

| Park Sharon Nationals |  |  |  |  |  |
|-----------------------|--|--|--|--|--|
| SCAA                  |  |  |  |  |  |
| Waxhaw Punishers      |  |  |  |  |  |
| WCWAA Wildcats        |  |  |  |  |  |

## South Charlotte Middle School 8040 Strawberry Lane Charlotte, NC 28277

|--|

| Game # | Time     |                       | Score |    |                       | Score | Field # |
|--------|----------|-----------------------|-------|----|-----------------------|-------|---------|
| 1      | 9:00 AM  | Park Sharon Nationals |       | VS | Waxhaw Punishers      |       | 4       |
| 2      | 11:00 AM | Waxhaw Punishers      |       | vs | WCWAA Wildcats        |       | 4       |
| 3      | 1:00 PM  | SCAA                  |       | vs | Park Sharon Nationals |       | 4       |
| 4      | 3:00 PM  | WCWAA Wildcats        |       | VS | SCAA                  |       | 4       |

Champion: team with best record Runner Up: team with second best record Tie Breaker rules will be used if necessary to determine 1st and 2nd place.

Tie Breakers for Standings:

- 2 Team Tie: head to head results; if no head to head, then fewest runs allowed in 2 games; if tie remains then it goes to Run Differential.
- 3 Team Tie: Fewest runs allowed in 2 games played wins; 2nd place determined by head to head results between two teams remaining, or second fewest runs if no head to head. If two teams tie for fewest runs allowed, then third team is out and winner is determined by head to head results between the two remaining teams, or goes to Run Differential.

If a 3 team ties remains based upon fewest rules allowed, then it goes to Run Differential (runs scored minus runs allowed in two games). Note: maximum Run Differential of 10 per game. Team with highest Run Differential wins; 2nd place determined by head to head results between two teams remaining. If two teams tie with highest Run Differential, then third team is out and winner is determined by head to head results between two teams with highest Run Differential.

If a 3 team tie remains after run differential, then match coins with the odd coin the winner; 2nd place determined by head to head results between the two teams remaining.