Saturday Apri	12, 2014			
RAC #1	RAG	C #2	RAC #3	RAC #4
8:00 Aro Glass Clu	bbers Mac	ch One	Sims 60+	Sims Vibration Labs
NW Silver 65-	- God	odman Racing	Casket Ready	W.E. Ruth Realty 70+
Silver 11 Def. and	+5 - HR = 3 Good	dman 11 Def. & +5 - HR = 9	Casket 11 Def. or +5 - HR = 1	Both 11 Def. Sims +5 - HR = 9
9:20 Aro Glass Clu	bbers Alls	tate Mayhem	NW Silver 65+	W.E. Ruth Realty 70+
Sims 60+	WA	Legends	Yeagers	Casket Ready
Sims 11 Def. or +5	- HR = 3 Lege	nds 11 Def. & +5 - HR = 8	Silver 11 Def. and +5 - HR = 6	Both 11 Def. Casket +5 - HR = 9
10:40 Casket Ready	, WA	Legends	Allstate Mayhem	Yeagers
NW Silver 60-	- God	odman Racing	Mach One	Sims Vibration Labs
Casket 11 Def. or	+5 - HR = 1 Ever	ı - HR = 9	Even - HR = 8	Sims 11 Def. and +5 - HR = 6
12:00 Sims 60+	God	odman Racing	Prey for Reign	Sims Vibration Labs
NW Silver 60-	- Doe	erflinger Software	Allstate Mayhem	NW Silver 65+
Even - HR = 1	Ever	ı - HR = 9	Even - HR = 8	Even - HR = 1
1:20 Aro Glass Clu	bbers Wo	lfpack Softball	WA Legends	W.E. Ruth Realty 70+
NW Silver 60-	- Kits	ap Merchants	Doerflinger Software	Yeagers
Silver 11 Def. or +5	5 - HR = 3 Ever	ı - HR = 6	Even - HR = 6	Ruth 11 Def HR = 9
2:40 Trachsel Body	/ & Paint Env	riroVac Marauders	Prey for Reign	Team Pound
W.E. Ruth Re	alty 65+ Dea	ad Sailors	Mach One	Michael's Toyota
Even - HR = 9	Envi	Vac 11 Def. or +5 - HR = 6	Even - HR = 8	Pound 11 Def. or +5 - HR = 3
4:00 Kitsap Mercha	ants Wo	lfpack Softball	Prey for Reign	Dead Sailors
W.E. Ruth Re	alty 65+ Env	riroVac Marauders	Doerflinger Software	Michael's Toyota
Ruth 11 Def. or +5	- HR = 9 Envi	Vac 11 Def. or +5 - HR = 6	Doerflinger 11 Def. and +5 - HR = 8	Even - HR = 3
5:20 Kitsap Mercha	ants Wo	lfpack Softball		Michael's Toyota
Team Pound	Tra	chsel Body & Paint		W.E. Ruth Realty 65+
Pound 11 Def. or +	-5 - HR = 3 Trac	nsel 11 Def. or +5 - HR = 6		Ruth 11 Def. or +5 - HR = 9
6:40	Tra	chsel Body & Paint		Team Pound
	Env	riroVac Marauders		Dead Sailors

Even - HR = 6

Pound 11 Def. or +5 - HR = 3

Sunday April 13, 2014			
RAC #1	RAC #2	RAC #3	RAC #4
9:00 NW Silver 65+	Allstate Mayhem	NW Silver 60+	Simms Vibration Labs
Casket Ready	Mach One	Yeagers	Sims 60+
Even - HR = 1	Even - HR = 8	Silver 11 Def. or +5 - HR = 6	Sims 65 11 Def. or +5 - HR = 1
10:20 NW Silver 65+	Prey for Reign	Doerflinger Software	Aro Glass Clubbers
Sims 60+	Allstate Mayhem	WA Legends	W.E. Ruth Realty 70+
Silver 11 Def. or +5 - HR = 1	Even - HR = 8	Even - HR = 6	Even - HR = 9
11:40 Casket Ready	Prey for Reign	WA Legends	W.E. Ruth Realty 70+
Simms Vibration Labs	Mach One	Goodman Racing	NW Silver 60+
Even - HR = 1	Even - HR = 8	Even - HR = 9	Silver 11 Def. or +5 - HR = 9
1:00 Yeagers	Goodman Racing	W.E. Ruth Realty 65+	Dead Sailors
Aro Glass Clubbers	Doerflinger Software	Wolfpack Softball	Kitsap Merchants
Even - HR = 6	Even - HR = 9	Ruth 11 Def. or +5 - HR = 9	Even - HR = 3
2:20	EnviroVac Marauders	Wolfpack Softball	Trachsel Body & Paint
	Team Pound	Dead Sailors	Michael's Toyota
	Even - HR = 6	Even - HR = 6	Trachsel 11 Def. or +5 - HR = 3
3:40	EnviroVac Marauders	Trachsel Body & Paint	Michael's Toyota
	W.E. Ruth Realty 65+	Team Pound	Kitsap Merchants

Even - HR = 3

Even - HR = 3

Even - HR = 9

2014 April Opener	Age/CI	#	HR	
Prey for Reign	Mike Wassemiller	40M	10	8
Allstate Mayhem	Joe Cleveland	40M	10	8
Mach One	Todd Torell	40M	10	8
WA Legends	Jack Orewiler	50M	8	6
Doerflinger Software	Kenny Childress	50M	8	6
Goodman Racing	Gary Kearney	55M+	8	9
Kitsap Merchants	Robert Carlson	50AAA	7	3
Michael's Toyota	Joe Colella	50AAA	7	3
Dead Sailors	Jim Perry	50AAA	7	3
Wolfpack Softball	Danny Luhtala	55M	7	6
Trachsel Body & Paint	Brian Frazier	55AAA	6	3
Team Pound	Ed Patrullo	55AAA	6	3
EnviroVac Marauders	Jim Klassen	60M	6	6
W.E. Ruth Realty	Joe Franco	65M+	6	9
Aro Glass Clubbers	John Delia	60AAA	5	3
Yeagers	Tom Brusca	65M	5	6
W.E. Ruth Realty	Bill Ruth	70M+	5	9
NW Silver	Frank Spickelmire	60AA	4	1
Sims	Orville Ware	60AA	4	1
NW Silver	Tom Frare	65AA	3	1
Casket Ready	Edd Johnson	65AA	3	1
Sims Vibration Labs	Leon Benek	65AA	3	1

Run Rule - 5 Runs per half-inning at bat (except open inning)

Time Limit - 60 minutes

Equalizers based on number rating index: minus 1 gets 11 Defenders OR +5 runs minus 2 gets 11 Defenders AND +5 runs 70+ always gets 11 Defenders

Home Run Limit of Higher Rated Team will be used.

Major-Plus = 9, over limit - outs

Major = 6, over limit - outs

(40Major = 8, over limit - outs)

AAA = 3, over limit - outs

AA = 1, over limit - outs