

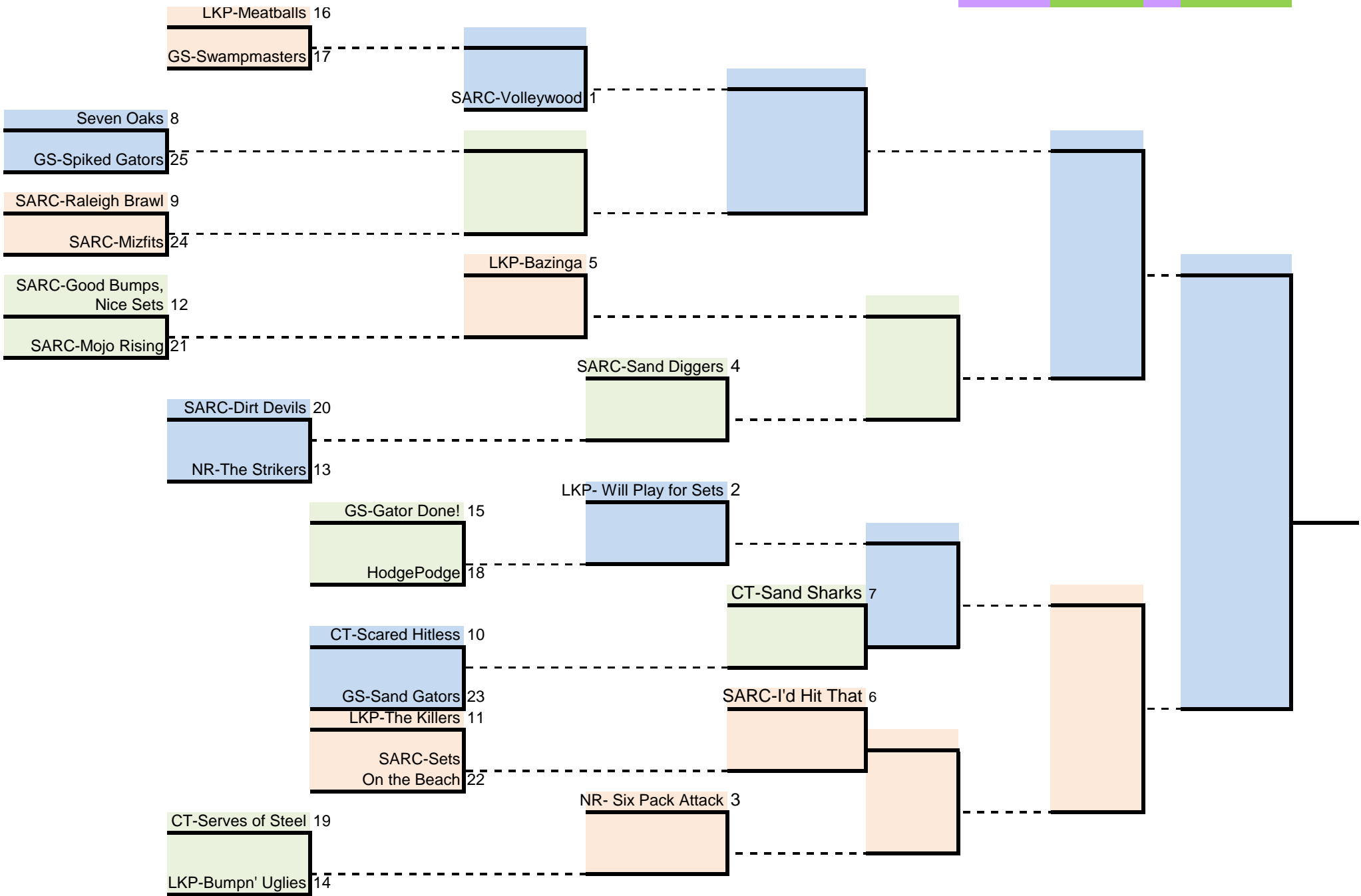
# Aug 21 Championship Night Brackets

## 25 TEAM SINGLE ELIMINATION SEEDED TOURNAMENT

court 1    court 2    court 3

5:30 PM    6:00 PM    6:30 PM    7:00 PM    7:30 PM    8:00 PM    8:30 PM    9:00 PM    9:30 PM    10:05 PM

Announcements and Raffle  
**FINAL FOUR**  
 5 min  
**GROWLER CHAMPIONSHIP**



## Standings After 3 Weeks-

Championship							2nd Tie Break- Point
Seed	Team	Night 1	Night 2	Night 3	Overall	1st Tie Break	Differential of all games *
<b>1</b>	SARC-Volleywood	3-0	4-0	4-0	<b>11-0</b>		125
<b>2</b>	LKP- Will Play for Sets	3-0	4-0	3-1	<b>10-1</b>	didn't play each other- use pts	110
<b>3</b>	NR- Six Pack Attack	2-1	4-0	4-0	<b>10-1</b>	didn't play each other- use pts	100
<b>4</b>	SARC-Sand Diggers	3-0	3-1	3-1	<b>9-2</b>	S Diggers beat Bazinga	74
<b>5</b>	LKP-Bazinga	2-1	4-0	3-1	<b>9-2</b>	lost to S Diggers	61
<b>6</b>	SARC-I'd Hit That	3-0	2-2	3-1	<b>8-3</b>	I'd Hit That beat Sharks	34
<b>7</b>	CT-Sand Sharks	2-1	3-1	3-1	<b>8-3</b>	lost to I'd Hit That	51
<b>8</b>	Seven Oaks	1-2	3-1	3-1	<b>7-4</b>	5 way tie- didn't all play each- use pts	63
<b>9</b>	SARC-Raleigh Brawl	2-1	3-1	2-2	<b>7-4</b>	5 way tie- didn't all play each- use pts	40
<b>10</b>	CT-Scared Hitless	2-1	3-1	2-2	<b>7-4</b>	5 way tie- didn't all play each- use pts	39
<b>11</b>	LKP-The Killers	2-1	1-3	4-0	<b>7-4</b>	5 way tie- didn't all play each- use pts	29
<b>12</b>	SARC-Good Bumps,Nice Sets	2-1	2-2	3-1	<b>7-4</b>	5 way tie- didn't all play each- use pts	12
<b>13</b>	NR-The Strikers	1-2	3-1	2-2	<b>6-5</b>	didn't play each other- use pts	41
<b>14</b>	LKP-Bumpn' Ugliers	2-1	2-2	2-2	<b>6-5</b>	didn't play each other- use pts	5
<b>15</b>	GS-Gator Done!	2-1	2-2	1-3	<b>5-6</b>		-21
<b>16</b>	LKP-Meatballs	1-2	0-4	3-1	<b>4-7</b>		-36
<b>17</b>	GS-Swampmasters	0-3	1-3	2-2	<b>3-8</b>	3 played each other- SM won both	-55
<b>18</b>	HodgePodge	2-1	0-4	1-3	<b>3-8</b>	HodgeP beat Steel, lost to SM	-40
<b>19</b>	CT-Serves of Steel	1-2	2-2	0-4	<b>3-8</b>	3 played each other- Steel lost both	-59
<b>20</b>	SARC-Dirt Devils	0-3	1-3	1-3	<b>2-9</b>	didn't play each other- use pts	-65
<b>21</b>	SARC-Mojo Rising	1-2	1-3	0-4	<b>2-9</b>	didn't play each other- use pts	-91
<b>22</b>	SARC-Sets On the Beach	1-2	0-4	0-4	<b>1-10</b>	4 way tie- didn't all play each- use pts	-55
<b>23</b>	GS-Sand Gators	0-3	0-4	1-3	<b>1-10</b>	4 way tie- didn't all play each- use pts	-97
<b>24</b>	SARC-Mizfits**	0-4	1-3	0-4	<b>1-11</b>	4 way tie- didn't all play each- use pts	-118
<b>25</b>	GS-Spiked Gators	0-3	1-3	0-4	<b>1-10</b>	4 way tie- didn't all play each- use pts	-135

\* 2nd Tie Break rule states that worse game is thrown out. These pts don't reflect that, but I did check all situations and a throw out would not effect the outcome.

\*\*Mizfits played an extra game- Seeding based on wins not loses. Point Diff. adjusted based on ave pt differential (130 unadjusted). Did not affect outcome