

HUDSON VALLEY SPORTSDOME INDOOR BASEBALL TOURNAMENT  
**12U CANDY CANE CRUSH Tournament Schedule**

Thursday, December 28, 2023



**Mayhem Baseball, North Shore Giants-Fiordalisi, Long Island Vandals**

**South Burlington Wolves, Vermont Lake Hoppers, NS Giants-Sabia**

**Field 1**  
(front)

**Field 2**  
(rear)

8:00 am **Mayhem Baseball** vs **North Shore Giants-Fiordalisi**

9:30 **Long Island Vandals** vs **South Burlington Wolves**

11:00 **North Shore Giants-Fiordalisi** vs **Vermont Lake Hoppers**

12:30pm **Mayhem Baseball** vs **Long Island Vandals**

**NS Giants-Sabia** vs **South Burlington Wolves**

2:00 **Vermont Lake Hoppers** vs **NS Giants-Sabia**

**Long Island Vandals** vs **North Shore Giants-Fiordalisi**

3:30 **South Burlington Wolves** vs **Vermont Lake Hoppers**

**NS Giants-Sabia** vs **Mayhem Baseball**

5:00 **Championship Game**

(Highest Seed American League vs Highest Seed National League)

**Consolation Game**

(2<sup>nd</sup> Seed American League vs 2<sup>nd</sup> Seed National League)

**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).

**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 1<sup>st</sup> base, the second batter occupying 2<sup>nd</sup> base, and the third batter occupying 3<sup>rd</sup> base.