



## May 15 Varsity Series

Starting Times are posted below. All Times should be considered tentative until the tournament begins. If your first game time should change, you'll be notified by phone.

All coaches should check in upon arrival to receive your official Tournament Packet.

Rain Hotline: 804-378-2285 This line will be updated as early as possible Sunday morning if there's a chance for inclement weather.

Format: Teams will play 3 pool games. Pool Winners (only) will advance to a championship game.

18u: A 1<sup>st</sup> vs B 1<sup>st</sup>

16u: 4 Pool Winners will be seeded for Gold and Silver Championship Games.

**NOTE:** If a team plays 4 pool games, we will throw out their worst game for standings purposes, unless that game is involved in a tie breaker situation.

Locations:

Harry Daniel Park at Ironbridge (Iron)

Ironbridge Park:

6600 Whitepine Rd

Richmond, VA 23237

From I-95: Take Exit 62 (Route 288)

Follow Route 288 to the 1<sup>st</sup> Ironbridge Road Exit.

Go to the light and the entrance to the park is on the right.

If you have any questions, call Butch Tiller at 804-378-2285



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Bracket: A (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	LC Crushers Newton (16)			
A2	Southside Fury (18)			
A3	Manassas Blaze (18)			
A4	Va Bobcats (18)			

Time	Team		Team	Field
8:30	LC Crushers Newton (16)		Southside Fury (18)	Iron 5
10:00	LC Crushers Newton (16)		Manassas Blaze (18)	Iron 5
11:30	Manassas Blaze (18)		Va Bobcats (18)	Iron 5
1:00	Southside Fury (18)		Va Bobcats (18)	Iron 5
1:00	LC Crushers Newton (18)		Rockville Renegades	Iron 6
2:30	Southside Fury (18)		Richmond Elite (16)	Iron 5
2:30	Manassas Blaze (18)		LC Crushers (18)	Iron 6
4:00	Richmond Elite (16)		Va Bobcats (18)	Iron 6
5:30	Championship: A 1 <sup>st</sup> vs B 1 <sup>st</sup>			Iron 6

### **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.





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Bracket: B (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Rockville Renegades (18)			
B2	Richmond Elite (16)			
B3	Lake Country Crushers (18)			

Time	Team			Team	Field
8:30	Rockville Renegades (18)			Richmond Elite (16)	Iron 6
10:00	Rockville Renegades (18)			LC Crushers (18)	Iron 6
11:30	Richmond Elite (16)			LC Crushers (18)	Iron 6
1:00	LC Crushers Newton (18)			Rockville Renegades (18)	Iron 6
2:30	Southside Fury (18)			Richmond Elite (16)	Iron 5
2:30	Manassas Blaze (18)			LC Crushers (18)	Iron 6
4:00	Richmond Elite (16)			Va Bobcats (18)	Iron 6
5:30	Championship: A 1 <sup>st</sup> vs B 1 <sup>st</sup>				Iron 6

### 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.
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Bracket: C (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Hughesville Hustle (16)			
C2	Valley Venom (16)			
C3	Sting FP Williams (16)			

Time	Team			Team	Field
8:30	Sting FP Williams (16)			Richmond Rebels (16)	Iron 8
10:00	Hughesville Hustle (16)			Sting FP Hamilton (16)	Iron 7
10:00	Valley Venom (16)			Manassas Blaze (16)	Iron 8
11:30	Valley Venom (16)			Sting FP Williams (16)	Iron 7
1:00	Hughesville Hustle (16)			Sting FP Williams (16)	Iron 7
2:30	Hughesville Hustle (16)			Valley Venom (16)	Iron 7
4:00	Gold Championship				Iron 10
4:00	Silver Championship				Iron 7

### Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
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Bracket: D (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Sting FP Hamilton (16)			
D2	Manassas Blaze (16)			
D3	Richmond Rebels (16)			

Time	Team			Team	Field
8:30	Sting FP Williams (16)			Richmond Rebels (16)	Iron 8
10:00	Hughesville Hustle (16)			Sting FP Hamilton (16)	Iron 7
10:00	Valley Venom (16)			Manassas Blaze (16)	Iron 8
11:30	Manassas Blaze (16)			Richmond Rebels (16)	Iron 8
1:00	Sting FP Hamilton (16)			Richmond Rebels (16)	Iron 8
2:30	Sting FP Hamilton (16)			Manassas Blaze (16)	Iron 8
4:00	Gold Championship				Iron 10
4:00	Silver Championship				Iron 7

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Bracket: G (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Spotsy Vipers (16)			
G2	Southern Heat (16)			
G3	UnXpected (16)			

Time	Team		Team	Field
8:30	Spotsy Vipers (16)		Southern Heat (16)	Iron 9
10:00	Spotsy Vipers (16)		UnXpected (16)	Iron 9
11:30	Southern Heat (16)		UnXpected (16)	Iron 9
1:00	Spotsy Vipers (16)		Galaxy (16)	Iron 9
1:00	Southern Heat (16)		Stafford Surge (16)	Iron 10
2:30	UnXpected (16)		Albemarle Redbirds (16)	Iron 10
4:00	Gold Championship			Iron 10
4:00	Silver Championship			Iron 7

### Tie Breaker Rules:

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Bracket: H (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	Galaxy (16)			
H2	Stafford Surge (16)			
H3	Albemarle Redbirds (16)			

Time	Team			Team	Field
8:30	Galaxy (16)			Stafford Surge (16)	Iron 10
10:00	Galaxy (16)			Albemarle Redbirds (16)	Iron 10
11:30	Stafford Surge (16)			Albemarle Redbirds (16)	Iron 10
1:00	Spotsy Vipers (16)			Galaxy (16)	Iron 9
1:00	Southern Heat (16)			Stafford Surge (16)	Iron 10
2:30	UnXpected (16)			Albemarle Redbirds (16)	Iron 10
4:00	Gold Championship				Iron 10
4:00	Silver Championship				Iron 7

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