

2016 GMB Elite - 14U Nationals, TR Hughes - April 16th thru 17th, 2016

Age	Team #	Team	Manager	Final Seed	Wins	Losses	Ties	Runs Allowed	Runs Scored
14U	1	Mo Stixx	Robertson	1 - 1 (10) (7) #4	1	1	0	6, 4	7, 0
14U	2	Easton St Louis Tigers	Connelly (Suke)	0 - 2 (10) #7	0	1, 1	0	7, 3	6, 1
14U	3	Hitting Zone Tribe - Moore	Moore	2 - 0 (1) #1	1, 1	0	0	0, 1	4, 9
14U	4	Patriots	Blount	1 - 1 (10) (4) #5	1	1	0	1, 9	3, 1
14U	5	St Louis Prospects	Purdum	1 - 1 (8) #3	1	1	0	3, 5	4, 4
14U	6	St. Louis Naturals	Minda	1 - 1 (5) #2	1	1	0	5, 0	4, 8
14U	7	St Louis Sox	White	1 - 1 (12) #6	1	1	0	4, 8	5, 0

14U	Time	Field	Teams	Results
Saturday 4/16/2016	8:30am	TR Hughes	1 v 2	Stixx 7 - 6
	10:30am	TR Hughes	1 v 3	Tribe 4 - 0
	12:30pm	TR Hughes	2 v 4	Patriots 3 - 1
	2:30pm	TR Hughes	3 v 4	Tribe 9 - 1
Saturday 4/16/2016	4:30pm	TR Hughes	5 v 6	Prospects 4 - 3
	6:30pm	TR Hughes	5 v 7	Sox 5 - 4
	8:30pm	TR Hughes	6 v 7	Naturals 8 - 0
Sunday 4/17/2016	8:30am - G1	TR Hughes	14U - Seed #4 Stixx v Seed #5 Patriots	Stixx 5 - 0
	10:30am - G2	TR Hughes	14U - Seed #3 Prospects v Seed #6 Stl Sox	Prospects 6 - 5
	12:30pm - G3	TR Hughes	14U - Seed #2 Naturals v Seed #7 Tigers	Naturals 6 - 5
	2:30pm - G4	TR Hughes	14U - Seed #1 Tribe v Winner G1 Stixx	Tribe 6 - 0
	4:30pm - G5	TR Hughes	Winner G2 Prospects v Winner G3 Naturals	Prospects 8 - 4
	6:30pm	TR Hughes	Winner G4 Tribe v Winner G5 Prospects	14U Championships - Prospects 12 - 3

General GMB Game Rules

Play 9 Bat 9, Play 9 Bat 10 or Bat Roster Option Is Available
 Bat 9 With One DH Is Available - DH Can Be For Any Position Player (High School Rule)
 EH and DH In Same Line Up - Not Allowed
 1 Hour 40 Minute Time Limit
 Championship Games - 2 Hour Time Limit If Last Game of Day
 Bat Restrictions - 1.15 Stamp or BBCOR
 14U - Minus 5 (14U's Playing Up Must Use BBCOR)

No Metal Cleats Allowed On Portable Mounds
 Major League Baseball 3rd to 1st Balk Rule Will Be Enforced

Mercury Run Rules

20 Runs After 1 Inning
 15 Runs After 2 Innings
 12 Runs After 3 Innings
 10 Runs After 4 Innings
 8 Runs After 5 Innings

Pool Play Tie Breakers

1) Head To Head
 (If Only Two Teams With Same Record)
 2) Runs Allowed
 (Used When More Than Two Teams With Same Record)
 3) Runs Scored
 4) Coin Toss