

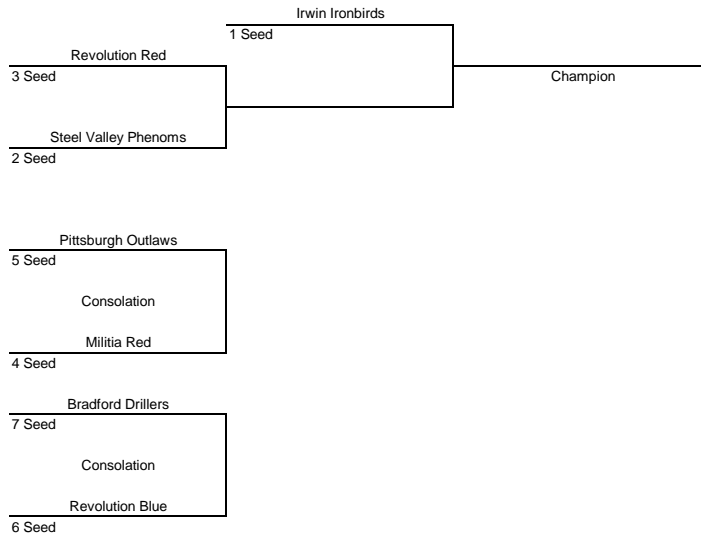


Spring Swing 2010

Division: 12U

	TEAM NAME	WIN	LOSS	RUN DIFFERENTIAL (+/-)	RUNS ALLOWED	RUNS SCORED
1	Irwin Ironbirds	II				
2	Revolution Blue		II			
3	Pittsburgh Outlaws	I	I	-7	24	9
4	Militia Red	I	I			
5	Steel Valley Phenoms	II				
6	Revolution Red	I	I	0	11	11
7	Bradford Drillers		II	-11	17	3

DAY	TIME	FIELD	SCORE	TEAM VS TEAM	SCORE
Saturday	8:00am	Sardis Pony		4 vs 2	
Saturday	10:00am	Sardis Pony	7	2 vs 3	8
Saturday	12:00pm	Sardis Pony	12	1 vs 7	1
Saturday	2:00pm	Sardis Pony	1	3 vs 4	17
Saturday	4:00pm	Sardis Pony	9	5 vs 6	6
Saturday	6:00pm	Sardis Pony		4 vs 5	
Saturday	6:00pm	Sardis Bronco	5	6 vs 7	2
Sunday	9:30am	Sardis Pony	Steel City Phenoms vs Militia Red resumed in the 6th inning		
Sunday	10:00am	Sardis Pony		1 vs 2	
Sunday	12:00pm	Sardis Pony		3 Seed vs 2 Seed	
Sunday	2:00pm	Sardis Pony		Championship	
Sunday	4:00pm	Sardis Pony		Consolation 5 Seed vs 4 Seed	
Sunday	6:00pm	Sardis Pony		Consolation 7 Seed vs 6 Seed	



Atlantic Coast Baseball Seeding Rules

1. Head-To-Head
2. Fewest Runs Allowed
3. Runs Scored
4. Run Differential
5. Coin Flip

Additional:

1. Maximum run differential per game is 8
2. Forfeits will be scored 8-0

Tie-Breaker System

If the game is tied after all innings are completed or at time limit, the Texas Shootout tie-breaker rule will go into effect. The last three batters to have an official at bat from the previous inning will be placed on the bases. The last batter to have an official at bat will be placed on first base. The second to last batter to have an official at bat will be placed on second base. The third to last batter to have an official at bat will be placed on third base. The batter will start with a full count and the inning will be played out.