

2014 Baseliners Halloween Classic

16U Pool Play

| Pool A | | | | | | |
|--------|-------|---------|------|-----|----------------|-------|
| Game | Time | Field | Team | VS. | Team | Score |
| 1 | 9:30 | Bolen 4 | 2 | vs. | 5 | |
| 2 | 9:30 | Bolen 5 | 1 | vs. | 3 | |
| 3 | 11:00 | Bolen 4 | 2 | vs. | 4 | |
| 4 | 11:00 | Bolen 5 | 3 | vs. | 5 | |
| 5 | 12:30 | Bolen 4 | 1 | vs. | 2 | |
| 6 | 2:00 | Bolen 4 | 1 | vs. | 5 | |
| 7 | 3:30 | Bolen 4 | 3 | vs. | 4 | |
| 8 | 5:00 | Bolen 4 | 4 | vs. | 5 (Extra Game) | |

| Pool A | |
|--------|--------------------------|
| 1 | API 16U ELITE |
| 2 | Maryland Cyclones |
| 3 | Vienna Velocity 16U |
| 4 | Baseliners 16U Mietlicki |
| 5 | Baseliners - Lieb |

Extra game #8 does not count for seeding for Team 5 in Pool A but must be played.

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.