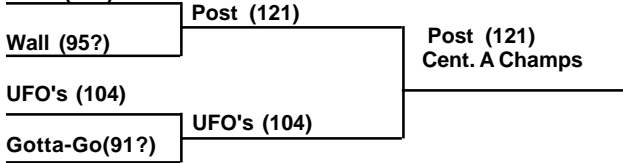
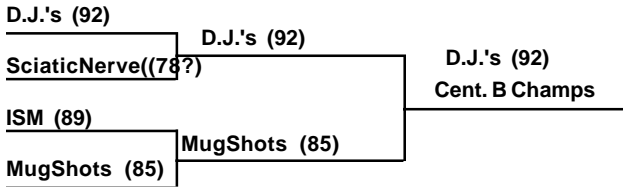


CEN. MMDL Playoffs - Spring '01 Area Dir. Steve Moll 508-473-9903

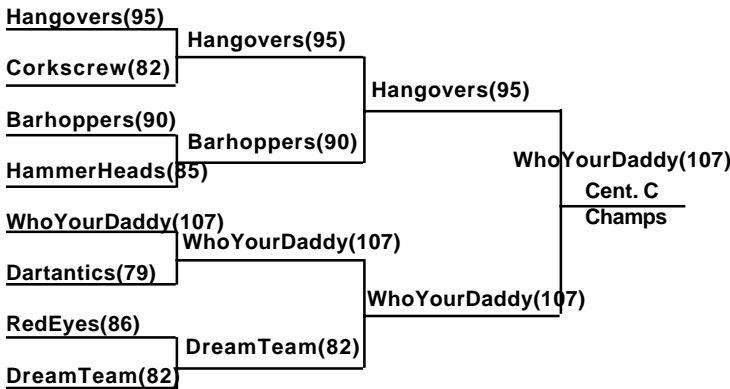
Cent. A
May 8&10 H&H May 15&17 H&H
Post (121)



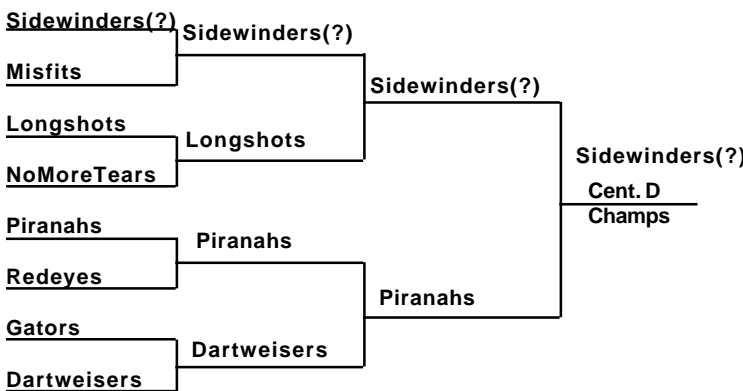
Cent. B
Same Dates As A Div



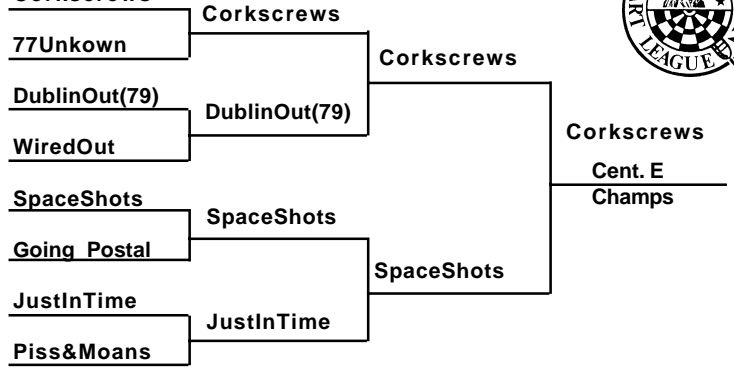
Cent. C
May 8&10 H&h May 15&17 H&H May 29&31 H&H



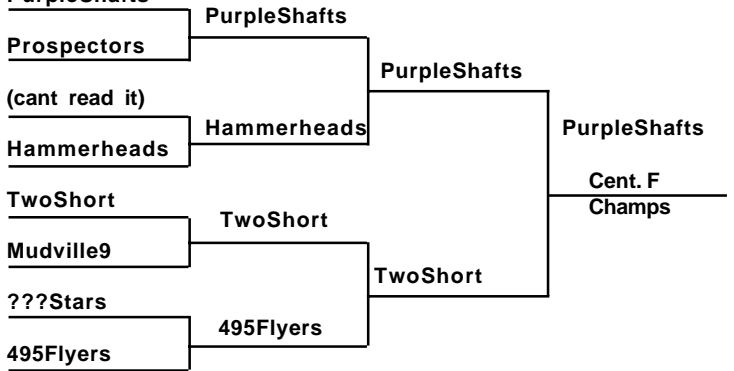
Cent. D
May 8&10 H&H May 15&17 H&H May 29&31 H&H



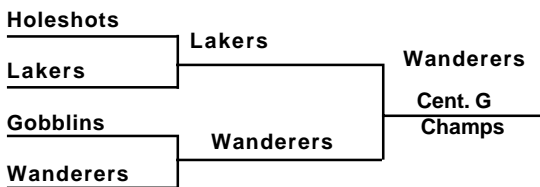
Cent. E
May 8&10 H&h May 15&17 H&H May 29&31 H&H
Corkscrews



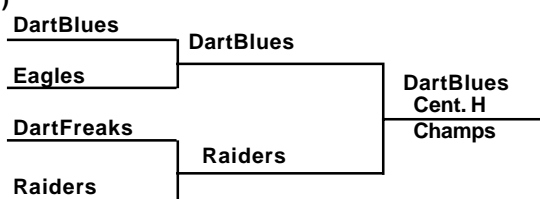
Cent. F
May 8&10 H&h May 15&17 H&H May 29&31 H&H
PurpleShafts



Cent. G
May 8&10 H&H May 15&17 H&H



Cent. H
May 8&10 H&H May 15&17 H&H



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 May 3.

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.