



The Rock & Fire

ALL TEAMS SHOULD BE PREPARED TO PLAY AT LEAST 30 MINUTES BEFORE YOUR SCHEDULED GAME TIME. SPORTSMANSHIP IS REQUIRED AT ALL TIMES. ARGUING BALLS AND STRIKES IS NOT ALLOWED AND WILL NOT BE TOLERATED. ABUSIVE LANGUAGE COULD RESULT IN AN EJECTION FROM A GAME AND POSSIBLY THE REST OF THE TOURNAMENT. SHOW GOOD SPORTSMANSHIP AT ALL TIMES. PLAYERS SHOULD HAVE IDENTIFICATION AT ALL TIMES.

Bracket: A (18u)

Field: Harry Daniel Park at Ironbridge

SUNDAY REVISED SCHEDULE

	Teams	Wins	Losses	Tie
A1	Richmond Storm (18)	2	0	
A2	Spotsy Havoc (18)	0	2	
A3	Stafford Storm (18)	1	1	

Time	Team			Team	Field
8:00	Richmond Storm (18)	12	0	Spotsy Havoc (18)	Iron 10
9:30	Richmond Storm (18)	16	1	Stafford Storm (18)	Iron 10
11:00	Spotsy Havoc (18)	0	7	Stafford Storm (18)	Iron 10
12:30	Single Elimination Playoffs Begin				

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
2. Three Way Tie:
 - A) Runs Allowed Among the tied teams. The team with the fewest runs allowed among the games involving only the tied teams will receive the highest finishing position. The team with the second fewest runs allowed will receive the next highest position and so on.
 - B) If a three way tie still exists: Runs allowed among all games played.
 - C) If a three way tie still exists: The Run Differential (runs scored minus runs allowed) in the games involving the tied teams will determine the finishing positions. The team with the highest numerical differential receives the uppermost position among the three teams. The team with the second highest numerical differential receives the uppermost position among the three teams. The team with the third highest numerical differential receives the third highest position among the three teams.
 - D) If a three way tie still exists, tournament officials will determine positions by means of a draw.
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Bracket: B (18u)

Field: Harry Daniel Park at Ironbridge

SUNDAY REVISED SCHEDULE

	Teams	Wins	Losses	Tie
B1	Southampton Storm (18)	1	1	
B2	Spotsy Vipers (18)	0	2	
B3	Richmond Ruckus Gold (18)	2	0	

Time	Team			Team	Field
8:00	Southampton Storm (18)	2	1	Spotsy Vipers (18)	Iron 9
9:30	Southampton Storm (18)	1	15	Richmond Ruckus G(18)	Iron 9
11:00	Spotsy Vipers (18)	1	12	Richmond Ruckus G (18)	Iron 9
12:30	Single Elimination Playoffs Begin				

Tie Breaker Rules:

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2. Three Way Tie:

A) Runs Allowed Among the tied teams. The team with the fewest runs allowed among the games involving only the tied teams will receive the highest finishing position. The team with the second fewest runs allowed will receive the next highest position and so on.

B) If a three way tie still exists: Runs allowed among all games played.

C) If a three way tie still exists: The Run Differential (runs scored minus runs allowed) in the games involving the tied teams will determine the finishing positions. The team with the highest numerical differential receives the uppermost position among the three teams. The team with the second highest numerical differential receives the uppermost position among the three teams. The team with the third highest numerical differential receives the third highest position among the three teams.

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Bracket: C (16 & Under)

Field: Harry Daniel Park at Ironbridge

SUNDAY REVISED SCHEDULE

	Teams	Wins	Losses	Tie
C1	VA Lady Aces (16)	2	1	
C2	Richmond Avalanche (16)	2	1	
C3	Lake Country Crushers Dean (16)	2	1	
C4	Hampton Roads Rage (16)	0	3	

Time	Team			Team	Field
8:00	VA Lady Aces (16)	4	2	Richmond Avalanche (16)	Iron 7
8:00	L.C. Crushers Dean (16)	11	6	Hampton Roads Rage (16)	Iron 8
9:30	VA Lady Aces (16)	3	4	LC Crushers Dean (16)	Iron 7
9:30	Richmond Avalanche (16)	15	1	Hampton Roads Rage (16)	Iron 8
12:30	Va Lady Aces (16)	8	0	Hampton Roads Rage (16)	Iron 7
12:30	Richmond Avalanche (16)	12	1	LC Crushers Dean (16)	Iron 8
2:00	Playoffs Begin for 1 st and 2 nd place teams				

Tie Breaker Rules:

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 - A) Runs Allowed Among the tied teams. The team with the fewest runs allowed among the games involving only the tied teams will receive the highest finishing position. The team with the second fewest runs allowed will receive the next highest position and so on.
 - B) If a three way tie still exists: Runs allowed among all games played.
 - C) If a three way tie still exists: The Run Differential (runs scored minus runs allowed) in the games involving the tied teams will determine the finishing positions. The team with the highest numerical differential receives the uppermost position among the three teams. The team with the second highest numerical differential receives the uppermost position among the three teams. The team with the third highest numerical differential receives the third highest position among the three teams.
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Bracket: D (16 & Under)

Field: Harry Daniel Park at Ironbridge

SUNDAY REVISED SCHEDULE

	Teams	Wins	Losses	Tie
D1	Lake Country Crushers Gunn (16)	2	1	
D2	Va Hurricanes (16)	0	3	
D3	Spotsy Vipers (16)	2	1	
D4	Spotsy Havoc (16)	2	1	

Time	Team			Team	Field
8:00	LC Crushers Gunn (16)	7	4	VA Hurricanes (16)	Iron 5
8:00	Spotsy Vipers (16)	5	6	Spots Havoc (16)	Iron 6
9:30	LC Crushers Gunn (16)	10	11	Spotsy Vipers (16)	Iron 5
9:30	Va Hurricanes (16)	0	10	Spotsy Havoc (16)	Iron 6
12:30	LC Crushers Gunn (16)	8	0	Spotsy Havoc (16)	Iron 5
12:30	VA Hurricanes (16)	2	5	Spotsy Vipers (16)	Iron 6
2:00	Playoffs Begin for 1 st and 2 nd place teams				

Tie Breaker Rules:

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Bracket: G (14 & Under)

Field: Warbro Athletic Complex

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	Teams	Wins	Losses	Tie
G1	Lady Pirates (14)	0	2	
G2	Hanover Thunder (14)	2	0	
G3	Richmond Ruckus (14)	1	1	
G4	Spotsy Havoc Orange (14)	1	1	

Time	Team			Team	Field
9:00	Lady Pirates (14)	0	19	Hanover Thunder (14)	War 1
10:30	Richmond Ruckus (14)	3	7	Spotsy Havoc Orange(14)	War 1
12:00	Lady Pirates (14)	9	22	Richmond Ruckus (14)	War 1
12:00	Hanover Thunder (14)	9	1	Spotsy Havoc Orange (14)	War 1
1:30	Playoffs Begin Single Elim				

Tie Breaker Rules:

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Bracket: H (14 & Under)

Field: Warbro Athletic Complex

SUNDAY REVISED SCHEDULE

	Teams	Wins	Losses	Tie
H1	Southside Rage (14)	0	2	
H2	VA Chaos (14)	2	0	
H3	Rappahannock Rapids (14)	1	1	

Time	Team			Team	Field
9:00	Southside Rage (14)	2	9	Va Chaos (14)	War 2
10:30	Southside Rage (14)	1	7	Rappahannock Rapids (14)	War 2
12:00	Va Chaos (14)	3	0	Rappahannock Rapids (14)	War 2
1:30	Playoffs Begin Single Elim				

Tie Breaker Rules:

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Bracket: J (12 & Under)

Field: LC Bird Complex

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	Teams	Wins	Losses	Tie
J1	RBI Inferno (12)	2	1	
J2	Richmond Raiders (12)	2	1	
J3	Goochland Bulldogs (12)	1	1	1
J4	Richmond Rampage (12)	0	2	1

Time	Team			Team	Field
9:00	RBI Inferno (12)	4	6	Richmond Raiders (12)	LC Bird 3
9:00	Goochland Bulldogs (12)	5	5	Richmond Rampage (12)	LC Bird 4
12:00	RBI Inferno (12)	4	2	Goochland Bulldogs(12)	LC Bird 3
12:00	Richmond Raiders (12)	10	0	Richmond Rampage (12)	LC Bird 4
3:00	RBI Inferno (12)	8	4	Richmond Rampage (12)	LC Bird 3
3:00	Richmond Raiders (12)	1	2	Goochland Bulldogs (12)	LC Bird 4
6:00	Gold Championship West End Sliders	1	11	Va Legends SS	LC Bird 3
6:00	Silver Championship Spotsy Havoc	5	9	Richmond Raiders	LC Bird 4

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Bracket: K (12 & Under)

Field: LC Bird Complex

SUNDAY REVISED SCHEDULE

	Teams	Wins	Losses	Tie
K1	VA Chaos Black (12)	1	2	
K2	West End Sliders (11)	3	0	
K3	Albemarle Redbirds (12)	1	2	
K4	VA Legends WB (12)	1	2	

Time	Team			Team	Field
9:00	VA Chaos Black (12)	0	14	West End Sliders (11)	LC Bird 5
9:00	Albemarle Redbirds (12)	8	10	Va Legends WB (12)	LC Bird 6
12:00	VA Chaos Black (12)	0	8	Albemarle Redbirds (12)	LC Bird 5
12:00	West End Sliders (11)	3	1	VA Legends WB (12)	LC Bird 6
3:00	VA Chaos Black (12)	13	6	VA Legends WB (12)	LC Bird 5
3:00	West End Sliders (11)	9	2	Albemarle Redbirds (12)	LC Bird 6

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Bracket: L (12 & Under)

Field: LC Bird Complex

SUNDAY REVISED SCHEDULE

	Teams	Wins	Losses	Tie
L1	Southampton Storm (12)	2	1	
L2	Sting Fast Pitch (12)	0	3	
L3	Powhatan Thunder (12)	1	2	
L4	Spotsy Havoc (12)	3	0	

Time	Team			Team	Field
10:30	Southampton Storm (12)	7	5	Sting Fast Pitch (12)	LC Bird 3
10:30	Powhatan Thunder (12)	2	7	Spotsy Havoc (12)	LC Bird 4
1:30	Southampton Storm (12)	10	0	Powhatan Thunder (12)	LC Bird 3
1:30	Sting Fast Pitch (12)	3	6	Spotsy Havoc (12)	LC Bird 4
4:30	Southampton Storm (12)	3	6	Spotsy Havoc (12)	LC Bird 3
4:30	Sting Fast Pitch (12)	2	8	Powhatan Thuner (12)	LC Bird 4

Tie Breaker Rules:

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2. Three Way Tie:

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Bracket: M (12 & Under)

Field: LC Bird Complex

SUNDAY REVISED SCHEDULE

	Teams	Wins	Losses	Tie
M1	Chesterfield Impulse (12)	2	1	
M2	VA Legends SS (12)	3	0	
M3	Spotsy Sliders (12)	1	2	
M4	New Kent Blast (12)	0	3	

Time	Team			Team	Field
10:30	Chesterfield Impulse (12)	0	2	VA Legends SS (12)	LC Bird 5
10:30	Spotsy Sliders (12)	5	1	New Kent Blast (12)	LC Bird 6
1:30	Chesterfield Impulse (12)	6	2	SPotsy Sliders (12)	LC Bird 5
1:30	Va Legends SS (12)	13	3	New Kent Blast (12)	LC Bird 6
4:30	Chesterfield Impulse (12)	9	1	New Kent Blast (12)	LC Bird 5
4:30	VA Legends SS (12)	8	1	Spotsy Sliders (12)	LC Bird 6

Tie Breaker Rules:

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