

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.

Format: 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: Games will be played at Stoney Run Athletic Complex.

Stoney Run Athletic Complex 15194 Warwick Boulevard Newport News, VA. 23608



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 -16U Field: SR 1, & 5

	Teams	Wins	Losses	Ties
1	Koastal Kaos 16U	0	3	
2	James River Rage 16U	2	1	
3	Va. Elite 16U	3	0	
4.	VB Breakers 16U	1	2	

Time	Team			Team	Field
9:00	Koastal Kaos 16U	6	10	James River Rage 16U	1
9:00	Va. Elite 16U	9	1	VB Breakers 16U	5
10:30	Koastal Kaos 16U	0	13	Va. Elite 16U	1
10:30	James River Rage 16U	7	5	VB Breakers 16U	5
1:30	Koastal Kaos 16U	3	17	VB Breakers 16U	1
1:30	James River Rage 16U	0	10	Va. Elite 16U	5

Playoffs:

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



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Bracket: **B - 16U** Field: **SR 1, & 5**

	Teams	Wins	Losses	Ties
1	Va. Crusaders 16U	0	3	
2	Va. Lady Aces 16U	3	0	
3	New Kent Blast 16U	2	1	
4	Sting Fastpitch Hamilton 16U	1	2	

Time	Team			Team	Field
12:00	Va. Crusaders 16U	2	16	Va. Lady Aces 16U	1
12:00	New Kent Blast 16U	6	5	Sting Fastpitch Hamilton 16U	5
3:00	Va. Crusaders 16U	0	12	New Kent Blast 16U	1
3:00	Va. Lady Aces 16U	6	0	Sting Fastpitch Hamilton 16U	5
4:30	Va. Crusaders 16U	0	11	Sting Fastpitch Hamilton 16U	1
4:30	Va. Lady Aces 16U	3	2	New Kent Blast 16U	5

Playoffs:

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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- 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 - 14U Field: SR 2, & 3

	Teams	Wins	Losses	Ties
1	VB Breakers 14U	0	3	
2	Starz Gold 12U	3	1	
3	Va. Bat Busters 14U	2	1	
4	Coastal Blast 14U	0	3	
5	Va. Lady Volcanoes 14U	3	0	

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

Time	Team			Team	Field
9:00	VB Breakers 14U	2	16	Starz Gold 12U	2
9:00	Va. Bat Busters 14U	8	6	Coastal Blast 14U	3
10:30	VB Breakers 14U	2	12	Va. Bat Busters 14U	2
10:30	Starz Gold 12U	0	6	Va. Lady Volcanoes 14U	3
12:00	Coastal Blast 14U	3	7	Va. Lady Volcanoes 14U	3
1:30	Starz Gold 12U	11	6	Va. Bat Busters 14U	2
3:00	VB Breakers 14U	7	12	Va. Lady Volcanoes 14U	3
3:00	Starz Gold 12U	8	3	Coastal Blast 14U	2

Playoffs:

Tie Breaker Rules:

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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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