



# Varsity Series 4-10

**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: Varsity Series

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
A1	Va Chaos (16)	2	0	
A2	Valley Venom (16)	0	2	
A3	A Town Sluggers (16)	0	2	
A4	VA Chaos (18)	2	0	
A5	Nansemond Suffolk Academy (18)	1	1	

Time	Team			Team	Field
9:00	Va Chaos (16)	11	3	Valley Venom	Warbro 1
9:00	A Town Sluggers	4	21	VA Chaos (18)	Warbro 2
10:30	Va Chaos (16)	8	3	A Town Sluggers	Warbro 1
10:30	Valley Venom	1	16	Nansemond Suffolk ACA	Warbro 2
12:00	VA Chaos (18)	3	0	Nansemond Suffolk ACA	Warbro 1
1:30	Playoffs Begin Single Elim				

### **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.
  - E) If a two way tie exists after applying rules 2a and/or 2b, tiebreaker reverts to Rule 1.

