NORTH SHORE PLAYOFFS FALL '00
AREA DIR. Debbie Johnson 978-927-6369

No.Shore A Div's

Dec.12&14 H&H | Dec.19&21 H&H | Jan.2&4 H&H

- Fly by Nights (98) / Elders (77) → Fly by Nights (98)
- Crash Docking (84) / Bulldawgs (80) → Crash Docking (84)
- Pond Scum (104) / Wing Nuts (76) → Pond Scum (104)
- Smugs Mates (83) / Piranas (77) → Piranas (77)
- Fly by Nights (98) / Crash Docking (84) → Fly by Nights (98)
- Pond Scum (104) / Piranas (77) → Pond Scum (104)
- Fly by Nights (98) / Pond Scum (104) → Pond Scum (104) — N.S. A Champs

No.Shore B Div's

Dec.12&14 H&H | Dec.19&21 H&H | Dec.26&28 H&H | Jan.2&4 H&H

- Wssc Hods (97) / St. P Islandez (78) → Wssc Hods (97)
- The Toe Jams (89) / Iron Eagle (82) → Iron Eagle (82)
- Trip Trouble (118?) / Tequilla (77) → Trip Trouble (118?)
- Brandy Bulls (89) / Cro Mags (87) → Cro Mags (87)
- Corksters (100) / Bent Shafts (82) → Bent Shafts (82)
- Wagnaf (92) / T-Baggers (86) → Wagnaf (92)
- Rangers (95) / FA Marauders (81) → Rangers (95)
- Mitches (88) / Misfits (78) → Misfits (78)
- Wssc Hods (97) / Iron Eagle (82) → Wssc Hods (97)
- Trip Trouble (118?) / Cro Mags (87) → Trip Trouble (118?)
- Bent Shafts (82) / Wagnaf (92) → Bent Shafts (82)
- Rangers (95) / Misfits (78) → Rangers (95)
- Wssc Hods (97) / Trip Trouble (118?) → Trip Trouble (118?)
- Bent Shafts (82) / Rangers (95) → Rangers (95)
- Trip Trouble (118?) / Rangers (95) → Trip Trouble (118?) — N.S. B Champs

No.Shore C Div's Same Dates As B

- Pigskins (103) / Impact Players (86) → Impact Players (86)
- Full of Bull (98) / Post 507 → Full of Bull (98)
- Victory Pub (101) / Blanksters (82) → Victory Pub (101)
- Shoemaker Post / KC's Red Army (94) → KC's Red Army (94)
- China Villa 1 (98) / Patriot Missles → China Villa 1 (98)
- Ward II Smokers / Heavy Hitters (92) → Heavy Hitters (92)
- Brother C's (106) / That'll Work (87) → Brother C's (106)
- Brew Crew (95) / Udder Madness → Brew Crew (95)
- Impact Players (86) / Full of Bull (98) → Impact Players (86)
- Victory Pub (101) / KC's Red Army (94) → Victory Pub (101)
- China Villa 1 (98) / Heavy Hitters (92) → Heavy Hitters (92)
- Brother C's (106) / Brew Crew (95) → Brew Crew (95)
- Impact Players (86) / Victory Pub (101) → Impact Players (86)
- Heavy Hitters (92) / Brew Crew (95) → Brew Crew (95)
- Impact Players (86) / Brew Crew (95) → Impact Players (86) — N.S. C Champs

No. Shore D Div's Same Dates As B

- The Playboys (88) / WestSide (85) → The Playboys (88)
- Vigs (105) → Vigs (105)
- Fly by Nights / No Clue Crew (78) → No Clue Crew (78)
- Wuzabee (99) → Wuzabee (99)
- Spoilers (102) / Rip Tide (90) → Spoilers (102)
- Cobras (105) → Cobras (105)
- B-52's (97) / CCCrew (77) → B-52's (97)
- CC Sweats 991) → CC Sweats (91)
- The Playboys (88) / Vigs (105) → Vigs (105)
- No Clue Crew (78) / Wuzabee (99) → Wuzabee (99)
- Spoilers (102) / Cobras (105) → Spoilers (102)
- B-52's (97) / CC Sweats (91) → CC Sweats (91)
- Vigs (105) / Wuzabee (99) → Vigs (105)
- Spoilers (102) / CC Sweats (91) → CC Sweats (91) — N.S. D Champs

No.Shore E Div's Same Dates As B

- Blasters (81) / Stick Pins (77) → Blasters (81)
- Courthouse → Courthouse
- AOH Bruins (84) / BB Seahounds → AOH Bruins (84)
- Sharpshooters → Sharpshooters
- Celley's (88) / Sleepwalkers (89) → Sleepwalkers (89)
- The Right Stuff (91) → The Right Stuff (91)
- Ma's Kids (94) / Jocomo's (82) → Ma's Kids (94)
- Smoken Raiders (91) → Smoken Raiders (91)
- Blasters (81) / Courthouse → Blasters (81)
- AOH Bruins (84) / Sharpshooters → Sharpshooters
- Sleepwalkers (89) / The Right Stuff (91) → The Right Stuff (91)
- Ma's Kids (94) / Smoken Raiders (91) → Smoken Raiders (91)
- Sharpshooters / Sharpshooters → Sharpshooters — N.S. E Champs

No.Shore F Div's

Dec.12&14 H&H | Dec.19&21 H&H | Dec.26&28 H&H | Jan.2&4 H&H

- Lonnies II (98) / 4-Low (87) → Lonnies II (98)
- Smugs CCU (93?) / Wrecking Crew (84) → Wrecking Crew (84)
- Really Rottens (103) / Wanders (86) → Really Rottens (103)
- Goodfellas (90) / Sister C's (87) → Sister C's (87)
- Totally (105) / JD's Bulldogs (82) → JD's Bulldogs (82)
- CLC Underdogs (92) / The GHF Gang → CLC Underdogs (92)
- Bone Daddy (102) / Black Widows → Bone Daddy (102)
- FUBAR (89) / Catastrophies (90) → Catastrophies (90)
- Lonnies II (98) / Wrecking Crew (84) → Wrecking Crew (84)
- Really Rottens (103) / Sister C's (87) → Really Rottens (103)
- JD's Bulldogs (82) / CLC Underdogs (92) → JD's Bulldogs (82)
- Bone Daddy (102) / Catastrophies (90) → Bone Daddy (102)
- Wrecking Crew (84) / Really Rottens (103) → Wrecking Crew (84)
- JD's Bulldogs (82) / Bone Daddy (102) → Bone Daddy (102)
- Wrecking Crew (84) / Bone Daddy (102) → Bone Daddy (102) — N.S. F Champs

No. Shore G Div's Same Dates As Above

- WiseGuys (87) / Syds Gang (83) → WiseGuys (87)
- The V Spot (103) → The V Spot (103)
- Crash (90) / Dilligaf (75) → Dilligaf (75)
- Panthers (96) → Panthers (96)
- Nightcaps (101) / Nyuk Nyuk → Nyuk Nyuk
- Riflemen (101) → Riflemen (101)
- Celleys Finest (89) / Jakadt (77) → Celleys Finest (89)
- Misfits (88) → Misfits (88)
- WiseGuys (87) / The V Spot (103) → The V Spot (103)
- Dilligaf (75) / Panthers (96) → Panthers (96)
- Nyuk Nyuk / Riflemen (101) → Nightcaps (101)
- Celleys Finest (89) / Misfits (88) → Misfits (88)
- The V Spot (103) / Panthers (96) → The V Spot (103)
- Nightcaps (101) / Misfits (88) → Misfits (88) — N.S. G Champs

No.Shore H Div's

Dec.12&14 H&H | Dec.19&21 H&H | Jan.2&4 H&H

- Baily's Best (98) / Degenerates (85) → Baily's Best (98)
- Plenty Crew (97) / F-N Wires (89) → F-N Wires (89)
- Bob's Mob (98) / Whistlers (74) → Bob's Mob (98)
- Leftovers (96) / Upper Deck (76) → Leftovers (96)
- Baily's Best (98) / F-N Wires (89) → F-N Wires (89)
- Bob's Mob (98) / Leftovers (96) → Bob's Mob (98)
- F-N Wires (89) / Bob's Mob (98) → F-N Wires (89) — N.S. 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.