

# **LITTLE LEAGUE ONTARIO**

## **3-TEAM ROUND ROBIN FORMAT**

Reviewed for the 2011 Tournament Season

Teams A thru C are set as per the draw held at the preceding AGM.

Banquet must be held on or before any team is eliminated, in this case on or before breakfast on Day 3.

Host may decide order of games on each day but must keep the days in this order.

Note that with permission of the Regional Director of Little League Canada, these three games could be played in one day, giving each team a Double Header.

### **ROUND ROBIN**

Day 1: Team A vs Team B

Day 2: Team C vs Team A

Day 3: Team B vs Team C

Rained out games get rescheduled on Day 4, pushing out the play-offs.

### **PLAYOFF**

Little League Canada Tie-breakers will be used to establish 1<sup>st</sup> and/or 2<sup>nd</sup> places, as and if necessary.

Day 4: 2<sup>nd</sup> place vs 1<sup>st</sup> place (Final)

Day 5: available for schedule slips due to rain or tie-breaker games

Day 6: available for schedule slips due to rain or tie-breaker games

Day 7: Travel day for the winner to go to the Canadian Championship.



# LITTLE LEAGUE ONTARIO

## 5-TEAM ROUND ROBIN FORMAT

Reviewed for the 2011 Tournament Season

Teams A thru E are set as per the draw held at the preceding AGM.

Banquet must be held on or before any team is eliminated, in this case, on or before breakfast on Day 5.

Host may decide order of games on each day but must keep the days in this order.

### **ROUND ROBIN**

Day 1: Team A vs Team B   Team C vs Team D   Team E is off  
Day 2: Team B vs Team C   Team A vs Team E   Team D is off  
Day 3: Team A vs Team D   Team B vs Team E   Team C is off  
Day 4: Team A vs Team C   Team D vs Team E   Team B is off  
Day 5: Team B vs Team D   Team C vs Team E   Team A is off

Rained out games get rescheduled on Day 6, pushing out the play-offs.

### **PLAYOFF**

Little League Canada Tie-breakers will be used to establish 1<sup>st</sup>, 2<sup>nd</sup> and/or 3<sup>rd</sup> place, as and if necessary.

Little League Canada Tournament Policy dictates that for tournaments with fewer than 6 teams, the play-off is a semi-final of 2<sup>nd</sup> place vs 3<sup>rd</sup> place, with the winner playing in the final vs 1<sup>st</sup> place.

Day 6: 3<sup>rd</sup> place vs 2<sup>nd</sup> place (Semi-Final)

Day 7: Winner of Semi-Final vs 1<sup>st</sup> place (Final)

Day 8: available for schedule slips due to rain or tie-breaker games

Day 9: available for schedule slips due to rain or tie-breaker games

Day 10: Travel day for the winner to go to the Canadian Championship.



**LITTLE LEAGUE ONTARIO**  
**8-TEAM ROUND ROBIN FORMAT**  
**(TWO POOLS OF 4)**

Reviewed for the 2011 Tournament Season

Teams A thru H are set as per the draw held at the preceding AGM. Teams A, B, C and D are Pool 1.  
Teams E, F, G and H are Pool 2.

Banquet must be held on or before any team is eliminated, in this case on or before breakfast on Day 3.

Host may decide order of games on each day but must keep the days in this order.

**ROUND ROBIN**

<u>Pool 1</u>	<u>Pool 2</u>
Day 1: Team A vs Team B    Team C vs Team D	Team E vs Team F    Team G vs Team H
Day 2: Team A vs Team C    Team D vs Team B	Team E vs Team G    Team H vs Team F
Day 3: Team C vs Team B    Team D vs Team A	Team G vs Team F    Team H vs Team E

Rained out games get rescheduled on Day 4, pushing out the play-offs.

**PLAYOFF**

Little League Canada Tie-breakers will be used to establish 1<sup>st</sup> place and/or 2<sup>nd</sup> place in each pool, as and if necessary.

Day 4: 2<sup>nd</sup> place Pool 1 vs 1<sup>st</sup> place Pool 2            2<sup>nd</sup> place Pool 2 vs 1<sup>st</sup> place Pool 1

Day 5: Winner of Semi-Final 1 vs Winner of Semi-Final 2            (Final)

Day 6: available for schedule slips due to rain or tie-breaker games

Day 7: available for schedule slips due to rain or tie-breaker games

Day 8: Travel day for the winner to go to the Canadian Championship.

# LITTLE LEAGUE ONTARIO 4-TEAM DOUBLE ELIMINATION FORMAT

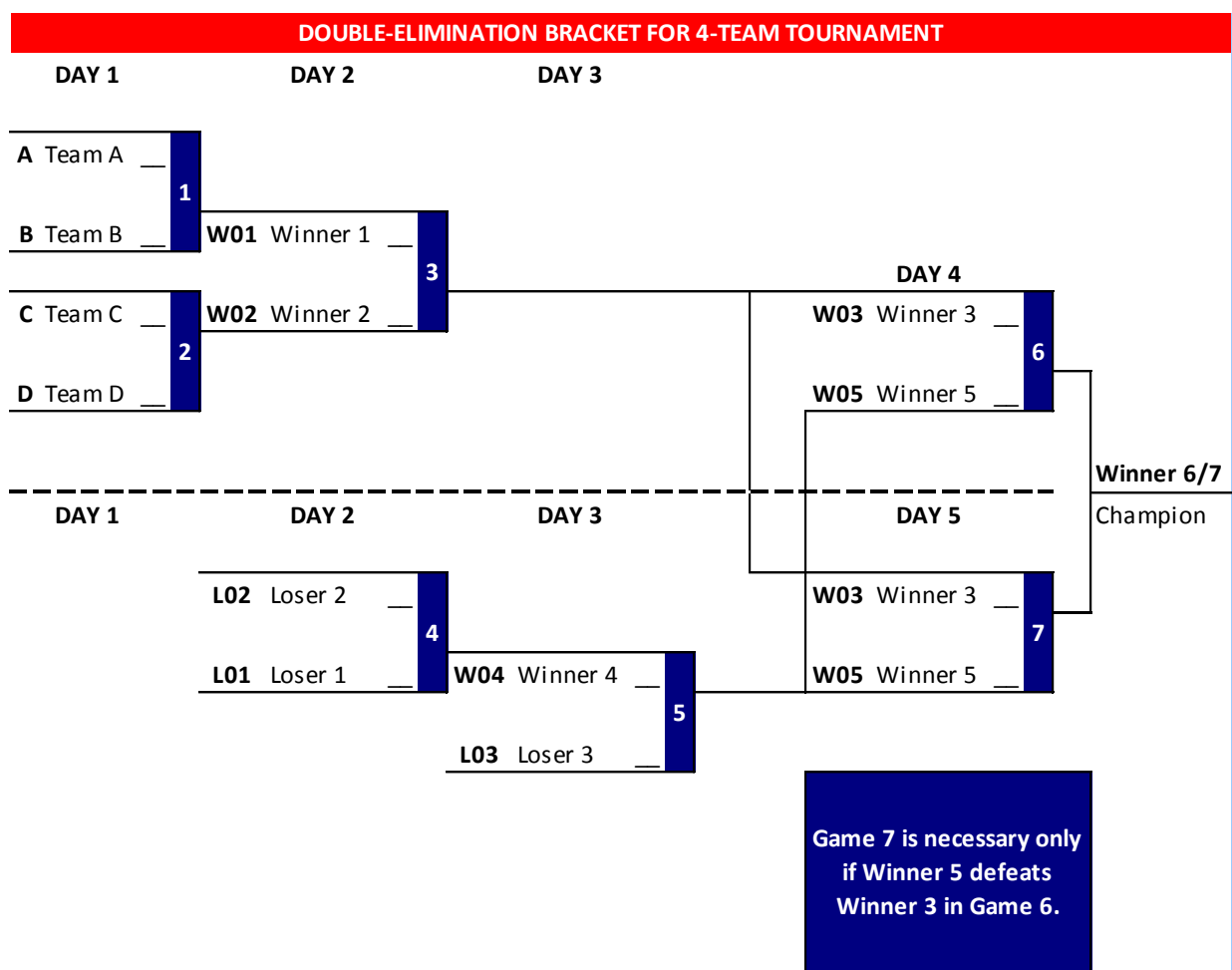
Reviewed for the 2011 Tournament Season

Teams A thru D are set as per the draw held at the preceding AGM.

Banquet must be held on or before any team is eliminated, in this case on or before breakfast (or lunch?) on Day 2.

Host may decide order of games 1 & 2 on Day 1. All other games must be played in order.

It is appreciated when games 5 thru 7 can be scheduled as early in the day as possible so that eliminated teams from long distances can check out of their hotels (saves another night) and begin the drive home.



Rained out games get rescheduled immediately, pushing out other games.

Day 4: Game 6 (First Final)

Day 5: Game 7 ("If Necessary" Final)

Day 6: available for schedule slips due to rain

Day 7: available for schedule slips due to rain

Day 8: Travel day for the winner to go to the Canadian Championship.

# LITTLE LEAGUE ONTARIO 5-TEAM DOUBLE ELIMINATION FORMAT

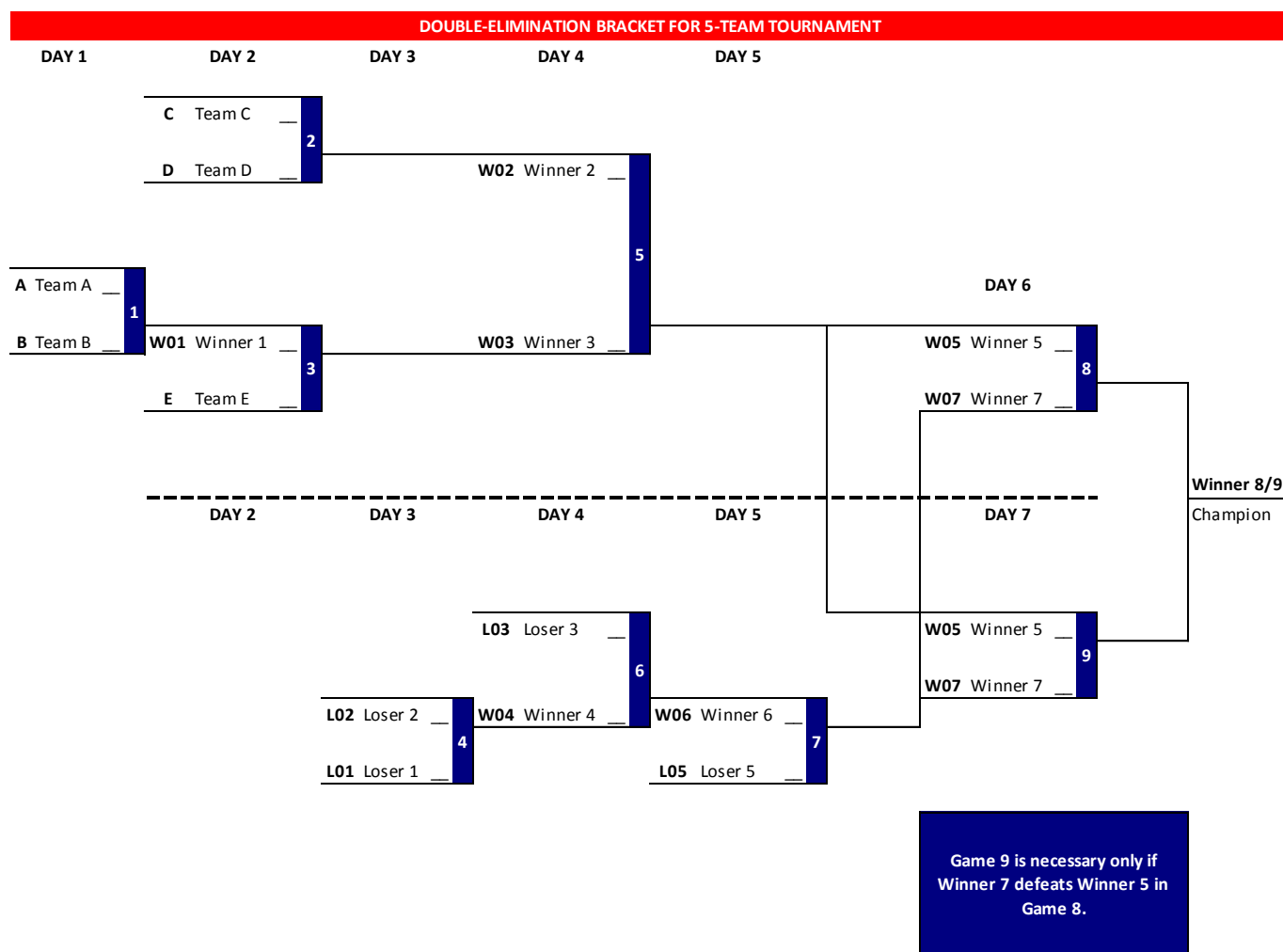
Reviewed for the 2011 Tournament Season

Teams A thru E are set as per the draw held at the preceding AGM.

Banquet must be held on or before any team is eliminated, in this case on or before breakfast (or lunch?) on Day 3.

All games must be played in order.

It is appreciated when games 7 thru 9 can be scheduled as early in the day as possible so that eliminated teams from long distances can check out of their hotels (saves another night) and begin the drive home.



Rained out games get rescheduled immediately, pushing out other games.

Day 6: Game 8 (First Final)

Day 7: Game 9 ("If Necessary" Final)

Day 8: available for schedule slips due to rain

Day 9: available for schedule slips due to rain

Day 10: Travel day for the winner to go to the Canadian Championship.

# LITTLE LEAGUE ONTARIO 6-TEAM DOUBLE ELIMINATION FORMAT

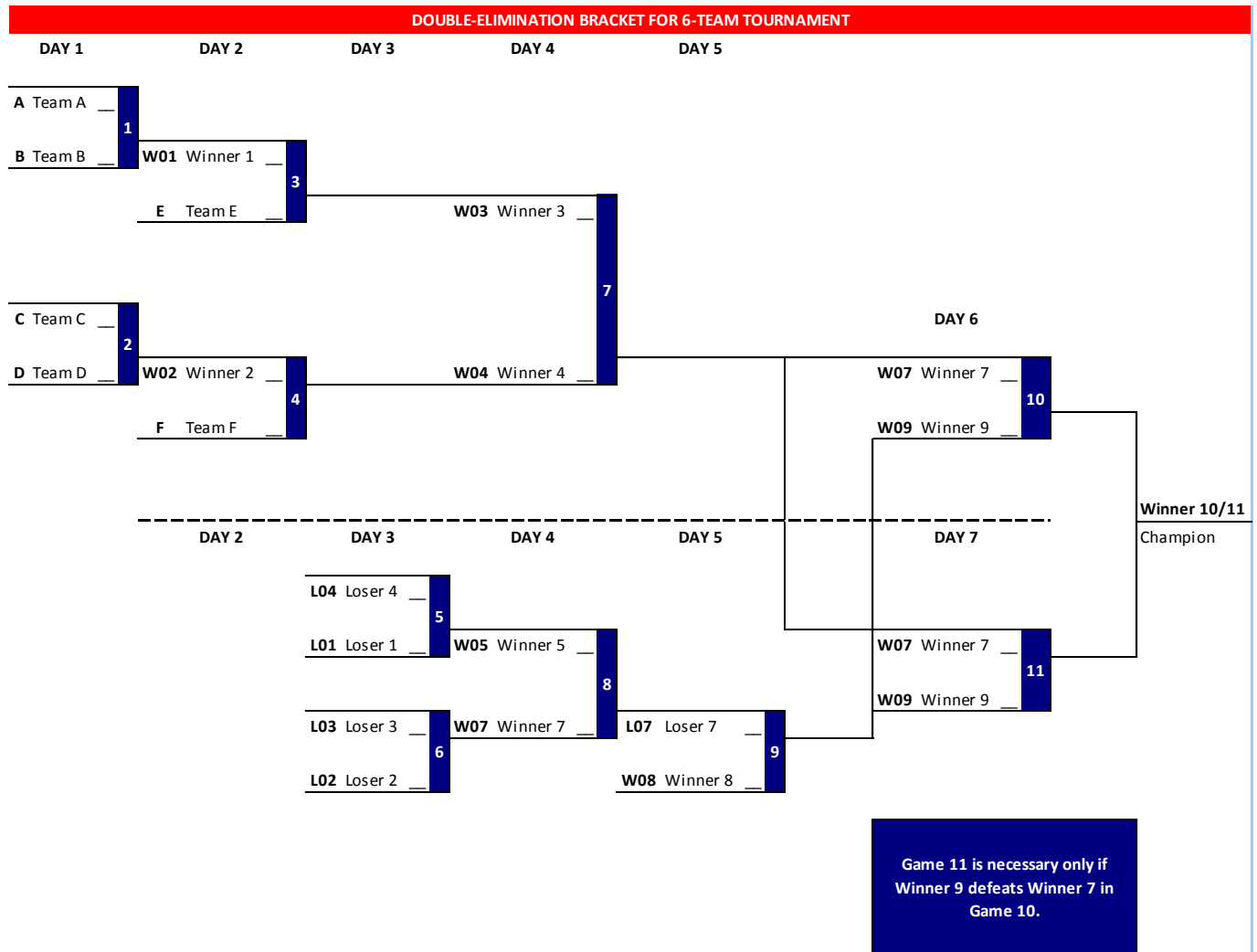
Reviewed for the 2011 Tournament Season

Teams A thru F are set as per the draw held at the preceding AGM.

Banquet must be held on or before any team is eliminated, in this case on or before breakfast (or lunch?) on Day 3.

Host may decide order of games 1 & 2 on Day 1. Host may decide order of games 3 & 4 on Day 2. Host may decide order of games 5 & 6 on Day 3. All other games must be in order.

It is appreciated when games 9 thru 11 can be scheduled as early in the day as possible so that eliminated teams from long distances can check out of their hotels (saves another night) and begin the drive home.



Rained out games get rescheduled immediately, pushing out other games.

Day 6: Game 10 (First Final)

Day 7: Game 11 ("If Necessary" Final)

Day 8: available for schedule slips due to rain

Day 9: available for schedule slips due to rain

Day 10: Travel day for the winner to go to the Canadian Championship.

# LITTLE LEAGUE ONTARIO 7-TEAM DOUBLE ELIMINATION FORMAT

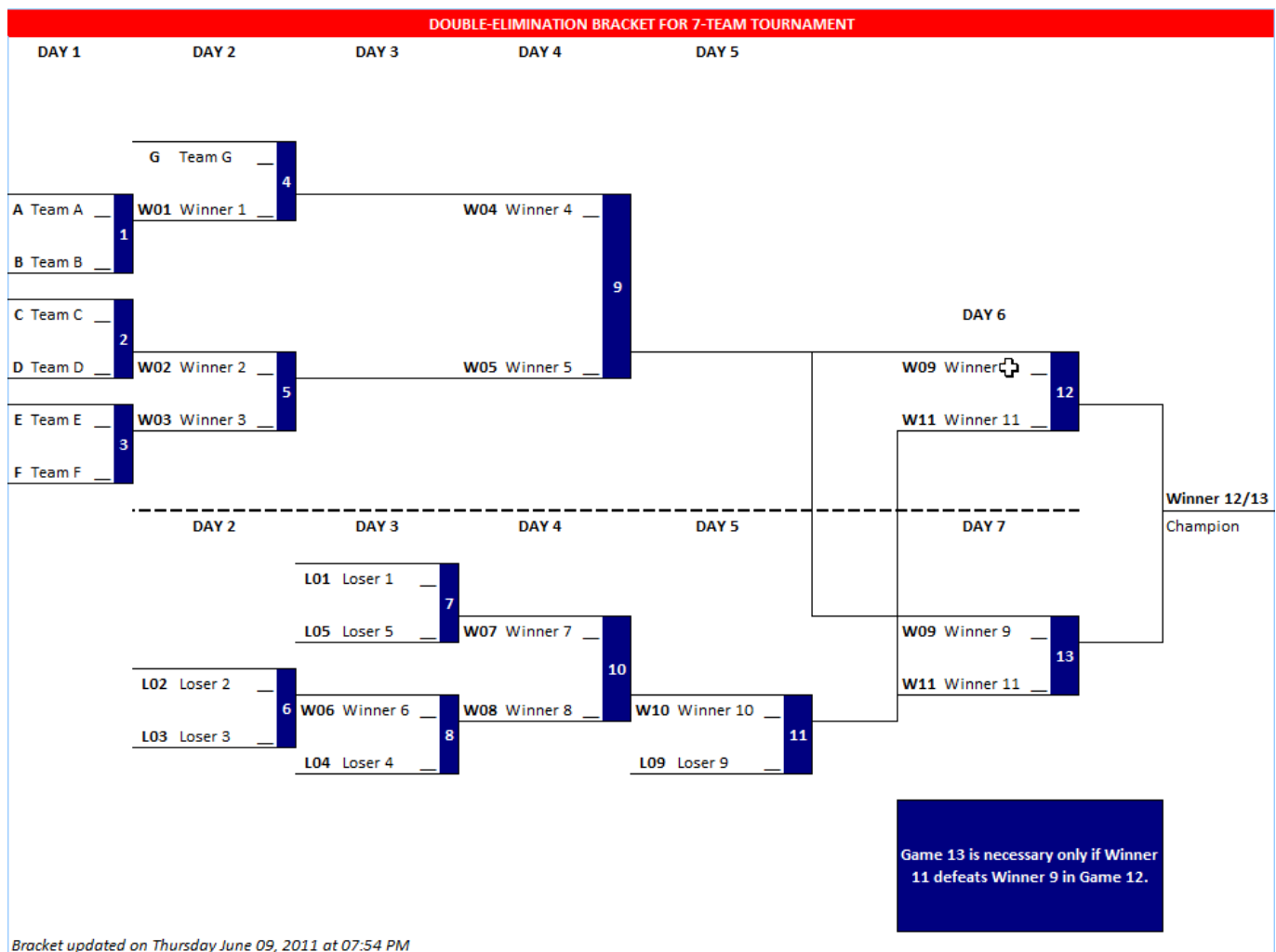
Reviewed for the 2011 Tournament Season

Teams A thru G are set as per the draw held at the preceding AGM.

Banquet must be held on or before any team is eliminated, in this case on or before breakfast (or lunch?) on Day 2.

Host may decide order of games 1, 2 and 3 on Day 1. Host may decide order of games 4 and 5 on Day 2. However, games 4 and 5 must come before game 6 on Day 2. All other games must be in order.

It is appreciated when games 11 thru 13 can be scheduled as early in the day as possible so that eliminated teams from long distances can check out of their hotels (saves another night) and begin the drive home.



Rained out games get rescheduled immediately, pushing out other games.

Day 6: Game 12 (First Final)

Day 7: Game 13 ("If Necessary" Final)

Day 8: available for schedule slips due to rain

Day 9: available for schedule slips due to rain

Day 10: Travel day for the winner to go to the Canadian Championship.







# LITTLE LEAGUE ONTARIO

## 9-TEAM DOUBLE ELIMINATION FORMAT

### NOTES

Reviewed for the 2011 Tournament Season

Can we prove that the Ontario 8-day 9-Team DE bracket is equivalent to the Traditional one as on the LL International web site? Yes.

#### TRADITIONAL

DAY 1	1	A vs B
DAY 2	2	C vs D
DAY 2	3	E vs F
DAY 2	4	G vs H
DAY 2	5	I vs W01
DAY 3	6	L03 vs L01
DAY 4	7	W05 vs W04
DAY 4	8	W02 vs W03
DAY 4	9	L04 vs L05
DAY 4	10	W06 vs L02
DAY 5	11	L08 vs W09
DAY 5	12	L07 vs W10
DAY 6	13	W07 vs W08
DAY 6	14	W11 vs W12
DAY 7	15	L13 vs W14
DAY 8	16	W13 vs W15
DAY 9	17	W13 vs W15

#### ONTARIO

DAY 1	1	A vs B
DAY 1	2	C vs D
DAY 1	3	E vs F
DAY 1	4	G vs H
DAY 2	5	W01 vs I
DAY 2	6	L02 vs L03
DAY 2	7	L01 vs L04
DAY 2	8	W02 vs W03
DAY 3	9	L05 vs W06
DAY 3	10	W04 vs W05
DAY 3	11	W07 vs L08
DAY 4	12	W09 vs L10
DAY 4	13	W08 vs W10
DAY 5	14	W12 vs W11
DAY 6	15	L13 vs W14
DAY 7	16	W13 vs W15
DAY 8	17	W13 vs W15

- Start with the Traditional Bracket.
- Push Game 1 to Day 2, which pushes Game 5 to Day 3.
  - This eliminates Day 1.
  - So we renumber the old Days 2 to 9 to be new Days 1 to 8.
- Leave Games 2, 3 and 4 alone.
- Change Game 6 on the “Loser Side” so that Game 6 is now Loser 2 (instead of Loser 1) vs Loser 3.
- Renumber old Game 7 to new Game 10.
- Renumber Game 9 on the “Loser Side” to be new Game 7 so that Game 7 is now Loser 1 (instead of Loser 5) vs Loser 4.
- Pull Game 8 ahead from new Day 3 to new Day 2.
- Old Game 9 gets renamed new Game 7 and is Winner 6 vs Loser 5.
- Game 11 becomes Winner 7 vs Loser 8
- Game 12 becomes Loser 9 vs Winner 10
- Pull Game 13 ahead from new Day 5 to new Day 4, and it becomes Winner 8 vs Winner 7 (instead of Winner 10)
- Games 14 to 17 remain the same.

So basically the Tournament is shortened by a day by changing some of the loser-side match-ups from the Traditional bracket. This may result in a possible re-match earlier on the loser side than desired, but that is the trade-off to save a day.