## Memorial Day Shootout


#### Abstract

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Bracket: A (18 \& Under) Field: LC Bird High School Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :--- |
| A1 | Va Chaos (16) | 2 | 1 |  |
| A2 | Shockwave Wayne (18) | 1 | 2 |  |
| A3 | Fauquier Elite (18) | 2 | 1 |  |
|  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | ---: |
| 12:00 | Va Chaos (16) | 10 | 0 | Shockwave (18) | LCB 3 |
| 1:30 | Va Chaos (16) | 4 | 10 | Fauquier Elite(18) | LCB 3 |
| $4: 30$ | Shockwave (18) | 5 | 4 | Fauquier Elite (18) | LCB 3 |
| $6: 00$ | Va Chaos (16) | 2 | 1 | Manassas Blaze (18) | LCB 1 |
| 6:00 | Shockwave Wayne (18) | 0 | 17 | Richmond Elite (16) | LCB 4 |
| 6:00 | Fauquier Elite (18) | 7 | 1 | Southern MD Slammers (18) | LCB 3 |

## 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 wit hthe third highest numerical differential receives the third highest position among the three teams.
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Bracket: B (18 \& Under) Field: LC Bird High School Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| B1 | Manassas Blaze (18) | 0 | 3 |  |
| B2 | Richmond Elite (16) | 3 | 0 |  |
| B3 | Southern MD Slammers (18) | 1 | 2 |  |
|  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 12:00 | Manassas Blaze (18) | 2 | 6 | Richmond Elite (16) | LCB 4 |
| 1:30 | Manassas Blaze (18) | 1 | 5 | Southern MD Slammers(18) | LCB 4 |
| $4: 30$ | Richmond Elite (16) | 8 | 1 | Southern MD Slammers (18) | LCB 4 |
| 6:00 | Va Chaos (16) | 2 | 1 | Manassas Blaze (18) | LCB 1 |
| 6:00 | Shockwave Wayne (18) | 0 | 17 | Richmond Elite (16) | LCB 4 |
| $6: 00$ | Fauquier Elite (18) | 7 | 1 | Southern MD Slammers (18) | LCB 3 |

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Bracket: C (16 \& Under) Field: LC Bird High School Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| C1 | Shaka (14) | 2 | 1 |  |
| C2 | Sting FP Hamilton (16) | 2 | 1 |  |
| C3 | Riverdale Baptist (16) | 1 | 2 |  |
|  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 9:00 | Shaka (14) | 11 | 4 | Miss Fits (16) | LCB 2 |
| 10:30 | Sting FP Hamilton (16) | 3 | 0 | Stafford Surge (16) | LCB 2 |
| 12:00 | Riverdale Baptist (16) | 1 | 13 | Pax River Rage (16) | LCB 2 |
| 1:30 | Shaka (14) | 1 | 7 | Sting FP Hamilton (16) | LCB 5 |
| 3:00 | Shaka (14) | 9 | 4 | Riverdale Baptist (16) | LCB 5 |
| $4: 30$ | Sting FP Hamilton (16) | 2 | 7 | Riverdale Baptist (16) | LCB 5 |

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Bracket: D (16 \& Under) Field: LC Bird High School Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| D1 | Miss Fits (16) | 0 | 3 |  |
| D2 | Stafford Surge (16) | 1 | 2 |  |
| D3 | Pax River Rage (16) | 3 | 0 |  |
|  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $9: 00$ | Shaka (14) | 11 | 4 | Miss Fits (16) | LCB 2 |
| 10:30 | Sting FP Hamilton (16) | 3 | 0 | Stafford Surge (16) | LCB 2 |
| 12:00 | Riverdale Baptist (16) | 1 | 13 | Pax River Rage (16) | LCB 2 |
| 1:30 | Miss Fits (16) | 4 | 8 | Stafford Surge (16) | LCB 2 |
| 3:00 | Miss Fits (16) | 0 | 10 | Pax River Rage (16) | LCB 2 |
| $4: 30$ | Stafford Surge (16) | 1 | 16 | Pax River Rage (16) | LCB 2 |

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Bracket: G (14 \& Under) Field: LC Bird High School Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| G1 | Sting Fast Pitch Maples (14) | 2 | 1 |  |
| G2 | Glen Allen Xtreme (14) | 1 | 2 |  |
| G3 | Adrenaline (14) | 0 | 3 |  |
| G4 | Lady Cardinals (14) | 3 | 0 |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $9: 00$ | Sting FP Maples (14) | 6 | 2 | GA Xtreme (14) | LCB 3 |
| $9: 00$ | Adrenaline (14) | 2 | 11 | Lady Cardinals (14) | LCB 4 |
| 10:30 | Sting FP Maples (14) | 14 | 2 | Adrenaline (14) | LCB 3 |
| $10: 30$ | GA Xtreme (14) | 4 | 8 | Lady Cardinals (14) | LCB 4 |
| $3: 00$ | Sting FP Maples (14) | 0 | 3 | Lady Cardinals (14) | LCB 3 |
| $3: 00$ | GA Xtreme (14) | 6 | 5 | Adrenaline (14) | LCB 4 |

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Bracket: H (14 \& Under) Field: LC Bird High School Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| H1 | Rampage (14) | 2 | 1 |  |
| H2 | Hornets Jones (14) | 3 | 0 |  |
| H3 | Bay River Rumble (14) | 0 | 3 |  |
|  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 9:00 | Rampage (14) | 5 | 13 | Hornets Jones (14) | LCB 1 |
| 10:30 | Rampage (14) | 8 | 1 | Bay River Rumble (14) | LCB 1 |
| 12:00 | Hornets Jones (14) | 10 | 2 | Bay River Rumble (14) | LCB 1 |
| 1:30 | Rampage (14) | 7 | 2 | Backdraft (14) | LCB 1 |
| $3: 00$ | Hornets Jones (14) | 12 | 0 | RBI Inferno (14) | LCB 1 |
| $4: 30$ | Bay River Rumble (14) | 2 | 3 | South River NeXus (14) | LCB 1 |

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Bracket: J (14 \& Under) Field: LC Bird High School Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| J1 | Backdraft (14) | 1 | 2 |  |
| J2 | RBI Inferno (14) | 0 | 3 |  |
| J3 | South River NeXus (14) | 3 | 0 |  |
|  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 9:00 | Backdraft (14) | 7 | 2 | RBI Inferno (14) | LCB 5 |
| 10:30 | Backdraft (14) | 0 | 13 | South River NeXus (14) | LCB 5 |
| 12:00 | RBI Inferno (14) | 1 | 11 | South River NeXus (14) | LCB 5 |
| 1:30 | Rampage (14) | 7 | 2 | Backdraft (14) | LCB 1 |
| 3:00 | Hornets Jones (14) | 12 | 0 | RBI Inferno (14) | LCB 1 |
| 4:30 | Bay River Rumble (14) | 2 | 3 | South River NeXus (14) | LCB 1 |

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Bracket: L (12 \& Under)

Field: LC Bird High School Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| L1 | Chesdin Storm (12) | 1 | 2 |  |
| L2 | Rampage (12) | 3 | 0 |  |
| L3 | Stafford Shockwave (12) | 2 | 1 |  |
| L4 | Augusta Flames 03 (12) |  |  |  |


| Time | Team |  | Team | Field |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 9:00 | Chesdin Storm (12) | 1 | 13 | Rampage (12) | LCB 6 |
| 10:30 | Stafford Shockwave (12) | 0 | 15 | Augusta Flames 03 (12) | LCB 6 |
| 12:00 | Chesdin Storm (12) | 18 | 2 | Stafford Shockwave (12) | LCB 6 |
| 1:30 | Rampage (12) | 5 | 1 | Augusta Flames 03 (12) | LCB 6 |
| 3:00 | Chesdin Storm (12) | 0 | 12 | Augusta Flames 03 (12) | LCB 6 |
| 4:30 | Rampage (12) | 12 | 0 | Stafford Shockwave (12) | LCB 6 |

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Bracket: M (12 \& Under) Field: Dumbarton Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| M1 | Varina Select Velocity (11) | 3 | 0 |  |
| M2 | Northern Neck Rage (12) | 0 | 3 |  |
| M3 | Fauquier Freeze Blue (12) | 1 | 2 |  |
|  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 9:00 | Varina Select Velocity (11) | 6 | 5 | Louisa Thunder 03 (12) | DB 3 |
| 10:30 | Northern Neck Rage (12) | 2 | 13 | Lady Cardinals (12) | DB 3 |
| 12:00 | Fauquier Freeze Blue (12) | 5 | 9 | Augusta Flames 04 (12) | DB 3 |
| 1:30 | Varina Select Velocity (11) | 10 | 5 | Northern Neck Rage (12) | DB 2 |
| 3:00 | Varina Select Velocity (11) | 6 | 1 | Fauquier Freeze Blue (12) | DB 2 |
| $4: 30$ | Northern Neck Rage (12) | 1 | 11 | Fauquier Freeze Blue (12) | DB 2 |

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Bracket: $\quad$ ( 12 \& Under
Field: Dumbarton Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| P1 | Louisa Thunder 03 (12) | 1 | 2 |  |
| P2 | Lady Cardinals (12) | 1 | 2 |  |
| P3 | Augusta Flames 04 (12) | 3 | 0 |  |
|  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 9:00 | Varina Select Velocity (11) | 6 | 5 | Louisa Thunder 03 (12) | DB 3 |
| 10:30 | Northern Neck Rage (12) | 2 | 13 | Lady Cardinals (12) | DB 3 |
| 12:00 | Fauquier Freeze Blue (12) | 5 | 9 | Augusta Flames 04 (12) | DB 3 |
| 1:30 | Louisa Thunder 03 (12) | 9 | 3 | Lady Cardinals (12) | DB 3 |
| 3:00 | Louisa Thunder 03 (12) | 3 | 7 | Augusta Flames 04 (12) | DB 3 |
| $4: 30$ | Lady Cardinals (12) | 6 | 11 | Augusta Flames 04 (12) | DB 3 |

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Bracket: $\quad \mathrm{X}(10$ \& Under) Field: Dumbarton Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| X1 | Vortex (10) | 2 | 1 |  |
| X2 | East Coast Diamonds (10) | 1 | 2 |  |
| X3 | Starz Gold (10) | 3 | 0 |  |
|  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $9: 00$ | Vortex (10) | 20 | 0 | EC Diamonds (10) | DB 1 |
| $10: 30$ | Vortex (10) | 2 | 6 | Starz Gold (10) | DB 1 |
| $12: 00$ | EC Diamonds (10) | 3 | 4 | Starz Gold (10) | DB 1 |
| $1: 30$ | Vortex (10) | 8 | 0 | Southside Xtreme (10) | DB 1 |
| $3: 00$ | East Coast Diamonds (10) | 17 | 6 | Chesterfield Dirt Devils (10) | DB 1 |
| $4: 30$ | Starz Gold (10) | 8 | 5 | Northern Neck Rage (10) | DB 1 |

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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 wit hthe 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 2 a and/or 2 b , tiebreaker reverts to Rule 1.

## Memorial Day Shootout


#### Abstract

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: Y (10 \& Under) Field: Dumbarton Complex

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| Y1 | Southside Xtreme (10) | 1 | 2 |  |
| Y2 | Chesterfield Dirt Devils (10) | 0 | 3 |  |
| Y3 | Northern Neck Rage (10) | 2 | 1 |  |
|  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $9: 00$ | Southside Xtreme (10) | 8 | 5 | Chesterfield Dirt Devils (10) | DB 2 |
| $10: 30$ | Southside Xtreme (10) | 5 | 6 | Northern Neck Rage (10) | DB 2 |
| 12:00 | Chesterfield Dirt Devils (10) | 0 | 14 | Northern Neck Rage (10) | DB 2 |
| $1: 30$ | Vortex (10) | 8 | 0 | Southside Xtreme (10) | DB 1 |
| $3: 00$ | East Coast Diamonds (10) | 17 | 6 | Chesterfield Dirt Devils (10) | DB 1 |
| $4: 30$ | Starz Gold (10) | 8 | 5 | Northern Neck Rage (10) | DB 1 |

## 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 wit hthe 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 $2 a$ and/or $2 b$, tiebreaker reverts to Rule 1 .
