



# Summer Showcase

**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 (18/16 & Under)      Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Rampage (16)	0	3	
A2	Richmond Storm (18)	3	0	
A3	Spotsy Vipers (18)	2	1	

Time	Team			Team	Field
8:00	Rampage (16)	1	8	Richmond Storm (18)	Iron 10
9:30	Rampage (16)	7	8	Spotsy Vipers (18)	Iron 10
11:00	Richmond Storm (18)	11	1	Spotsy Vipers (18)	Iron 10
12:30	Rampage (16)	1	3	Stafford Black Hawks (16)	Iron 10
12:30	Richmond Storm (18)	3	2	BR Sudden Impact (18)	Iron 6
2:00	Spotsy Vipers (18)	8	7	Va Creed (18)	Iron 10

## **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: B (18/16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Stafford Black Hawks (16)	3	0	
B2	Blue Ridge Sudden Impact (18)	1	2	
B3	VA Creed (18)	0	3	

Time	Team			Team	Field
12:30	Rampage (16)	1	3	Stafford Black Hawks (16)	Iron 10
12:30	Richmond Storm (18)	3	2	BR Sudden Impact (18)	Iron 6
2:00	Spotsy Vipers (18)	8	7	Va Creed (18)	Iron 10
3:30	Stafford Black Hawks (16)	11	0	BR Sudden Impact (18)	Iron 10
5:00	Stafford Black Hawks (16)	16	6	Va Creed (18)	Iron 10
6:30	BR Sudden Impact (18)	12	3	Va Creed (18)	Iron 10

## **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.
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Bracket: C (18/16 & Under)      Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	VA Chaos (18)	3	0	
C2	VA Bobcats (16)	2	1	
C3	West End Waves (16)	1	2	
C4	A Town Sluggers (16)	0	3	

Time	Team			Team	Field
8:00	Va Chaos (18)	12	4	VA Bobcats (16)	Iron 7
8:00	West End Waves (16)	8	7	A Town Sluggers (16)	Iron 5
9:30	VA Chaos (18)	4	3	West End Waves (16)	Iron 7
9:30	VA Bobcats (16)	6	1	A Town Sluggers (16)	Iron 5
12:30	VA Chaos (18)	13	1	A Town Sluggers (16)	Iron 7
12:30	VA Bobcats (16)	5	2	West End Wave (16)	Iron 5

## **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:
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Bracket: D (18/16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Zero Tolerance (18)	2	0	1
D2	Stafford Surge (16)	0	3	
D3	Revolution Red (16)	1	1	1
D4	Augusta Flames (16)	2	1	

Time	Team			Team	Field
11:00	Zero Tolerance (18)	7	2	Stafford Surge (16)	Iron 7
11:00	Revolution Red (16)	2	5	Augusta Flames (16)	Iron 5
2:00	Zero Tolerance (18)	6	6	Revolution Red (16)	Iron 7
2:00	Stafford Surge (1)	2	13	Augusta Flames (16)	Iron 5
5:00	Zero Tolerance (18)	15	3	Augusta Flames (16)	Iron 7
5:00	Stafford Surge (16)	3	10	Revolution Red (16)	Iron 5

## **Tie Breaker Rules:**

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2. Three Way Tie:

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

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Bracket: G (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	East End Xtreme (14)	1	2	
G2	Miss Fits (14)	1	2	
G3	VA Bat Busters (14)	3	1	
G4	Aggressors (14)	1	2	
G5	Southern MD Ospreys Silver (14)	2	1	

Time	Team			Team	Field
8:00	East End Xtreme (14)	4	2	Miss Fits (14)	Iron 6
9:30	East End Xtreme (14)	1	13	VA Bat Busters (14)	Iron 6
11:00	Miss Fits (14)	1	5	VA Bat Busters (14)	Iron 6
2:00	East End Xtreme (14)	3	6	Aggressors (14)	Iron 6
3:30	Miss Fits (14)	9	5	Southern MD Ospreys(14)	Iron 6
5:00	VA Bat Busters (14)	12	0	Aggressors (14)	Iron 6
6:30	Va Bat Busters (14)	4	6	Southern MD Ospreys(14)	Iron 6
8:00	Aggressors (14)	3	10	Southern MD Ospreys(14)	Iron 6

## **Tie Breaker Rules:**

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Bracket: H (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	Leesburg Revolution Bacci (14)	2	1	
H2	Miss Fits (13)	0	3	
H3	TLC Crushers (14)	1	2	
H4	Blue Ridge Sudden Impact (14)	3	0	

Time	Team			Team	Field
3:30	Leesburg Revolution (14)	12	4	Miss Fits (13)	Iron 7
3:30	TLC Crushers (14)	1	11	BR Sudden Impact (14)	Iron 5
6:30	Leesburg Revolution (14)	5	4	TLC Crushers (14)	Iron 7
6:30	Miss Fits (13)	1	15	BR Sudden Impact (14)	Iron 5
8:00	Leesburg Revolution (14)	4	10	BR Sudden Impact (14)	Iron 7
8:00	Miss Fits (13)	2	11	TLC Crushers (14)	Iron 5

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Bracket: J (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	Glen Allen Xtreme (14)	1	2	
J2	Force (14)	1	2	
J3	Hit Doctor Navy (14)	1	2	
J4	Rampage (14)	3	0	

Time	Team			Team	Field
8:00	Glen Allen Xtreme (14)	4	5	Force (14)	Iron 8
8:00	Hit Doctor Navy (14)	1	16	Rampage (14)	Iron 9
11:00	Glen Allen Xtreme (14)	6	1	Hit Doctor Navy (14)	Iron 8
11:00	Force (14)	1	14	Rampage (14)	Iron 9
2:00	Glen Allen Xtreme (14)	3	5	Rampage (14)	Iron 8
2:00	Force (14)	3	10	Hit Doctor Navy (14)	Iron 9

## **Tie Breaker Rules:**

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Bracket: K (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
K1	Firebirds (14)	2	1	
K2	Ruckus Clements (14)	3	0	
K3	Adrenaline (14)	0	3	
K4	RBI Inferno (14)	1	2	

Time	Team			Team	Field
9:30	Firebirds (14)	0	7	Ruckus Clements (14)	Iron 8
9:30	Adrenaline (14)	7	9	RBI Inferno (14)	Iron 9
12:30	Firebirds (14)	14	1	Adrenaline (14)	Iron 8
12:30	Ruckus Clements (14)	11	2	RBI Inferno (14)	Iron 9
5:00	Firebirds (14)	8	2	RBI Inferno (14)	Iron 8
5:00	Ruckus Clements (14)	12	4	Adrenaline (14)	Iron 9

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Bracket: L (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
L1	Stafford Surge Lightning (14)	0	3	
L2	Lady Cardinals (4)	2	1	
L3	Madison Mystics (14)	3	0	
L4	Chesdin Storm (14) Hunt	1	2	

Time	Team			Team	Field
3:30	Stafford Surge Lightning (14)	3	5	Lady Cardinals (14)	Iron 8
3:30	Madison Mystics (14)	7	1	Chesdin Storm H (14)	Iron 9
6:30	Stafford Surge Lightning (14)	1	11	Madison Mystics (14)	Iron 8
6:30	Lady Cardinals (14)	5	3	Chesdin Storm H (14)	Iron 9
8:00	Stafford Surge Lightning (14)	2	8	Chesdin Storm H (14)	Iron 8
8:00	Lady Cardinals (14)	0	7	Madison Mystics (14)	Iron 9

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Bracket: M (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
M1	Loudoun Inferno Red (12)	0	2	1
M2	Hanover Hornets Michaels (12)	1	2	
M3	Krush (12)	1	1	1
M4	Aftershock 03 (12)	3	0	

Time	Team			Team	Field
2:00	Loudoun Inferno Red (12)	2	11	Han Hornets Michaels (12)	Warbro 2
3:30	Krush (12)	2	5	Aftershock 03 (12)	Warbro 2
5:00	Loudoun Inferno Red (12)	8	8	Krush (12)	Warbro 2
6:30	Han Hornets Michaels (12)	2	16	Aftershock 03 (12)	Warbro 2
8:00	Loudoun Inferno Red (12)	1	14	Aftershock 03 (12)	Warbro 1
8:00	Han Hornets Michaels (12)	7	8	Krush (12)	Warbro 2

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Bracket: P (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
P1	Hanover Belles (12)	1	2	
P2	VA Edge (11)	0	3	
P3	Fort Her-icanes (12)	3	0	
P4	Stafford Bandits (12)	1	2	
P5	VA Cannons Black (12)	2	1	

Time	Team			Team	Field
8:00	Hanover Belles (12)	13	0	VA Edge (11)	Warbro 1
9:30	Hanover Belles (12)	6	13	For Her-icanes (12)	Warbro 1
11:00	Va Edge (11)	2	7	For Her-icanes (12)	Warbro 1
12:30	Hanover Belles (12)	3	12	Stafford Bandits (12)	Warbro 1
2:00	Va Edge (11)	1	15	Va Cannons Black (12)	Warbro 1
3:30	For Her-icanes (12)	8	0	Stafford Bandits (12)	Warbro 1
5:00	For Her-icanes (12)	12	1	Va Cannons Black (12)	Warbro 1
6:30	Stafford Bandits (12)	3	4	VA Cannons Black (12)	Warbro 1

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Bracket: X (10 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
X1	TSI Lady Titans (10)	1	2	
X2	Chesterfield Fusion (10)	2	1	
X3	Chesterfield Havok (10)	0	3	
X4	Hanover Sports (10)	3	0	

Time	Team			Team	Field
8:00	TSI Lady Titans (10)	4	9	Chesterfield Fusion (10)	Warbro 2
8:00	Chesterfield Havok (10)	5	8	Hanover Sports (10)	Warbro 3
9:30	TSI Lady Titans (10)	7	1	Chesterfield Havok (10)	Warbro 2
9:30	Chesterfield Fusion (10)	7	9	Hanover Sports (10)	Warbro 3
12:30	TSI Lady Titans (10)	4	5	Hanover Sports (10)	Warbro 2
12:30	Chesterfield Fusion (10)	15	2	Chesterfield Havok (10)	Warbro 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 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.





# Summer Showcase

**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: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
Y1	Firestorm (10)	2	1	
Y2	Chesdin Storm (10)	1	1	1
Y3	VA Edge (10)	2	0	1
Y4	AGSL Pride (10)	0	3	

Time	Team			Team	Field
11:00	Firestorm (10)	8	6	Chesdin Storm (10)	Warbro 2
11:00	VA Edge (10)	18	1	AGSL Pride (10)	Warbro 3
2:00	Firestorm (10)	0	10	VA Edge (10)	Warbro 3
3:30	Chesdin Storm (10)	13	0	AGSL Pride (10)	Warbro 3
5:00	Firestorm (10)	14	4	AGSL Pride (10)	Warbro 3
6:30	Chesdin Storm (10)	6	6	Va Edge (10)	Warbro 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 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.

