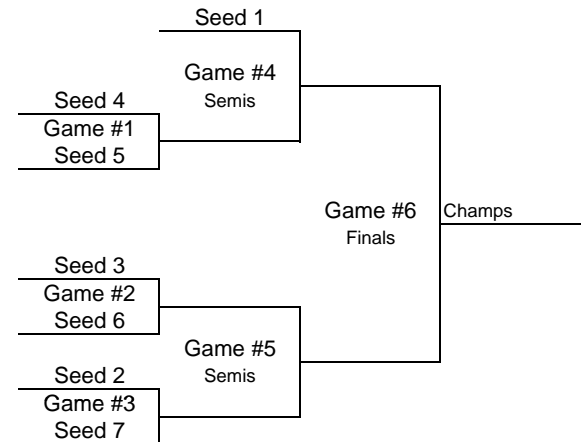




2009 WAGS All Star Tournament

Two games for each team for pool play. Teams will then be seeded into a single elimination bracket for elimination play.

8U Silver		
MAP Oakview High School		
Friday		
29-May	6:00 PM	WAGS Lightning v. Simi Valley Bronze
Saturday		
30-May	9:40 AM	Newbury Park v. Moorpark Green
	11:20 AM	Irvine v. Simi Valley Silver
	1:00 PM	Norwalk v. Simi Valley Bronze
	2:40 PM	WAGS Lightning v. Moorpark Green
	4:20 PM	Newbury Park v. Irvine
	6:00 PM	Simi Valley Silver v. Norwalk
Sunday		
	8:00 AM	Game #1 8u Silver Elimination Play
31-May	9:40 AM	Game #2 8u Silver Elimination Play
	11:20 AM	Game #3 8u Silver Elimination Play
	1:00 PM	Game #4 8u Silver Semis
	2:40 PM	Game #5 8u Silver Semis
	4:20 PM	Game #6 8u Silver Finals



Pool A

WAGS Lightning
Newbury Park
Simi Valley Silver
Simi Valley Bronze
Moorpark Green
Irvine
Norwalk

Tie Breaker System:

1. Win-Loss Record in Pool Play
2. Result of Head-to-Head Competition within the Pool
3. Fewest Runs Allowed in Games Between Teams that are Tied
4. Best Run Differential in all Pool Play Games (maximum per game run differential of +8 or -8)

$$\text{Run Differential} = \text{Sum} ((\text{Game 1 (Score of Team being Determined)} - (\text{Score Opposition})) + (\text{Game 2 (Score of Team being Determined)} - (\text{Score Opposition})))$$

If, in the event of a 3-way tie, the 3-way tie is broken either before step #4 or upon completion of step #4 and a 2-way tie still remains, the two remaining tied teams will revert back to step #2 and repeat the tie-breaker criteria from that point in order to break the tie.

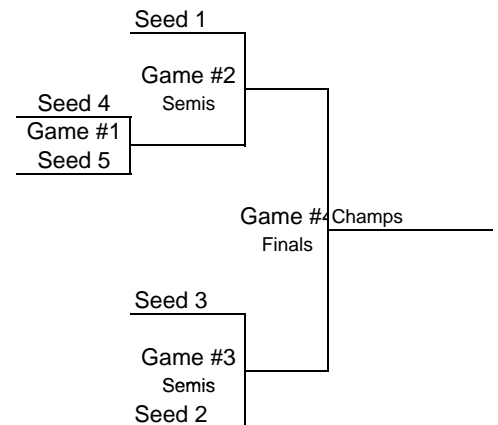
5. Coin Toss



2009 WAGS All Star Tournament

Two games for each team for pool play. Teams will then be seeded into a single elimination bracket for elimination play.

		8U Gold	
		MAP Oak Park High School	
Saturday			
30-May			
	11:30 AM	Irvine Gold v. Moorpark Gold	
	1:10 PM	South Huntington Beach v. El Rio	
	2:50 PM	WAGS Thunder v. Moorpark Gold	
	4:30 PM	Irvine Gold v. South Huntington Beach	
	6:10 PM	WAGS Thunder v. El Rio	
Sunday			
31-May	10:00 AM	Game #1 8u Gold Elimination Play	
	11:40 AM	Game #2 8u Gold Semi-Final	
	1:20 PM	Game #3 8u Gold Semi-Final	
	3:00 PM	Game #4 8u Gold Final	



Pool A

WAGS Thunder Moorpark Gold Irvine Gold El Rio South Huntington Beach Bomb Squad
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Tie Breaker System:

1. Win-Loss Record in Pool Play
2. Result of Head-to-Head Competition within the Pool
3. Fewest Runs Allowed in Games Between Teams that are Tied
4. Best Run Differential in all Pool Play Games (maximum per game run differential of +8 or -8)
 Run Differential = Sum ((Game 1 (Score of Team being Determined) – (Score Opposition)) + (Game 2 (Score of Team being Determined) – (Score Opposition)))

If, in the event of a 3-way tie, the 3-way tie is broken either before step #4 or upon completion of step #4 and a 2-way tie still remains, the two remaining tied teams will revert back to step #2 and repeat the tie-breaker criteria from that point in order to break the tie.

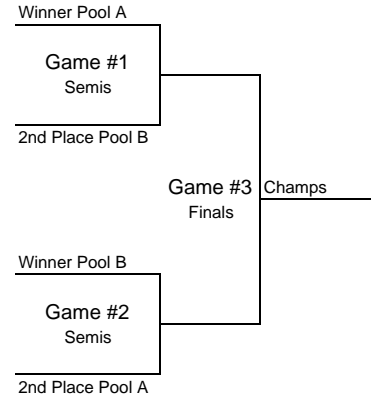
5. Coin Toss



2009 WAGS All Star Tournament

Two pools of 4 for pool play. Top 2 from each pool advance to semis for elimination play.

10U Silver		
	MAP Oak Park High School	Agoura JV MAP
Saturday		
	8:00 AM WAGS Hurricanes v. Newbury Park Gold	Moorpark Green v. Simi Valley Silver
30-May	9:40 AM WAGS Lightning v. Newbury Park Silver	Irvine Silver v. Simi Valley Bronze
	11:20 AM	WAGS Hurricanes v. Simi Valley Silver
	1:00 PM	WAGS Lightning v. Simi Valley Bronze
	2:40 PM	Irvine Silver v. Newbury Park Silver
	4:20 PM	Newbury Park Gold v. Moorpark Green
	6:00 PM	Newbury Park Silver v. Simi Valley Bronze
Sunday		
	8:00 AM WAGS Hurricanes v. Moorpark Green	WAGS Lightning v. Irvine Silver
31-May	9:40 AM	Simi Valley Silver v. Newbury Park Gold
	Noon	Game #1 10u Silver Semis
	1:40 PM	Game #2 10u Silver Semis
	3:20 PM	Game #3 10u Silver Finals



Pool A

WAGS Lightning
 Newbury Park Silver
 Simi Valley Bronze
 Irvine Silver

Pool B

WAGS Hurricanes
 Newbury Park Gold
 Simi Valley Silver
 Moorpark Green

Tie Breaker System:

1. Win-Loss Record in Pool Play
2. Result of Head-to-Head Competition within the Pool
3. Fewest Runs Allowed in Games Between Teams that are Tied
4. Best Run Differential in all Pool Play Games (maximum per game run differential of +8 or -8)

$$\text{Run Differential} = \text{Sum} ((\text{Game 1 (Score of Team being Determined)} - (\text{Score Opposition})) + (\text{Game 2 (Score of Team being Determined)} - (\text{Score Opposition})))$$

If, in the event of a 3-way tie, the 3-way tie is broken either before step #4 or upon completion of step #4 and a 2-way tie still remains, the two remaining tied teams will revert back to step #2 and repeat the tie-breaker criteria from that point in order to break the tie.

5. Coin Toss

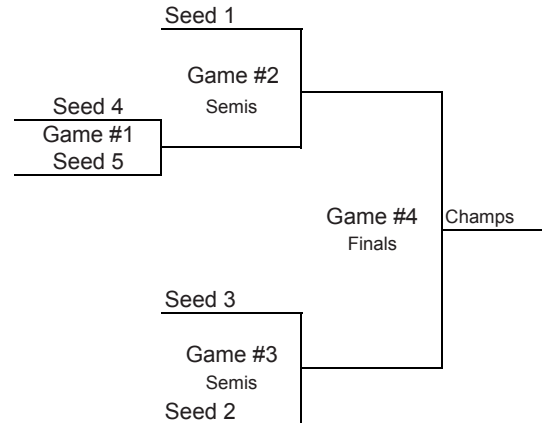


2009 WAGS All Star Tournament

Two games for each team for pool play. Teams will then be seeded into a single elimination bracket for elimination play.

		10U Gold
		Oak Park HS MAP
Friday	6:00 PM	WAGS Thunder v. El Rio
	29-May	
		Agoura High School Varsity MAP
Saturday	1:15 PM	Irvine Gold v. Moorpark Gold
	30-May	
	2:55 PM	Norwalk v. El Rio
	4:35 PM	WAGS Thunder v. Moorpark Gold
	6:15 PM	Irvine Gold v. Norwalk
Sunday		Agoura High School Varsity
	31-May	
	9:40 AM	Game #1 10u Gold Elimination Play
	11:20 AM	Game #2 10u Gold Semi-Final
	1:00 PM	Game #3 10u Gold Semi-Final
	2:40 PM	Game #4 10u Gold Final

WAGS Thunder Irvine Gold Moorpark Gold El Rio Norwalk



Tie Breaker System:

1. Win-Loss Record in Pool Play
2. Result of Head-to-Head Competition within the Pool
3. Fewest Runs Allowed in Games Between Teams that are Tied
4. Best Run Differential in all Pool Play Games (maximum per game run differential of +8 or -8)
 Run Differential = Sum ((Game 1 (Score of Team being Determined) – (Score Opposition)) + (Game 2 (Score of Team being Determined) – (Score Opposition)))

If, in the event of a 3-way tie, the 3-way tie is broken either before step #4 or upon completion of step #4 and a 2-way tie still remains, the two remaining tied teams will revert back to step #2 and repeat the tie-breaker criteria from that point in order to break the tie.

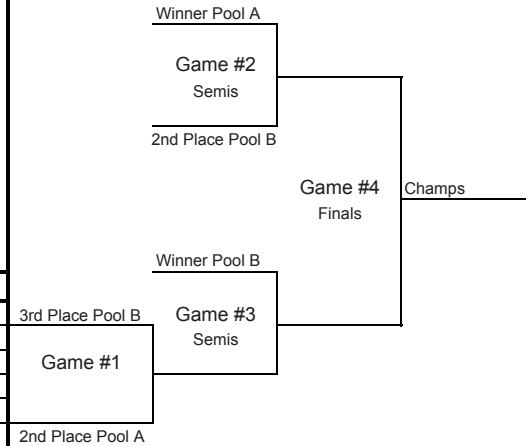
5. Coin Toss



2009 WAGS All Star Tournament

Two pools of 4 for pool play. Top 2 teams from each pool advance to semis for elimination play.

12U Silver		
MAP Agoura JV		
Friday		
29-May	6:00 PM	WAGS Lightning v. Simi Valley Bronze
Saturday		
MAP Valley View		
30-May	8:00 AM	Moorpark Green v. Newbury Park
	9:40 AM	Hart Silver v. Simi Valley Bronze
	11:20 AM	Hart Silver v. Irvine Silver
	1:00 PM	Irvine Silver v. WAGS Lightning
	2:40 PM	WAGS Hurricanes v. Newbury Park
	4:20 PM	Irvine Silver v. Simi Valley Bronze
	6:00 PM	WAGS Lightning v. Hart Silver
MAP Westlake JV		
Sunday		
31-May	8:00 AM	WAGS Hurricanes v. Moorpark Green
	9:40 AM	
	11:20 AM	Game #1 12u Silver Elimination
	1:00 PM	Game #2 12u Silver Semis
	2:40 PM	Game #3 12u Silver Semis
	4:20 PM	Game #4 12u Silver Finals



Pool A	Pool B
WAGS Lightning Hart Silver Simi Valley Bronze Irvine Silver	WAGS Hurricanes Moorpark Green Newbury Park

Tie Breaker System:

1. Win-Loss Record in Pool Play
2. Result of Head-to-Head Competition within the Pool
3. Fewest Runs Allowed in Games Between Teams that are Tied
4. Best Run Differential in all Pool Play Games (maximum per game run differential of +8 or -8)
 Run Differential = Sum ((Game 1 (Score of Team being Determined) – (Score Opposition)) + (Game 2 (Score of Team being Determined) – (Score Opposition)))

If, in the event of a 3-way tie, the 3-way tie is broken either before step #4 or upon completion of step #4 and a 2-way tie still remains, the two remaining tied teams will revert back to step #2 and repeat the tie-breaker criteria from that point in order to break the tie.

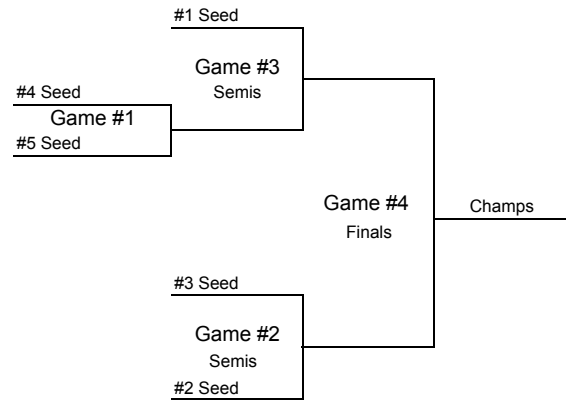
5. Coin Toss



2009 WAGS All Star Tournament

Two games for each team for pool play. Teams will then be seeded into a single elimination bracket for elimination play.

		12U Gold
		MAP Agoura Varsity
Friday		
29-May	6:00 PM	WAGS Thunder v. Moorpark Gold
Saturday		
30-May	8:00 AM	El Rio v. Norwalk
	9:40 AM	Norwalk v. Irvine Gold
	11:20 AM	WAGS Thunder v. Irvine Gold
		MAP Westlake Varsity
Sunday		
31-May	8:00 AM	El Rio v. Moorpark Gold
	11:20 AM	Game #1 12u Gold Elimination Play
	1:00 PM	Game #2 12u Gold Semis
	2:40 PM	Game #3 12u Gold Semis
	4:20 PM	Game #4 12u Finals



Pool A

WAGS Thunder Moorpark Gold Irvine Gold El Rio Norwalk
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Tie Breaker System:

1. Win-Loss Record in Pool Play
2. Result of Head-to-Head Competition within the Pool
3. Fewest Runs Allowed in Games Between Teams that are Tied
4. Best Run Differential in all Pool Play Games (maximum per game run differential of +8 or -8)
 Run Differential = Sum ((Game 1 (Score of Team being Determined) – (Score Opposition)) + (Game 2 (Score of Team being Determined) – (Score Opposition)))

If, in the event of a 3-way tie, the 3-way tie is broken either before step #4 or upon completion of step #4 and a 2-way tie still remains, the two remaining tied teams will revert back to step #2 and repeat the tie-breaker criteria from that point in order to break the tie.

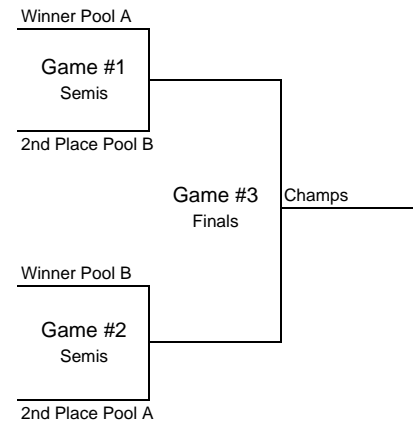
5. Coin Toss



2009 WAGS All Star Tournament

Two pools of 4 for pool play. Top 2 teams from each pool advance to semis for elimination play.

		14U	
		MAP Oaks Chirstian HS	
Friday			
29-May	6:00 PM	WAGS Lightning v. Moorpark	
	7:45 PM	WAGS Thunder v. El Rio	
Saturday			
30-May	8:00 AM	Newbury Park vs. Moorpark	
	9:40 AM	Moorpark v. Irvine	
	11:20 AM	WAGS Lightning vs. Newbury Park	
	1:00 PM	WAGS Lightning v. Irvine	
	2:40 PM	WAGS Thunder vs. Norwalk	
	4:20 PM	El Rio v. Norwalk	
	6:00 PM	El Rio vs. Long Beach Heartwell TNT	
	7:40 PM	Long Beach Heartwell TNT vs. WAGS Thunder	
Sunday			
		MAP Westlake JV	Westlake Varsity MAP
31-May	9:40 AM	Norwalk vs. Long Beach Heartwell TNT	Irvine vs. Newbury Park
Oaks Chirstian HS			
	2:00 PM	Game #1 14u Semis	
	3:40 PM	Game #2 14u Semis	
	5:20 PM	Game #3 14u Finals	



Pool A

WAGS Thunder
Long Beach Heartwell TNT
El Rio
Norwalk

Pool B

WAGS Lightning
Newbury Park
Irvine
Moorpark

Tie Breaker System:

1. Win-Loss Record in Pool Play
2. Result of Head-to-Head Competition within the Pool
3. Fewest Runs Allowed in Games Between Teams that are Tied
4. Best Run Differential in all Pool Play Games (maximum per game run differential of +8 or -8)
 $\text{Run Differential} = \text{Sum} ((\text{Game 1 (Score of Team being Determined)} - (\text{Score Opposition})) + (\text{Game 2 (Score of Team being Determined)} - (\text{Score Opposition})))$

If, in the event of a 3-way tie, the 3-way tie is broken either before step #4 or upon completion of step #4 and a 2-way tie still remains, the two remaining tied teams will revert back to step #2 and repeat the tie-breaker criteria from that point in order to break the tie.

5. Coin Toss