHL 2
5	4-Oct	Sunday	12:00 PM	13	FREEDOM FIGHTERS	1	COCHISE	MEHL 1
6	4-Oct	Sunday	12:00 PM	15	OV METS	0	HILLS BASEBALL	MEHL 2
7	4-Oct	Sunday	2:30 PM	13	FREEDOM FIGHTERS	8	HILLS BASEBALL	MEHL 1
8	4-Oct	Sunday	2:30 PM	4	COCHISE	18	OV METS	MEHL 2
9	18-Oct	Sunday	12:00 PM	4	HILLS BASEBALL	13	COCHISE	MEHL 1
10	18-Oct	Sunday	12:00 PM	6	OV METS	7	FREEDOM FIGHTERS	MEHL 2
11	18-Oct	Sunday	2:30 PM	7	COCHISE	19	FREEDOM FIGHTERS	MEHL 1
12	18-Oct	Sunday	2:30 PM	9	HILLS BASEBALL	17	OV METS	MEHL 2
13	25-Oct	Sunday	12:00 PM		HILLS BASEBALL		FREEDOM FIGHTERS	MEHL 1
14	25-Oct	Sunday	12:00 PM		OV METS		COCHISE	MEHL 2
15	25-Oct	Sunday	2:30 PM		COCHISE		HILLS BASEBALL	MEHL 1
16	25-Oct	Sunday	2:30 PM		FREEDOM FIGHTERS		OV METS	MEHL 2

**WINNING TEAM MANAGER TEXT FINAL SCORE 730-2506**

*Schedule subject to change due weather cancellations or COVID*

PARK LOCATION	
George Mehl Foothills Park	4001 East River Road, Tucson 85718

**STANDINGS**

POS	TEAM	WON	LOST	TIE	PTS	RF	RA	RUN DIFF
1	OV METS	5	1	0	15	86	26	60
2	FREEDOM FIGHTERS	5	1	0	15	65	41	24
3	HILLS BASEBALL	1	5	0	3	38	58	-20
4	COCHISE	1	5	0	3	31	86	-55

POINT SYSTEM

WIN = 3 POINTS

TIE = 1 POINT

POST-SEASON PLAYOFF SEEDING BASED ON FINAL REGULAR SEASON STANDINGS



*Since 2010*

**KINO BASEBALL LEAGUE  
10U FALL DIVISION PLAYOFF SCHEDULE**



**1st Place**

Game 1  
Sunday, 11/1            11:30 AM  
Mehl 2    1:50 Time Limit

**4th Place**

**2nd Place**

Game 2  
Sunday, 11/1            11:30 AM  
Mehl 1    1:50 Time Limit

**3rd Place**

**CHAMPIONSHIP**

**Game 3**  
**Sunday, 11/1**  
**2:00 PM**  
**Mehl 2**  
**(No Time Limit)**

**CHAMPIONS**

- 1 Higher Seed is HOME TEAM
- 2 All regular season rules in effect  
EXCEPTION: Tie games extra innings are played to determine a winner  
No time limit for the Championship Game

**3 AWARDS**

Individual player awards for Champions and Finalist  
Team Championship Award

## **TIEBREAKER PROCESS**

Final standings are determined as:

WON-LOSS-TIE-POINTS

The tie breakers are used in order to advance or seed ONE or more teams at a time.

Each time a tie is broken to advance one or more teams, leaving  
situation reverts to criteria #1 (Head to Head results)

### **1 RESULTS OF HEAD TO HEAD**

Example: If there are multi teams tied with identical records and teams A,B, and C played against each other during the regular season, Team A won all its games against Team B and C. Team A gets to advance or the higher seed, that creates a two-way tie between teams B and C. The tie is then broken by Criteria 1 (Head to Head)

### **2 FEWEST RUNS ALLOWED**

If Criteria 1 (Head to Head) results cannot break a tie, then fewest runs allowed during the regular season is used to break the tie.

### **3 RUN DIFFERENTIAL**

If criteria 1 and 2 cannot break the tie, then the run differential is used. Runs scored less runs allowed equals the run differential

### **4 COIN TOSS**

If Criteria 1, 2 and 3 cannot break the tie, then a coin toss is conducted