

Gold: Albemarle Redbirds 4 Richmond Storm 2 Silver: LC Crushers 5 Richmond Elite 4

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
A 1	Zero Tolerance (18)	2	2	
A2	Rampage (16)	1	2	
A3	Skyline Slammers (16)	0	3	
A4	Albemarle Redbirds (16)	3	0	
A5	Lake Country Crushers (18)	2	1	

Time	Team			Team	Field
10:30	Zero Tolerance (18)	8	2	Rampage (16)	Iron 7
10:30	Skyline Slammers (16)	0	12	Albemarle Redbirds (16)	Iron 8
12:00	Zero Tolerance (18)	11	0	Skyline Slammers (16)	Iron 7
12:00	Rampage (16)	3	2	LC Crushers (18)	Iron 8
3:00	Zero Tolerance (18)	0	9	Albemarle Redbids (16)	Iron 7
3:00	Skyline Slammers (16)	0	12	LC Crushers (18)	Iron 8
4:30	Zero Tolerance (18)	5	8	LC Crushers (18)	Iron 7
4:30	Rampage (16)	0	10	Albemarle Redbirds (16)	Iron 8

- 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.



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

	Teams	Wins	Losses	Tie
B1	Richmond Storm (18)	2	0	1
B2	A Town Sluggers (16)	1	2	
B3	Spotsy Vipers (16)	0	3	
B4	Richmond Elite (18)	2	0	1

Time	Team			Team	Field
9:00	Richmond Storm (18)	7	0	A Town Sluggers (16)	Iron 7
9:00	Spotsy Vipers (16)	3	14	Richmond Elite (18)	Iron 8
12:00	Richmond Storm (18)	6	1	Spotsy Vipers (16)	Iron 9
12:00	A Town Sluggers (16)	5	6	Richmond Elite (18)	Iron 10
1:30	Richmond Storm (18)	3	3	Richmond Elite (18)	Iron 10
1:30	A Town Sluggers (16)	13	1	Spotsy Vipers (16)	Iron 9

- 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.





Gold: Galaxy 5 Force 4 Silver: Glen Allen Xtreme 8 Velocity 7

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: C (14 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Stafford Stealth (14)	0	3	
C2	Velocity (14)	2	0	1
C3	Backdraft (14)	1	2	
C4	Galaxy (14)	2	0	1

Time	Team			Team	Field
10:30	Stafford Stealth (14)	0	13	Velocity (14)	Iron 6
12:00	Backdraft (14)	0	4	Galaxy (14)	Iron 6
1:30	Stafford Stealth (14)	4	6	Backdraft (14)	Iron 6
3:00	Velocity (14)	4	4	Galaxy (14)	Iron 6
4:30	Stafford Stealth (14)	1	15	Galaxy (14)	Iron 6
4:30	Velocity (14)	8	3	Backdraft (14)	Iron 7

- 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.





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: D (14 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Glen Allen Xtreme (14)	3	1	
D2	Aggressors (14)	2	1	
D3	Miss Fits (14)	0	3	
D4	Force (14)	2	1	
D5	VA Glory (14)	1	2	

Time	Team			Team	Field
9:00	Glen Allen Xtreme (14)	10	8	Aggressors (14)	Iron 9
9:00	Miss Fits (14)	0	10	Force (14)	Iron 10
10:30	Glen Allen Xtreme (14)	12	0	Miss Fits (14)	Iron 9
10:30	Aggressors (14)	10	7	Va Glory (14)	Iron 10
1:30	Glen Allen Xtreme (14)	5	7	Force (14)	Iron 7
1:30	Miss Fits (14)	9	12	VA Glory (14)	Iron 8
3:00	Glen Allen Xtreme (14)	6	4	VA Glory (14)	Iron 7
3:00	Aggressors (14)	4	0	Force (14)	Iron 8

- 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.





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: H (12 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	VA Edge (12)	2	0	
H2	VA Unity (12)	1	1	
Н3	Stafford Shockwave (12)	0	2	

Time	Team			Team	Field
9:00	VA Edge (12)	7	6	VA Unity (12)	Iron 5
10:30	VA Edge (12)	4	1	Stafford Shockwave (12)	Iron 5
12:00	VA Unity (12)	12	4	Stafford Shockwave (12)	Iron 5
1:30	Playoffs:	8	4		Iron 5
	VA Unity			Stafford Shockwave	
3:00	1 st Place vs Winner (2 nd v 3 rd)				Iron 5
	Va Edge	W	L	Va Unity	

- 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.

