

SCHEDULE TEMPLATE MSL 2008

D – DIVISION = 19 TEAMS

SORT

Immediately following the March 6th Registration meeting, teams will be placed by initial team rating in the following order: highest team rating to the Eastern Conference, next highest team rating to the Western Conference, and will continue until all teams have been designated in each conference. Teams with identical team ratings will be sorted by name alphabetically. Any teams added after March 6th and before the March 9th cut off will be placed at the lowest seed in each conference.

19 Teams = 10 Teams in Eastern Conference, 9 Teams in Western Conference:

Eastern

1. Legal Eagles
2. Dragons
3. Justice League
4. Warriors
5. Ultra Herricanes
6. Angels
7. Wave
8. Splash
9. Diablitias
10. Swallows (added on March 8th)

Western

1. Vipers
2. Bud Light
3. Predators
4. Xtremes
5. Sharks
6. Diablos
7. Bam Bams
8. Incredibles
9. Dream Team

SCHEDULE

During the first four weeks of the schedule (Games 1 – 8), each team in the Eastern Conference will play the other teams in the Eastern Conference 1 time.

During the first four weeks of the schedule (Games 1 – 8), each team in the Western Conference will play the other teams in the Western Conference 1 time.

After the week 4 games are complete, all teams in each conference will be ranked in their Conference according to the established determination for rankings in division: Highest won/ loss percentages. If two or more teams finish with identical won, loss and tied percentages, the following steps shall be taken until the tie is broken:

- A. Best record in head to head competition.
- B. Best record in head to head competition with the higher placed teams from first place down until the tie is broken.
- C. Coin flip.

Rain out games – during the first 4 weeks every attempt will be made to make up any rain out games before the week 4 deadline. Only completed games will count toward the week 4 rankings.

The final 5 weeks will be cross conference games:

- The higher ranked 3 teams from the Eastern Conference and Western Conference will play each other two times each (total of 10 games).
- The middle ranked 3 teams from the Eastern Conference and Western Conference will play each other two times each (total of 10 games).
- The lower ranked 4 teams from the Eastern Conference play the lower ranked 3 teams from the Western Conference two times (total of 10 games).

CONFERENCE CHAMPIONS AND AWARDS

All 18 games count toward determining the Eastern Conference Champion and the Western Conference Champion. Final rankings will be determined by the established determination for rankings in a division. If two or more teams finish with identical won, loss and tied percentages, the following steps shall be taken until the tie is broken:

- A. Best record in head to head competition.
- B. Best record in head to head competition with the higher placed teams from first place down until the tie is broken.
- C. Coin flip.

The Annual MSL Awards Banquet will have a trophy for the Eastern Conference Champion and a trophy for the Western Conference Champion. Additionally, there will be the 5 individual player awards (MVP, Mr./Ms. Hustle, Golden Glove, Rookie, and Most Improved) given to the 5 players from the Eastern Conference and the 5 players from the Western Conference. The D Division will have a total of 2 Conference Champions and 10 Player awards.

GSWS – QUALIFYING PLAYOFF TOURNAMENT

All D Division teams from both the Eastern and Western Conference can pay the required deposit and participate in the GSWS Qualifying Playoff Tournament.

Teams will be seeded according to final standings in each Conference. If two or more teams finish with identical won, loss and tied percentages, the following steps shall be taken until the tie is broken:

- A. Best record in head to head competition.
- B. Best record in head to head competition with the higher placed teams from first place down until the tie is broken.
- C. Coin flip.

***Winner of the GSWS Qualifying Playoff Tournament will receive the automatic berth representing the MSL D Division in the 2008 GSWS in Seattle.**

If the D Division wins the lottery drawing and gains a 2nd Berth, the order of secession for the second berth is determined by regular season finishing place among those teams qualifying under Section 12.3.D of the ByLaws. If two or more teams in the D Division (includes both Eastern Conference and Western Conference final standings) finish with identical won, loss and tied percentages, the following steps shall be taken until the tie is broken:

- A. Best record in head to head competition.
- B. Best record in head to head competition with the higher placed teams from first place down until the tie is broken.
- C. Coin flip.

*Recent NAGAAA rule changes now allow for the MSL to grant 2 berths for each division.

