

COOPERSTOWN BASEBALL WORLD

POOL PLAY GAME SCHEDULE

(ALL GAMES & FIELDS ARE SUBJECT TO CHANGE FOR INCLEMENT WEATHER) Sunday / Monday / Tuesday July 9 - July 15 12U Age Division

Team Pools

Pool B

- 1. WINDY CITY WILDCATS (IL)
- 2. HUNTINGDON VALLEY Vipers (PA)

Pool A

- 3. CAP CITY DIAMOND KINGS (NY)
- 4. SOMERTON METS (AZ)
- 5.

- 1. DIAMOND CLUB ROSS (CO)
- 2. COLTS BASEBALL CLUB (GA)
- 3. WALTON ALL STARS (NY)
- 4. BP ONTARIO ALL STARS (CAN)
- 5.

Game Schedule Second Number is Home Team

		<u>Sunday,</u>	July 10th	<u>Monday, </u>	<u>Tuesday, July 12th</u>		
		<u>POOL A</u>	<u>POOL B</u>	<u>POOL/</u> <u>LOTTERY</u>	<u>POOL/</u> LOTTERY	<u>Lottery</u>	<u>Lottery</u>
	Time	Field # 2	Field #3	Field #3	Field 2	Field #2	Field 3
1.	8:00am - 10:00am	1 v 2	1 v 2	1 v 3	1 v 3	4A v 4B	2B v 2A
2.	10:30am - 12:30pm	3 v 4	3 v 4	4 v 2	4 v 2	3B v 3A	1A v 1B
3.	1:00pm - 3:00pm	2 v 3	2 v 3	3B v 1A	3A v 1B		
4.	3:30pm - 5:30pm	4 v 1	4 v 1	2A v 4B	2B v 4A	(seedings announced on	
5.	6:00pm - 8:00pm					Tuesday	/ evening)

*Seedings for Wednesday's Games will be announced on Tuesday evening, after the games, at the front desk of each dorm and on the Dry-Erase Board located at Fields #2 & #3

Sun -Tues Hall of Fame Trips -you go on your own with the tickets provided for each player and coach Tuesday is typically the day to go as you only have one game, unless we get rain Sunday or Monday *You may also go on your own if you have time Wednesday or Thursday

Warm-Up Schedule

Home Team has priority in first time slot for each warm-up session. Activity at fields before 7:00am is not allowed!!

<u>8:00AM</u>		<u>10:30AM</u>		<u>1:00PM</u>		<u>3:30</u>	<u>3:30PM</u>		<u>6:00PM</u>	
7:00am	INF	9:00AM	BP	11:45AM	BP	2:00PM	BP	4:30PM	BP	
7:10am	INF	9:30AM	BP	12:15PM	BP	2:30PM	BP	5:00PM	BP	
7:20am	BP	10:00AM	INF	12:30PM	GRNDS.	3:00PM	GRNDS.	5:30PM	GRNDS.	
7:40am	BP	10:10AM	INF	12:50PM	UMP.	3:10PM	UMP.	5:40PM	UMP.	
7:50am	GRNDS.	10:20AM	GRNDS.	1:00PM	GAME	3:20PM	GAME	5:50PM	GAME	
7:55am	UMP.	10:25AM	UMP.							
8:00am	GAME	10:30AM	GAME							