CENTRAL MMDL Playoffs - Fall '00 Area Dir. Tom Sammarco
781-444-6394

Cent. A
Dec.12&14 H&H Dec.19&21 H&H

Post 318 (113)
The A Team (67)
Gotta-Go (88)
Gotta-Go (88)
Shamrocks (81)
Gotta-Go (88)
Cent. A Champs

Cent. B
Dec.12&14 H&H Dec.19&21 H&H Jan. 2&4 H&H

Mikes UFOs (106)
Whos your Daddy (86)
Mikes UFOs (106)
Franklin Elks (103)
ISM Applies (87)
Franklin Elks (103)
Mikes UFOs (106)
Cent. B Champs

Little Pub (98)
The Wall (86)
The Wall (86)
Mad Dogs (87)
Looney Tunes (88)
Looney Tunes (88)
The Wall (86)

Cent. C
Dec.12&14 H&H Dec.19&21 H&H Jan. 2&4 H&H

Sokol Stones (95)
Dart Wizards (79)
Sokol Stones (95)
Point Mongers (80)
Hangovers (88)
Point Mongers (80)
Point Mongers (80)
Ground Zero (92)
Cent. C Champs

Whatever (95)
Sharks (79)
Sharks (79)
Ground Zero (92)
Piss&Moan (79)
Ground Zero (92)

Cent. D
Dec.12&14 H&H Dec.19&21 H&H Jan. 2&4 H&H

Dream Team (92)
Baracudas (81)
Dream Team (92)
Long Shots (89)
Eagles 4 (82)
Eagles 4 (82)
Dream Team (92)
Oinkers (85)
Cent. D Champs

Geary's Gators (96)
Gotcha One (79)
Geary's Gators (96)
Bull Slingers (83)
Oinkers (85)
Oinkers (85)
Oinkers (85)

Cent. E
Dec.12&14 H&H Dec.19&21 H&H Jan. 2&4 H&H

Sidewinders (88?)
Last Call (77)
Sidewinders (88?)
DJ's Spaceshots (98)
Pot Belly Pub (87)
DJ's Spaceshots (98)
Sidewinders (88?)
Cent. E Champs

Bull Runners (104)
Hot Carls (74)
Hot Carls (74)
Red Eyes (91)
Just In Time (80)
Just In Time (80)
Hot Carls (74)

Cent. F
Dec.12&14 H&H Dec.19&21 H&H Jan. 2&4 H&H

Dublin Out (91)
Hammer Head (89)
Dublin Out (91)
Two Short 989)
Vipers (89)
Vipers (89)
Vipers (89)
Mudville 9 (101)
Cent. F Champs

Mudville 9 (101)
Halfway (83)
Mudville 9 (101)
Goodfellaz (91)
Eagles 3 (86?)
Eagles 3 (86?)
Mudville 9 (101)

Cent. G
Dec.12&14 H&H Dec.19&21 H&H

Dartweisers (121)
Dartblues (78)
Dartweisers (121)
Ital. Stalions (101)
DJ's Avengers (82)
DJ's Avengers (82)
Dartweisers (121)
Cent. G Champs

Cent. H
Dec.12&14 H&H Dec.19&21 H&H

C&B Eagles (106)
Post 74 965)
C&B Eagles (106)
Post 79 (87)
Dart Fool's (82)
Post 79 (87)
Post 79 (87)
Cent. H Champs

All playoffs are to the team that reaches 12 points first. If teams tie 11 to 11 you are required to play 1 game of 601 3 against 3, 1 Cricket 2 against 2, and if necessary a 301 match 1 against 1 (2 out of 3). Cork every game (2nd leg of 301 is started by the loser of the 1st game). The team to win 2 out of the 3 games wins that playoff.
The team with the highest season point total has choice of home or away for the first match in a home and home (H&H) the other match is automatically at the other pub. The winning Capt. calls the Area Dir. at the completion of the H&H (Home & Home) series.
Players must have identification on them. You may be required to prove who you are. If you can't produce an I.D. you may not be able to play.
TIE BREAKER if necessary will be played Dec.7.
To break a tie: 1. Win & Loss record within the division, 2. Win & Loss record against each other (total points), 3. Add the points of the *games won* only, 4. Playoff.