



2011 NORTH REGION  
 SHETLAND DISTRICT TOURNAMENT  
 FOUR TEAM FORMAT  
 July 2 thru July 4  
 BAKERSFIELD SOUTHWEST BASEBALL  
 BAKERSFIELD, CALIFORNIA

Revisions:

**DISTRICT**

Teams will play two games and enter the semi finals. Each team will play a minimum of three games.

Seedings will be determined as follows: 1) Best record, 2) Head to head, (only if applies), 3) Least runs allowed, 4) Most runs scored, 5) Coin Flip.

Once a team has been identified for seeding, the process will begin with best record again.

If there is a forfeit, the team will receive a win and if needed to determine a tie breaker, the value of the forfeit will be determined by an average of the least runs allowed by that team in their other game(s). A coin flip to decide the home team will be done before each game. Only the PONY Tournament director will do the coin flip. All games will be played to completion. Any team failing to play in an assigned game may be removed from tournament play.

Advancing information: TBA

Mandatory Pre-tournament meeting must be attended by at least one of the three coaches. See schedule posted at [www.ponynrc.org](http://www.ponynrc.org) for dates. Penalty for not attending will result in manager being suspended for the first game.

TEAMS	W	L			
Bakersfield	0	0			
Lancaster	0	0			
Palmdale	0	0			
IWV	0	0			

SCORE			SCORE		
SATURDAY	Bakersfield		SATURDAY	Palmdale	
7/2/2011	<b>Game 1</b>		7/2/2011	<b>Game 2</b>	
10:00AM*	Lancaster		11:30AM	IWV	
SATURDAY	Lancaster		SATURDAY	IWV	
7/2/2011	<b>Game 3</b>		7/2/2011	<b>Game 4</b>	
1:00PM	Palmdale		2:30PM	Bakersfield	
SUNDAY	Bakersfield		SUNDAY	Lancaster	
7/3/2011	<b>Game 5</b>		7/3/2011	<b>Game 6</b>	
10:00AM*	Palmdale		11:30AM	IWV	
Date	SEMI FINALS	Score	Date	SEMI FINALS	Score
SUNDAY	Seed # 3		MONDAY		
7/3/2011	<b>Game 7</b>		7/4/2011	<b>Game 8</b>	
1:00PM	Seed # 4		10:00AM*	Seed # 2	
Date	CHAMPIONSHIP	Score	Director:	Mari LaRocco - 661-433-2065	
MONDAY			Chairperson:	Darren Billesbach - 661-993-1143	
7/4/2010	<b>Game 9</b>				
11:30AM	Seed #1				