

# 2014 Baseliners Halloween Classic

## 14U Pool Play

Pool A						
Game	Time	Field	Team	VS.	Team	Score
1	9:30	CMP 1	1	vs.	2	
2	11:00	CMP 1	3	vs.	4	
3	12:30	CMP 1	1	vs.	3	
4	2:00	CMP 1	1	vs.	4	
5	3:30	CMP 1	2	vs.	4	
6	5:00	CMP 1	2	vs.	3	

Pool B						
Game	Time	Field	Team	VS.	Team	Score
7	9:30	PL 1	2	vs.	5	
8	9:30	PL 2	1	vs.	3	
9	11:00	PL 1	2	vs.	4	
10	11:00	PL 2	3	vs.	5	
11	12:30	PL 1	1	vs.	4	
12	2:00	PL 1	1	vs.	5	
13	3:30	PL 1	3	vs.	2	
14	5:00	PL 1	4	vs.	5 (Extra Game)	

Pool C						
Game	Time	Field	Team	VS.	Team	Score
15	9:30	PL 3	2	vs.	5	
16	11:00	PL 3	1	vs.	3	
17	12:30	PL 3	2	vs.	4	
18	12:30	PL 2	3	vs.	5	
19	2:00	PL 3	3	vs.	4	
20	2:00	PL 2	1	vs.	5	
21	3:30	PL 3	1	vs.	2	
22*	5:00	PL 3	C4	vs.	D4	

Pool D						
Game	Time	Field	Team	VS.	Team	Score
23	9:30	PL 4	2	vs.	5	
24	11:00	PL 4	1	vs.	3	
25	12:30	PL 4	2	vs.	4	
26	2:00	PL 4	3	vs.	5	
27	3:30	PL 4	3	vs.	4	
28	3:30	PL 2	1	vs.	5	
29	5:00	PL 4	1	vs.	2	
22*	5:00	PL 3	C4	vs.	D4	

Pool A	
1	Catonsville Chaos
2	HRYS Glory
3	Ashburn Shooting Stars Black
4	McLean Magic 2K1

Pool B	
1	Great Falls Sharks 14U
2	Loudoun Inferno 14U Black
3	Maryland Integrity 14U
4	Vienna Stars 14U
5	PA Poison 14U

Pool C	
1	MD Chill
2	Ashburn Shooting Stars 14U Gold
3	PA Ball Hawks - DiCaneloro
4	REPLAY Bandits
5	Bayside Blues

Pool D	
1	Baseliners Blue
2	Summit Point Tsunami
3	Mount Vernon Magic 14u
4	Loudoun Storm 14U
5	Clarksburg Crush

Top 12 teams will be placed in the GOLD Bracket, the remaining teams will be placed in the SILVER bracket

Extra game # 14 does not count for seeding for Team 5 in Pool A but must be played.

Cross-over Game #22 counts for both teams

The following rules will determine seeding in pool play.

1. WIN-LOSS RECORD
2. HEAD TO HEAD
3. FEWEST RUNS ALLOWED
4. MOST RUNS SCORED
5. RUN DIFFERENTIAL
6. Coin Flip

\*When three or more teams are tied fewest runs allowed in all pool play games will be used in determining all 3 places. If there is still a 3 way tie runs SCORED shall be used to determine who shall advance.