

Baseliners 2012 Halloween Classic

10U Pool Play

Pool A						
Game	Time	Field	Team	VS.	Team	Score
1	8:00	Sully 1	1	vs.	2	8-1
2	9:30	Sully 1	2	vs.	5	5-10
3	11:00	Sully 1	3	vs.	5	5-14
4	12:30	Sully 1	1	vs.	3	17-3
5	12:30	Sully 2	2	vs.	4	16-15
6	2:00	Sully 2	1	vs.	5	3-14
7	2:00	Sully 1	3	vs.	4	20-5
8	3:30	Sully 1	4	vs.	5 (Extra Game)	1-21

Pool A	
1	HRYS Glory
2	McLean Magic 10U
3	Leesburg Revolution 10U
4	Virginia Glory
5	Ashburn Shooting Stars

Pool B						
Game	Time	Field	Team	VS.	Team	Score
9	8:00	Sully 2	1	vs.	2	4-8
10	9:30	Sully 2	1	vs.	3	5-10
11	11:00	Sully 2	3	vs.	2	7-4
12	12:30	Sully 3	B1	vs.	C1	0-12
13	2:00	Sully 3	B2	vs.	C2	2-5
14	3:30	Sully 2	B3	vs.	C3	4-0

Pool B	
1	Lake Shore Lightning 10U
2	LGSL 10U Freedom
3	Loudoun Storm 10U

Pool C						
Game	Time	Field	Team	VS.	Team	Score
15	8:00	Sully 3	1	vs.	2	4-0
16	9:30	Sully 3	1	vs.	3	11-0
17	11:00	Sully 3	3	vs.	2	6-7
12	12:30	Sully 3	B1	vs.	C1	0-12
13	2:00	Sully 3	B2	vs.	C2	2-5
14	3:30	Sully 2	B3	vs.	C3	4-0

Pool C	
1	Vienna Stars 02
2	Mount Vernon Magic 10U
3	Maryland Chill

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.