

PROVINCIAL CHAMPIONSHIP

PLAY-OFF ROUND MODELS

ILLUSTRATION "A"

DIVISION A

3 - 0
2 - 1
1 - 2
0 - 3

DIVISION B

3 - 0
2 - 1
1 - 2
0 - 3

STANDINGS

1. (3-0)
2. (3-0)
3. (2-1)
4. (2-1)

RUNS FOR/RUNS AGAINST DIFFERENTIAL DETERMINES THE ORDER OF FINISH FOR THOSE TEAMS BEARING IDENTICAL WON-LOSS RECORDS.

CHAMPIONSHIP ROUND

#1 vs #2
#3 vs #4

LOSER OF GAME #1 vs WINNER OF GAME #2

THIS ROUND OF COMPETITION TO CONTINUE UNTIL ONE TEAM ONLY IS LEFT WITH ONE OR FEWER LOSSES.

MINIMUM NUMBER OF GAMES IS 4 WITH THE MAXIMUM POTENTIAL 5.

ILLUSTRATION "B"

DIVISION A

3 - 0
2 - 1
1 - 2
0 - 3

DIVISION B

3 - 0
1 - 2
1 - 2
1 - 2

STANDINGS

1. (3-0)
2. (3-0)
3. (2-1)

CHAMPIONSHIP ROUND

#1 vs #2

#3 vs above game loser

THIS ROUND OF COMPETITION TO CONTINUE UNTIL ONE TEAM ONLY IS LEFT WITH ONE OR FEWER LOSSES.
MINIMUM NUMBER OF GAMES IS 3 WITH THE MAXIMUM POTENTIAL 4.

ILLUSTRATION "C"

DIVISION A

3 - 0
1 - 2
1 - 2
1 - 2

DIVISION B

3 - 0
1 - 2
1 - 2
1 - 2

STANDINGS

1. (3-0)
2. (3-0)

RUNS FOR/RUNS AGAINST DIFFERENTIAL DETERMINES THE ORDER OF FINISH FOR THOSE TEAMS BEARING IDENTICAL WON-LOSS RECORDS.

CHAMPIONSHIP ROUND

#1 vs #2

THIS ROUND OF COMPETITION WILL INVOLVE A BEST OF THREE CHAMPIONSHIP SERIES.

MINIMUM NUMBER OF GAMES IS 2 WITH THE MAXIMUM POTENTIAL 3.

ILLUSTRATION "D"

DIVISION A

3 - 0
2 - 1
1 - 2
0 - 3

DIVISION B

2 - 1
2 - 1
2 - 1
0 - 3

STANDINGS

1. (3-0)
2. (2-1)
3. (2-1)
4. (2-1)
5. (2-1)

RUNS FOR/RUNS AGAINST DIFFERENTIAL DETERMINES THE ORDER OF FINISH FOR THOSE TEAMS BEARING IDENTICAL WON-LOSS RECORDS.

CHAMPIONSHIP ROUND

#2 vs #5
#3 vs #4
#1 Bye

WINNERS OF THE FIRST TWO GAMES IN THE CHAMPIONSHIP ROUND WILL PLAY EACH OTHER WITH THIS WINNER ADVANCING TO PLAY #1.

THIS ROUND OF COMPETITION TO CONTINUE UNTIL ONE TEAM ONLY IS LEFT WITH ONE OR FEWER LOSSES.

MINIMUM NUMBER OF GAMES IS 4 WITH THE MAXIMUM POTENTIAL 5.

ILLUSTRATION "E"

DIVISION A

3 - 0
1 - 2
1 - 2
1 - 2

DIVISION B

2 - 1
2 - 1
2 - 1
0 - 3

STANDINGS

1. (3-0)
2. (2-1)
3. (2-1)
4. (2-1)

RUNS FOR/RUNS AGAINST DIFFERENTIAL DETERMINES THE ORDER OF FINISH FOR THOSE TEAMS BEARING IDENTICAL WON-LOSS RECORDS.

CHAMPIONSHIP ROUND

- #3 vs #4
#2 vs above game winner
#1 Bye

THIS ROUND OF COMPETITION TO CONTINUE UNTIL ONE ONLY IS LEFT WITH ONE OR FEWER LOSSES.
MINIMUM NUMBER OF GAMES IS 3 WITH THE MAXIMUM POTENTIAL 4.

ILLUSTRATION "F"

DIVISION A

2 - I
2 - I
2 - I
0 - 3

DIVISION B

2 - I
2 - I
2 - I
0 - 3

STANDINGS

1. (2-I)
2. (2-I)
3. (2-I)
4. (2-I)
5. (2-I)
6. (2-I)

RUNS FOR/RUNS AGAINST DIFFERENTIAL DETERMINES THE ORDER OF FINISH FOR THOSE TEAMS BEARING IDENTICAL WON-LOSS RECORDS.

CHAMPIONSHIP ROUND

#1 vs #6
#2 vs #5
#3 vs #4

FOLLOWING THE FIRST THREE GAMES IN THIS ROUND, THE WINNER WITH THE HIGHER PLACING IN THE STANDINGS WILL RECEIVE THE BYE. THE REMAINING TWO WINNERS TO PLAY EACH OTHER WITH THE ROUND TO CONTINUE UNTIL ONE TEAM ONLY IS LEFT WITH ONE LOSS.

5 GAMES TO BE PLAYED IN THIS ROUND.

ILLUSTRATION "G"

DIVISION A

3 - 0
2 - 1
1 - 2
0 - 3

DIVISION B

2 - 1
2 - 1
1 - 2
1 - 2

STANDINGS

1. (3-0)
2. (2-1)
3. (2-1)
4. (2-1)

WINNER OF PRELIMINARY ROUND CONTEST WILL DETERMINE
DIVISION B STANDINGS.
RUNS FOR/RUNS AGAINST DIFFERENTIAL WILL DETERMINE
CHAMPIONSHIP ROUND MATCH-UPS.

CHAMPIONSHIP ROUND

- #3 vs #4
- #2 vs above game winner
- #1 Bye

THIS ROUND OF COMPETITION TO CONTINUE UNTIL ONE TEAM
ONLY IS LEFT WITH ONE OR FEWER LOSSES.
MINIMUM NUMBER OF GAMES IS 3 WITH THE MAXIMUM POTENTIAL 4.

ILLUSTRATION "H"

DIVISION A

3 - 0
1 - 2
1 - 2
1 - 2

DIVISION B

2 - 1
2 - 1
1 - 2
1 - 2

STANDINGS

1. (3-0)
2. (2-1)
3. (2-1)

WINNER OF HEAD TO HEAD GAME IN PRELIMINARY ROUND DETERMINES THE ORDER OF FINISH FOR THOSE TEAMS BEARING IDENTICAL WON-LOSS RECORDS IN DIVISION B.

CHAMPIONSHIP ROUND

#2 vs #3
#1 Bye

THIS ROUND OF COMPETITION TO CONTINUE UNTIL ONE TEAM ONLY IS LEFT WITH ONE OR FEWER LOSSES. MINIMUM NUMBER OF GAMES IS 2 WITH THE MAXIMUM POTENTIAL 3.

ILLUSTRATION "I"

DIVISION A

2 - 1
2 - 1
1 - 2
1 - 2

DIVISION B

2 - 1
2 - 1
1 - 2
1 - 2

STANDINGS

1. (2-1)
2. (2-1)
3. (2-1)
4. (2-1)

WINNERS OF HEAD TO HEAD GAMES IN RESPECTIVE DIVISIONAL ROUND ROBIN PLAY WILL DETERMINE DIVISION STANDINGS. RUNS FOR/RUNS AGAINST DIFFERENTIAL WILL DETERMINE CHAMPIONSHIP ROUND MATCH-UPS.

CHAMPIONSHIP ROUND

#1 vs #4
#2 vs #3

THIS ROUND OF COMPETITION TO CONTINUE UNTIL ONE TEAM ONLY IS LEFT WITH ONE LOSS.
3 GAMES TO BE PLAYED IN THIS ROUND.

ILLUSTRATION "J"

DIVISION A

2 - 1
2 - 1
2 - 1
0 - 3

DIVISION B

2 - 1
2 - 1
1 - 2
1 - 2

STANDINGS

1. (2-1)
2. (2-1)
3. (2-1)
4. (2-1)
5. (2-1)

WINNER OF PRELIMINARY CONTEST WILL DETERMINE DIVISION B STANDINGS.
RUNS FOR/RUNS AGAINST DIFFERENTIAL WILL DETERMINE THE CHAMPIONSHIP ROUND MATCH-UPS.

CHAMPIONSHIP ROUND

#2 vs #5
#3 vs #4
#1 Bye

FOLLOWING THE FIRST TWO GAMES IN THIS ROUND, THE WINNER WITH THE HIGHER PLACING IN THE STANDINGS WILL RECEIVE THE BYE. THE OTHER WINNER TO PLAY #1 WITH THE ROUND TO CONTINUE UNTIL ONE TEAM ONLY IS LEFT WITH ONE LOSS.

4 GAMES TO BE PLAYED IN THIS ROUND.