

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.

<u>Format:</u> This tournament is a 5 game guarantee. All teams will play 3 pool games on Saturday. Awards will be given to Gold and Silver

Location: All games will be played at South Park Athletic Complex.

South Park Athletic Complex 110 Capitol Trace Weeksville, NC. 27909



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Bracket: A -18U Field: South Park 1 & 5

	Teams	Wins	Losses	Ties
1	Va. Lady Rebels 18U	0	3	1
2	Carolina Titans 18U	1	1	1
3	Jamestown Mayhem 18U	1	0	2
4	Va. Elite 18U	2	0	1

*Va. Lady Rebels will get to throw out their worst game unless it is involved in a tiebreaker.

Time	Team			Team	Field
9:00	Va. Lady Rebels 18U	2	8	Carolina Titans 18U	1
9:00	Jamestown Mayhem 18U	2	2	Va. Elite 18U	5
10:30	Va. Lady Rebels 18U	9	9	Jamestown Mayhem 18U	1
10:30	Carolina Titans 18U	3	12	Va. Elite 18U	5
1:30	Va. Lady Rebels 18U	0	8	Va. Elite 18U	1
1:30	Jamestown Mayhem 18U	14	2	Wicomico Dragons 18U	5
	Sunday			Sunday	
9:00	Va. Lady Rebels 18U	4	11	Va. Synergy 18U	1
9:00	Carolina Titans 18U	8	8	Carolina Bandits 18U	5

Playoffs:

- 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 -18U Field: South Park 1, & 5

	Teams	Wins	Losses	Ties
1	Va. Synergy 18U	2	1	
2	Carolina Bandits 18U	2	0	1
3	Wicomico Dragons 18U	0	3	
4				

Time	Team			Team	Field
12:00	Va. Synergy 18U	0	3	Carolina Bandits 18U	1
1:30	Wicomico Dragons 18U	2	14	Jamestown Mayhem 18U	5
	Sunday			Sunday	
9:00	Va. Synergy 18U	11	4	Va. Lady Rebels 18U	1
9:00	Carolina Bandits 18U	8	8	Carolina Titans 18U	5
10:30	Va. Synergy 18U	11	4	Wicomico Dragons 18U	1
12:00	Carolina Bandits 18U	5	3	Wicomico Dragons 18U	1

Playoffs:

- 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: C -16U Field: South Park 3 & 4

	Teams	Wins	Losses	Ties
1	G-Force 16U	0	4	
2	High Voltage 16U	2	1	
3	Carolina Lady Cruzers 16U	1	2	
4	Va. Lady Eagles 14U	3	0	

^{*}G-Force will get to throw out their worst game unless it is involved in a tiebreaker.

Time	Team			Team	Field
9:00	G-Force 16U	2	17	High Voltage 16U	3
9:00	Carolina Lady Cruzers 16U	4	9	Va. Lady Eagles 14U	4
10:30	G-Force 16U	6	8	Carolina Lady Cruzers 16U	3
10:30	High Voltage 16U	4	7	Va. Lady Eagles 14U	4
1:30	G-Force 16U	2	14	Va. Lady Eagles 14U	3
1:30	Carolina Lady Cruzers 16U	1	14	Va. Chaos 16U	4
	Sunday			Sunday	
9:00	G-Force 16U	2	14	OBX Xtreme 16U	3
9:00	High Voltage 16U	4	1	Carolina Shockwave Teal 14U	4

Playoffs:

- 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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- 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 -16U Field: South Park 3 & 4

	Teams	Wins	Losses	Ties
1	OBX Xtreme 16U	1	2	
2	Carolina Shockwave Teal 14U	1	2	
3	Va. Chaos 16U	3	0	
4				

Time	Team			Team	Field
12:00	OBX Xtreme 16U	7	8	Carolina Shockwave Teal 14U	4
1:30	Va. Chaos 16U	14	1	Carolina Lady Cruzers 16U	4
	Sunday			Sunday	
9:00	OBX Xtreme 16U	14	2	G-Force 16U	3
9:00	Carolina Shockwave Teal 14U	1	4	High Voltage 16U	4
10:30	OBX Xtreme 16U	6	9	Va. Chaos 16U	4
12:00	Carolina Shockwave Teal 14U	2	5	Va. Chaos 16U	4

Playoffs:

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Bracket: F -14U Field: South Park 2

	Teams	Wins	Losses	Ties
1	Sting Fastpitch Maples 14U	1	2	
2	Hampton Roads Warriors Black 14U	0	2	1
3	Va. Lady Eagles 12U	2	0	1
4	TLC Crushers 14U	1	0	2

Time	Team			Team	Field
9:00	Sting Fastpitch Maples 14U	7	4	Hampton Rds Warriors Black 14U	2
10:30	Sting Fastpitch Maples 14U	6	7	Va. Lady Eagles 12U	2
12:00	Sting Fastpitch Maples 14U	3	11	TLC Crushers 14U	2
1:30	Hampton Rds Warriors Black 14U	1	2	Va. Lady Eagles 12U	2
	Sunday			Sunday	
9:00	Hampton Rds Warriors Black 14U	4	4	TLC Crushers 14U	2
10:30	Va. Lady Eagles 12U	3	3	TLC Crushers 14U	2

Playoffs:

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- 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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