

Shockwave Summer Surge

Pool Play Schedule

Team	designation	Team	designation
CapeCod Chaos	1	N. Shore Breakers	7
Fusion Gold	2	SouthCoast Rebels	8
Lady Mariners	3	SS Chaos - Gauthier	9
Drifters Navy	4	SouthCoast Scream	10
Drifters Orange	5	Taunton Tornadoes	11
NE Shockwave	6	Waves	12

Friday Night

Time	Teams	Field
6:15pm	4 & 10	1
6:15pm	5 & 11	2
6:15pm	6 & 9	3

Saturday

Time	Teams	Field
8:00am	3 & 5	1
8:00am	11 & 12	2
8:00am	7 & 8	3
10:00am	5 & 7	1
10:00am	8 & 11	2
10:15am	1 & 2	3
12:15pm	3 & 7	1
12:15pm	8 & 12	2
12:30pm	2 & 9	3
2:15pm	3 & 12	1
2:15pm	1 & 10	2
2:30pm	4 & 6	3
4:15pm	9 & 10	1
4:15pm	1 & 4	2
4:30pm	2 & 6	3

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.