## Shockwave Summer Classic

Pool Play Schedule

| Team | designation | Team | designation |
| :--- | :---: | :--- | :---: |
| NE Shockwave | 1 | RI Rampage | 6 |
| Frozen Ropes | 2 | BS Thunder | 7 |
| MWS Eclipse | 3 | Salem Hurricanes | 8 |
| MA Drifters | 4 | Nashoba | 9 |
| SS Chaos | 5 | MA Renegades | 10 |

## Friday Night

| Time | Teams | Field |
| :--- | :---: | :---: |
| 6:30pm | $1 \& 4$ | 3 |
| 6:30pm | $5 \& 7$ | 1 |


|  |  |  |
| :--- | :--- | :---: |
| Time | Teams | Field |
| 8:00am | $1 \& 10$ | 1 |
| 8:15am | $8 \& 2$ | 2 |
| 8:30am | $3 \& 5$ | 3 |
|  |  |  |
| 10:00am | $2 \& 6$ | 1 |
| 10:15am | $8 \& 10$ | 2 |
| 10:30am | $7 \& 9$ | 3 |
| 12:30pm | $2 \& 5$ | 1 |
| 12:45pm | $3 \& 9$ | 2 |
| $1: 00 \mathrm{pm}$ | $1 \& 7$ | 3 |
| 2:30pm | $9 \& 10$ | 1 |
| $2: 45 \mathrm{pm}$ | $6 \& 8$ | 2 |
| $3: 00 \mathrm{pm}$ | $3 \& 4$ | 3 |
|  |  |  |
| 4:30pm | $4 \& 6$ | 1 |

## Seeding

Seeding will be based on the following: Win/Loss/Tie record (Total Points).
2-points will be awarded for a win; 1-point will be awarded for a tie; 0-points will be awarded for a loss.

In the event of 2 teams being tied with the same win/loss/tie record, the following tiebreaker rules apply:

- Head to Head Competition (if 2 teams are tied and have played each other).
- Least Runs Allowed
- If still tied after least runs allowed, a coin flip will occur.

In the event of 3 or more teams being tied with the same win/loss/tie record, the following tiebreaker rules apply:

- Least Runs Allowed
- If still tied after least runs allowed, a coin flip will occur.

If a team forfeits a game, the Tournament Director may choose to drop them in the seeding. THE TIE BREAKING PROCESS DOES NOT REWARD TEAMS FOR RUNNING THE SCORE UP, DEFENSE IS REWARDED OVER OFFENSE.

