



Dog Days Open

Teams: 16u teams; we only have 3 teams and I'm awaiting word from those teams to see if they want to play.

THIS EVENT WILL BE A ONE DAY EVENT ON SATURDAY AND THE ENTRY FEE WILL BE REDUCED TO \$255.

14U TEAMS: WE MAY ADD ANOTHER TEAM. IF WE DO, IT WILL STILL BE A ONE DAY EVENT. SOME TIMES MAY CHANGE, BUT NOT YOUR FIRST GAME TIME.

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 Saturday morning if there's a chance for inclement weather.

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 1st 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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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: B (14 & Under)

Field: Harry Daniel Park at Ironbridge

| | Teams | Wins | Losses | Tie |
|----|--------------------|------|--------|-----|
| B1 | Force (14) | | | |
| B2 | VA Adrenaline (14) | | | |
| B3 | Aggressors (14) | | | |
| B4 | Miss Fits (14) | | | |

| Time | Team | | Team | Field |
|-------|--------------------|--|--------------------|--------|
| 9:00 | Force (14) | | VA Adrenaline (14) | Iron 7 |
| 9:00 | Agressors (14) | | Miss Fits (14) | Iron 8 |
| 10:30 | Force (14) | | Aggressors (14) | Iron 7 |
| 10:30 | VA Adrenaline (14) | | Miss Fits (14) | Iron 8 |
| 1:30 | Force (14) | | Miss Fits (14) | Iron 7 |
| 1:30 | VA Adrenaline (14) | | Aggressors (14) | Iron 8 |

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.

