

Run Differential Capped at 8 per

|  | Wins | Losses | Ties | Runs Allowed | Runs Scored | game |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Stl Prospects Red 16 | 5 | 0 | 0 | 6 | 66 | 40 |
| Perfect Timing Red 16 | 4 | 1 | 0 | 20 | 52 | 27 |
| BC Green 16 | 4 | 1 | 0 | 21 | 52 | 23 |
| Nebraska Prospects 16 | 4 | 1 | 0 | 26 | 41 | 13 |
| BC Blue 16 | 2 | 3 | 0 | 31 | 21 | -7 |
| Webb City | 2 | 3 | 0 | 39 | 27 | -8 |
| Arkansas Scout 16 | 2 | 3 | 0 | 34 | 19 | -12 |
| Perfect Timing South Ark | 1 | 4 | 0 | 54 | 19 | -19 |
| Perfect Timing Grey 16 | 1 | 4 | 0 | 54 | 27 | -25 |
| Victus 16 | 0 | 5 | 0 | 60 | 17 | -32 |

Because all of the teams tied at 4-1 had not played each other the tie breaker
is Run Differential. They are seeded in that order

