

No dugout chanting. Thank you.
No sound systems, no artificial noisemakers.

| 11u Division |  |  |  |  |  |  |  | Win | Loss | Tie | Diff |  | RA | RS |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Choice Select | 2 | 2 |  | -3 | 43 | 38 |  |  |  |  |  |  |  |  |
| Fort Collins Force | 3 | 1 |  | 25 | 26 | 61 |  |  |  |  |  |  |  |  |
| Fort Collins Force Goats | 2 | 2 |  | -2 | 48 | 44 |  |  |  |  |  |  |  |  |
| WYCO - Blue | 1 | 3 |  | -20 | 61 | 35 |  |  |  |  |  |  |  |  |

Winning team report score by emailing immediately at conclusion of game to:
director@fcbemail.org

## Lincoln Complex / Edora Park

No running water -- portolets! No concessions (bring your own food/drink) ... leave the park better than you found it!

|  | Saturday, March 26 |  | Lincoln Complex (1600 Lancer Drive) |  |  | Field <br> West <br> West <br> West <br> Walker | $\begin{gathered} 10 \\ 17 \\ 3 \\ 15 \end{gathered}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} 21 \\ 2 \\ 11 \\ 10 \end{gathered}$ | $\begin{aligned} & 10: 00 \mathrm{am} \\ & 12: 00 \mathrm{pm} \\ & 2: 15 \mathrm{pm} \\ & 4: 15 \mathrm{pm} \end{aligned}$ | Fort Collins Force Goats WYCO - Blue Choice Select Fort Collins Force | @ <br> @ <br> @ <br> @ | WYCO - Blue <br> Fort Collins Force Fort Collins Force Goats Choice Select |  |  |
| Sunday, March 27 |  |  | Edora Park (1420 East Stuart Street) |  |  | Field |  |
|  | $\begin{gathered} 18 \\ 8 \\ 9 \\ 16 \end{gathered}$ | $\begin{aligned} & 10: 00 \mathrm{am} \\ & 12: 00 \mathrm{pm} \\ & 2: 15 \mathrm{pm} \\ & 4: 15 \mathrm{pm} \end{aligned}$ | Fort Collins Force Choice Select \#4 Seed - WYCO - Blue \#2 Seed - Force | @ <br> @ <br> @ <br> @ | Fort Collins Force Goats WYCO - Blue \#3 Seed - Force Goats \#1 Seed - Choice | East <br> East <br> East <br> East | 5 14 15 4 |



Final Standings Determination:

1) Win Percentage (ties $=.5 \mathrm{win})$
2) Head-to-Head Record
3) Run Differential (+10 is cap per game)
4) Runs Allowed
5) Runs Scored
6) Coin Flip
