

Baseliners 2012 Halloween Classic

14U Pool Play

Pool A						
Game	Time	Field	Team	VS.	Team	Score
1	8:00	PL 1	1	vs.	5	1-7
2	8:00	PL 2	3	vs.	4	10-8
3	9:30	PL 1	2	vs.	5	0-14
4	11:00	PL 1	1	vs.	3	12-2
5	12:30	PL 1	4	vs.	5	0-15
6	2:00	PL 1	3	vs.	5 (Extra Game)	4-12
7	3:30	PL 1	1	vs.	2	7-0
8	5:00	PL 1	2	vs.	4	13-1

Pool A	
1	Loudoun Storm 14U
2	Severna Park 14U Elite
3	Baseliners 14U White
4	Rock 'n' Fire
5	Shooting Stars 14U Gold

Pool B						
Game	Time	Field	Team	VS.	Team	Score
9	8:00	PL 3	1	vs.	2	8-0
10	9:30	PL 3	3	vs.	4	16-0
11	11:00	PL 3	1	vs.	3	5-2
12	12:30	PL 3	2	vs.	4	16-1
13	2:00	PL 3	1	vs.	4	19-1
14	3:30	PL 3	2	vs.	3	4-13

Pool B	
1	Fielders Choice 14U
2	Tri State Thunder 14U
3	Maryland STARS 14U
4	SYC Storm

Pool C						
Game	Time	Field	Team	VS.	Team	Score
15	8:00	PL 4	1	vs.	2	4-1
16	9:30	PL 4	3	vs.	4	6-1
17	11:00	PL 4	1	vs.	3	4-0
18	12:30	PL 4	2	vs.	4	1-9
19	2:00	PL 4	1	vs.	4	12-0
20	3:30	PL 4	2	vs.	3	7-5

Pool C	
1	Vienna Stars 14U
2	Heartbreakers 14U
3	Shooting Stars 14U-Black
4	Baseliners 14U Blue

Pool D						
Game	Time	Field	Team	VS.	Team	Score
21	9:30	PL 2	1	vs.	2	5-1
22	11:00	PL 2	3	vs.	4	8-2
23	12:30	PL 2	1	vs.	3	6-15
24	2:00	PL 2	2	vs.	4	13-0
25	3:30	PL 2	1	vs.	4	10-0
26	5:00	PL 2	2	vs.	3	9-1

Pool D	
1	Virginia Cannons
2	Maryland Magic 14U
3	Xplosion 14U
4	Redbirds

Extra game #6 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.