

2024 OPTIMIST RANGER (14U) CHAMPIONSHIP TOURNAMENT  
MAY 6 - 16

7) **ASTROS**

May 6 @ 5:30  
Game 1

H

4) **ANGELS**

8) **PAT. WHITE**

May 6 @ 7:15  
Game 2

H

3) **PAT. BLUE**

10) **ATHLETICS**

May 7 @ 5:30  
Game 3

H

1) **PAT. RED**

6) **MARINERS**

May 7 @ 7:15  
Game 4

H

5) **GIANTS**

9) **RED SOX**

May 8 @ 7:15  
Game 5

H

2) **RANGERS**

**ANGELS**

May 10 @ 7:15  
Game 8

H

**PATS BLUE**

May 15 @ 7:15  
Game 12

H

**PATS RED**

**GIANTS**

May 14 @ 5:30  
Game 9

H

**RANGERS**

**ASTROS**

May 8 @ 5:30  
Game 6

H

**PATS WHITE**

**ATHLETICS**

May 10 @ 5:30  
Game 7

H

**MARINERS**

**ANGELS**

May 15 @ 7:15  
Game 12

H

**ANGELS**

**PATS RED**

May 20 @ 6:00  
Game 15

H

**RANGERS**

**ASTROS**

May 14 @ 7:15  
Game 10

H

**MARINERS**

**MARINERS**

**RED SOX**

May 15 @ 5:30  
Game 11

H

**PATS BLUE**

NOTE: If, after Game #17, there are three teams with one loss each, the team having played the most games will receive the bye in Game #19. If two of the three remaining teams have played the same number of games, they will draw for the Game #19 bye. If all teams have played the same number, then all will draw for the Game #19 bye. [If three teams remain with one loss and all have played the same number of games, there will be two runners-up in the tournament.]



Winner 15

May 21 @ 7:15  
Game 17

H

May 21 @ 7:15  
Game 17

H

Winner 17

**GIANTS**

May 17 @ 7:15  
Game 14

H

**PATS BLUE**

May 21 @ 5:30  
Game 16

H

Loser 15

Bye

May 22 @ 7:15  
Game 19  
If  
Necessary

Champion

Home team in game #18  
will be Visitors in  
game #19

Winner 18

May 22 @ 5:30  
Game 18

Flip for Home team

NOTE: Advancing More Than One Team from Tournament Bracket - Any two tied teams, with the same won-loss record, after the completion of this double elimination bracket must play a one game playoff to determine which team advances to the next level of play. **EXCEPTION:** The head-to head tie-breaker may be used if the tied teams have played each other during the tournament. No other tiebreakers may be used.