



HUDSON VALLEY SPORTSDOME INDOOR TOURNAMENT

13U Line Drive Tournament Schedule

Saturday, March 27, 2021

Northern Dutchess Rebels, North Jersey Black Bears, Wizards,
Patterson Pirates, Putnman Valley Wild, Poughkeepsie Vikings

Field 1
(front)

Field 2
(rear)

9:30am Putnman Valley Wild vs Poughkeepsie Vikings

11:00 Wizards vs Northern Dutchess Rebels

Patterson Pirates vs North Jersey Black Bears

12:40pm Poughkeepsie Vikings vs Patterson Pirates

North Jersey Black Bears vs Putnman Valley Wild

2:10 Putnman Valley Wild vs Northern Dutchess Rebels

Poughkeepsie Vikings vs Wizards

3:40 Northern Dutchess Rebels vs North Jersey Black Bears

Wizards vs Patterson Pirates

5:15 **Championship Game**
(First Seed vs Second Seed)

Consolation Game
(Third Seed vs Fourth Seed)

All teams guaranteed 3 games
All games maximum 6 innings

Drop-dead time of 1 hour 25 minutes applies to all games
No new inning will start after 1 hour 20 minutes

TIE BREAKERS FOR FINAL SEEDINGS: To determine the spots for the final seeding, the following format will be used:

- a. Total Points Win = 7 points Tie (other than 0-0) = 2 points Tie (0 – 0) = 1 point Loss = 0
 - b. Win Record
 - c. Loss Record
 - d. Ties
 - e. Head-to-Head
 - f. Runs Allowed
 - g. Runs Scored
 - h. Coin Flip (If any team should forfeit any game, the winning team will record a 7-0 win. The losing team will record a 0-7 loss with no exception to this calculation).
- * For seeded games involving a multiway tie: once a seed is determined, the seeding reverts back to A-H.*

TIE GAMES: Pool round games that are tied after 6 innings will be recorded as a tie game. The Championship Game will be played to conclusion using a Modified Hudson Valley Sportsdome Tie-Breaker Rule*:

*Each half inning will start with the bases loaded and two outs. Each team will continue the batting order from the previous inning with the three previous batters occupying the bases, with the last batter occupying 1st base, the second batter occupying 2nd base, and the third batter occupying 3rd base.