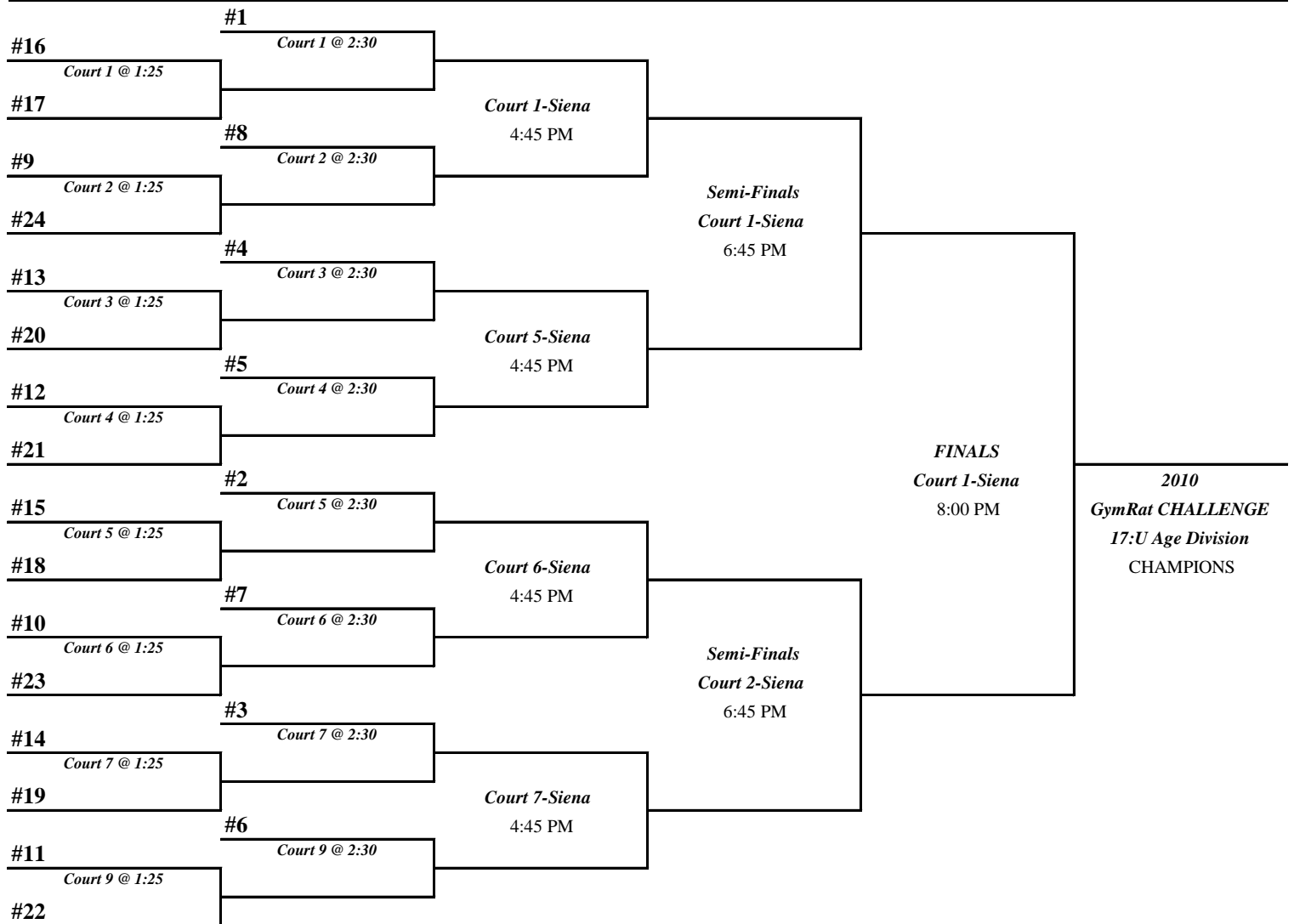


**2010 GymRat CHALLENGE 17:Under CHAMPIONSHIP ROUND Brackets**

**17:U Championship Round Bracket Meeting 12:45 PM @ Siena**

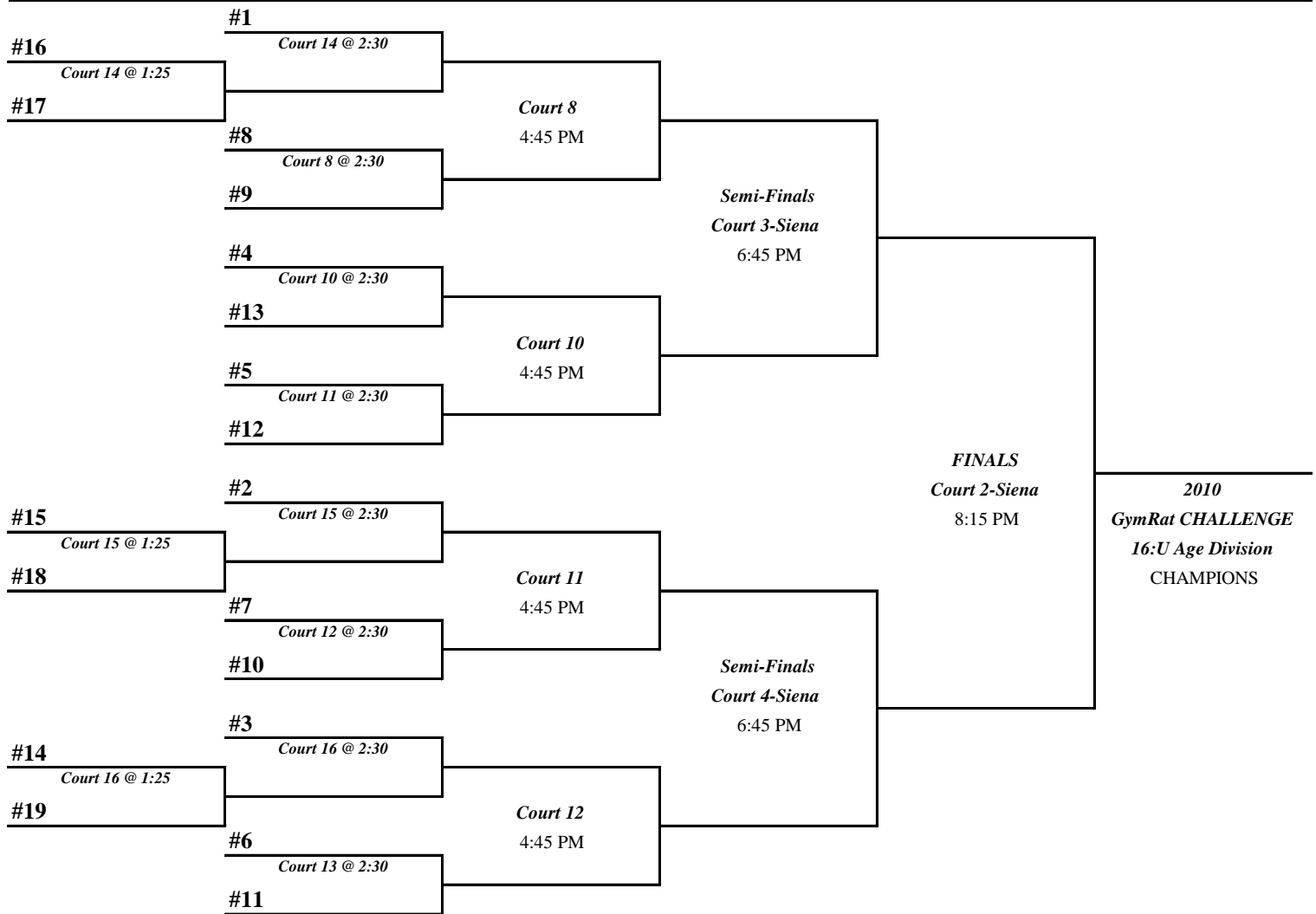


**17:Under CHAMPIONSHIP ROUND Key (Single Elimination; 14 Minute Stop Time Halves)**

- I. SEEDING  
When Pool Play has been completed, Championship Round teams will be re-seeded based on the following format:  
Pool Champions will receive SEEDING numbers 1 through 23 based on the formula outlined in item III below. If teams are tied WITHIN a Pool, the Champion will be determined using the "POOL Champion TIE BREAKER Formula" detailed below:
- II. POOL Champion TIE BREAKER Formula:
  1. In any situation where two (2) teams are tied, head-to-head competition will determine the winner.
  2. If more than two teams tie, a point differential tie-breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential. The maximum that you can beat a team and still gain an advantage is 20 points. Blowouts are NOT encouraged.
  3. If more than two (2) teams are still tied after the application of the formula, the point differentials of the teams not involved in the tie are added, and the results recalculated.
  4. The score of all forfeits shall be 20-0.
- III. Actual SEED of Pool Champions determined using the following ordered formula:
  1. Won-Loss record during pool play (3-0, 2-1)
  2. Overall Point Differential: Teams will then be ranked based on the sum of the point differential in their Pool play games. The maximum that you can beat a team and still gain an advantage is 20 points. Blowouts are NOT encouraged. Therefore, the best possible SEEDING position is a 3-0 Pool play record and a Point Differential rating of +60. The score of all forfeits shall be 20-0.
  3. If two or more teams are tied after the first two criteria have been applied, the following ordered criteria will be used to determine final SEEDING:
    - a. Total points allowed in pool play. (In the case of forfeits, TPA = AVG of Pts Allowed in non-forfeit games \* 3)
    - b. Total points allowed vs. teams with 2-1 record within Pool play.
    - c. Total points allowed vs. teams with 1-2 record within Pool play.
    - d. Total points allowed vs. teams with 0-3 record within Pool play.
    - e. If two teams remain tied, a coin toss will break the tie. If more than two teams are tied, a lottery drawing will determine final SEEDING.
- IV. ONE (1) "WILDCARD" from the 17:U Age Division will be chosen to compete in the Championship Round. The "WILDCARD" representative will receive SEEDS #24. WILDCARDS will be selected and seeded using the following ordered criteria:
  1. Won-Loss record during Pool play (2-1, 1-2, 0-3)
  2. Record vs. Pool Champion.
  3. Overall Point Differential as detailed above.
  4. Point Differential vs. Pool Champion. (20 pt max. applies)
  5. Avg. Point Differential vs. teams with 2-1 record within Pool play. (20-pt max. applies)
  6. Avg. Point Differential vs. teams with 1-2 record within Pool play. (20-pt max. applies)
  7. Avg. Point Differential vs. teams with 0-3 record within Pool play. (20-pt max. applies)
  8. Total points allowed in pool play.
  9. Coin Toss

**2010 GymRat CHALLENGE 16:Under CHAMPIONSHIP ROUND Brackets**

**16:U Championship Round Bracket Meeting 12:45 PM @ U. Albany**



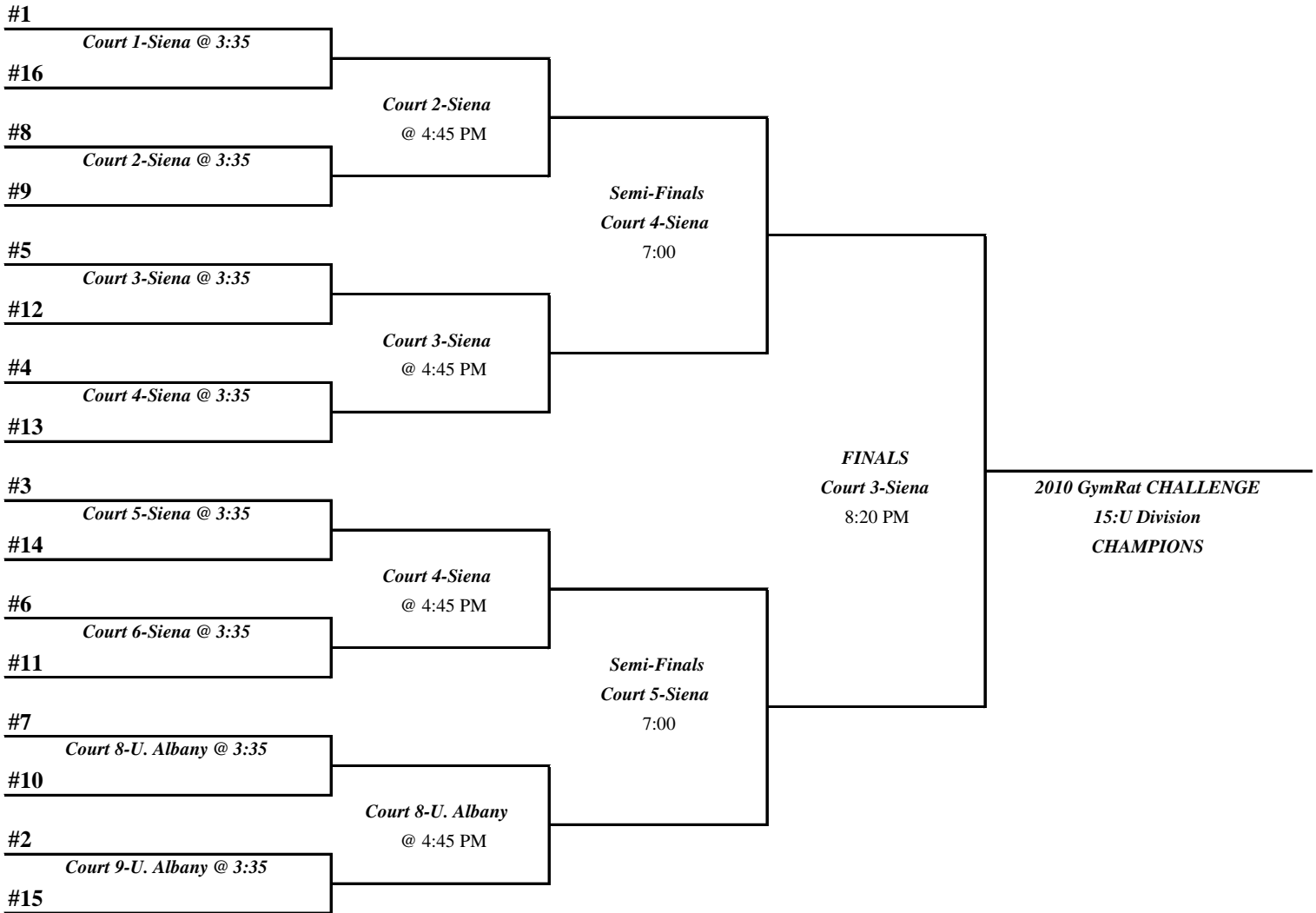
**16:Under CHAMPIONSHIP ROUND Key (Single Elimination; 14 Minute Stop Time Halves)**

- I. SEEDING**  
When Pool Play has been completed, Championship Round teams will be re-seeded based on the following format:  
Pool Champions will receive SEEDING numbers 1 through 18 based on the formula outlined in item III below. If teams are tied WITHIN a Pool, the Champion will be determined using the "POOL Champion TIE BREAKER Formula" detailed below:
- II. POOL Champion TIE BREAKER Formula:**
- In any situation where two (2) teams are tied, head-to-head competition will determine the winner.
  - If more than two teams tie, a point differential tie-breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential. The maximum that you can beat a team and still gain an advantage is 20 points. Blowouts are NOT encouraged.
  - If more than two (2) teams are still tied after the application of the formula, the point differentials of the teams not involved in the tie are added, and the results recalculated.
  - The score of all forfeits shall be 20-0.
- III. Actual SEED of Pool Champions determined using the following ordered formula:**
- Won-Loss record during pool play (3-0, 2-1)
  - Overall Point Differential: Teams will then be ranked based on the sum of the point differential in their Pool play games. The maximum that you can beat a team and still gain an advantage is 20 points. Blowouts are NOT encouraged. Therefore, the best possible SEEDING position is a 3-0 Pool play record and a Point Differential rating of +60. The score of all forfeits shall be 20-0.
  - If two or more teams are tied after the first two criteria have been applied, the following ordered criteria will be used to determine final SEEDING:
    - Total points allowed in pool play. (In the case of forfeits, TPA = AVG of Pts Allowed in non-forfeit games \* 3)
    - Total points allowed vs. teams with 2-1 record within Pool play.
    - Total points allowed vs. teams with 1-2 record within Pool play.
    - Total points allowed vs. teams with 0-3 record within Pool play.
    - If two teams remain tied, a coin toss will break the tie. If more than two teams are tied, a lottery drawing will determine final SEEDING.
- IV. ONE (1) "WILDCARD" from the 16:U Age Division will be chosen to compete in the Championship Round. The "WILDCARD" representative will receive SEED #19. WILDCARDS will be selected and seeded using the following ordered criteria:**
- Won-Loss record during Pool play (2-1, 1-2, 0-3)
  - Record vs. Pool Champion.
  - Overall Point Differential as detailed above.
  - Point Differential vs. Pool Champion. (20 pt max. applies)
  - Avg. Point Differential vs. teams with 2-1 record within Pool play. (20-pt max. applies)
  - Avg. Point Differential vs. teams with 1-2 record within Pool play. (20-pt max. applies)
  - Avg. Point Differential vs. teams with 0-3 record within Pool play. (20-pt max. applies)
  - Total points allowed in pool play.
  - Coin Toss

**2010 GymRat CHALLENGE 15:Under CHAMPIONSHIP ROUND Brackets**

**15:U Championship Round Bracket Meeting 2:05 PM @ Siena College**

*\*PLEASE NOTE: ALL Championship Round Games will be played with 14 minute halves.*



**15:Under CHAMPIONSHIP ROUND Key (Single Elimination; 14 Minute Stop Time Halves)**

**I. SEEDING**

When Pool Play has been completed, Championship Round teams will be re-seeded based on the following format:

Pool Champions will receive SEEDING numbers 1 through 12 based on the formula outlined in item III below. If teams are tied WITHIN a Pool, the Champion will be determined using the "POOL Champion TIE BREAKER Formula" detailed below:

**II. POOL Champion TIE BREAKER Formula:**

- In any situation where two (2) teams are tied, head-to-head competition will determine the winner.
- If more than two teams tie, a point differential tie-breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential. The maximum that you can beat a team and still gain an advantage is 20 points. Blowouts are NOT encouraged.
- If more than two (2) teams are still tied after the application of the formula, the point differentials of the teams not involved in the tie are added, and the results recalculated.
- The score of all forfeits shall be 20-0.

**III. Actual SEED of Pool Champions determined using the following ordered formula:**

- Won-Loss record during pool play (3-0, 2-1)
- Overall Point Differential: Teams will then be ranked based on the sum of the point differential in their Pool play games. The maximum that you can beat a team and still gain an advantage is 20 points. Blowouts are NOT encouraged. Therefore, the best possible SEEDING position is a 3-0 Pool play record and a Point Differential rating of +60. The score of all forfeits shall be 20-0.
- If two or more teams are tied after the first two criteria have been applied, the following ordered criteria will be used to determine final SEEDING:
  - Total points allowed in pool play. (In the case of forfeits, TPA = AVG of Pts Allowed in non-forfeit games \* 3)
  - Total points allowed vs. teams with 2-1 record within Pool play.
  - Total points allowed vs. teams with 1-2 record within Pool play.
  - Total points allowed vs. teams with 0-3 record within Pool play.
  - If two teams remain tied, a coin toss will break the tie. If more than two teams are tied, a lottery drawing will determine final SEEDING.

**IV. FOUR (4) "WILDCARDS" from the 15:U Age Division will be chosen to compete in the Championship Round. The "WILDCARD" representative will receive SEEDS #13-16. WILDCARDS will be selected and seeded using the following ordered criteria:**

- Won-Loss record during Pool play (2-1, 1-2, 0-3)
- Record vs. Pool Champion.
- Overall Point Differential as detailed above.
- Point Differential vs. Pool Champion. (20 pt max. applies)
- Avg. Point Differential vs. teams with 2-1 record within Pool play. (20-pt max. applies)
- Avg. Point Differential vs. teams with 1-2 record within Pool play. (20-pt max. applies)
- Avg. Point Differential vs. teams with 0-3 record within Pool play. (20-pt max. applies)
- Total points allowed in pool play.
- Coin Toss