Fall Opener

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Bracket: A (18 & Under)   Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Southside Fury (18)	2	1	
A2	Fauquier Elite (18)	0	3	
A3	Va Unity (18)	2	1	
A4	Top Hand Storm (18)	2	1	

Time	Team			Team	Field
9:00	Southside Fury (18)	6	3	Fauquier Elite (18)	Iron 9
9:00	VA Unity (18)	8	5	Top Hand Storm (18)	Iron 10
10:30	Southside Fury (18)	6	3	VA Unity (18)	Iron 9
10:30	Fauquier Elite (18)	2	6	Top Hand Storm (18)	Iron 10
1:30	Southside Fury (18)	2	7	Top Hand Storm (18)	Iron 9
1:30	Fauquier Elite (18)	1	10	VA Unity (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 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 (16 & Under)   Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Skyline Slammers (16)	2	1	
B2	Ruckus Miles (16)	2	1	
B3	Top Hand Storm (16)	1	2	
B4	Miss Fits (16)	1	2	

Time	Team			Team	Field
12:00	Skyline Slammers (16)	0	2	Ruckus Miles (16)	Iron 9
12:00	Top Hand Storm (16)	3	4	Miss Fits (16)	Iron 10
3:00	Skyline Slammers (16)	3	2	Top Hand Storm (16)	Iron 9
3:00	Ruckus Miles (16)	10	2	Miss Fits (16)	Iron 10
4:30	Skyline Slammers (16)	2	0	Miss Fits (16)	Iron 10
4:30	Ruckus Miles (16)	4	5	Top Hand Storm (16)	Iron 9

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

	Teams	**Wins**	**Losses**	**Tie**
C1	Hanover Hornets Michaels (14)	2	1	
C2	RBI Inferno (14)	1	2	
C3	Varina Velocity (14)	3	0	
C4	Chesterfield Havok (14)	0	3	

Time	**Team**			**Team**	**Field**
9:00	Hanover Hornets Michaels (14)	11	6	RBI Inferno (14)	Iron 7
9:00	Varina Velocity (14)	17	5	Chesterfield Havok (14)	Iron 8
10:30	Hanover Hornets Michaels (14)	0	11	Varina Velocity (14)	Iron 7
10:30	RBI Inferno (14)	11	1	Chesterfield Havok (14)	Iron 8
1:30	Hanover Hornets Michaels (14)	11	4	Chesterfield Havok (14)	Iron 7
1:30	RBI Inferno (14)	3	17	Varina Velocity (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 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: D (14 & Under)   Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	RV Power 03 (14)	2	1	
D2	Southside Fury 02 (14)	1	2	
D3	Culpeper Kaos (14)	0	3	
D4	Lady Warriors (14)	3	0	

Time	Team			Team	Field
12:00	RV Power 03 (14)	9	5	Southside Fury 02 (14)	Iron 7
12:00	Culpeper Kaos (14)	0	12	Lady Warriors (14)	Iron 8
3:00	RV Power 03 (14)	21	0	Culpeper Kaos (14)	Iron 7
3:00	Southside Fury 02 (14)	2	12	Lady Warriors (14)	Iron 8
4:30	RV Power 03 (14)	2	10	Lady Warriors (14)	Iron 7
4:30	Southside Fury 02 (14)	13	1	Culpeper Kaos (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 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.
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Bracket: G (14 & Under)   Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Glen Allen Xtreme (14)	2	0	1
G2	Chesdin Storm Harvey (14)	0	3	
G3	Va Edge Tucker (14)	2	0	1
G4	Southside Fury 03 (14)	1	2	

Time	Team			Team	Field
9:00	Glen Allen Xtreme (14)	12	0	Chesdin Storm Harvey (14)	Iron 5
9:00	Va Edge Tucker (14)	12	0	Southside Fury 03 (14)	Iron 6
12:00	Glen Allen Xtreme (14)	1	1	VA Edge Tucker (14)	Iron 5
12:00	Chesdin Storm Harvey (14)	9	10	Southside Fury 03 (14)	Iron 6
3:00	Glen Allen Xtreme (14)	12	1	Southide Fury 03 (14)	Iron 5
3:00	Chesdin Storm Harvey (14)	0	13	Va Edge Tucker (14)	Iorn 6

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.
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Bracket: H (14 & Under)   Field: Harry Daniel Park at Ironbridge

	Teams	**Wins**	**Losses**	**Tie**
H1	Hughesville Hustle (14)	2	0	1
H2	Zero Tolerance Elite – Hutch (14)	0	3	
H3	Aggressors (14)	2	0	1
H4	Force (14)	1	2	

Time	**Team**			**Team**	**Field**
10:30	Hughesville Hustle (14)	16	0	Zero Tolerance (14)	Iron 5
10:30	Aggressors (14)	12	7	Force (14)	Iron 6
1:30	Hughesville Hustle (14)	10	10	Aggressors (14)	Iron 5
1:30	Zero Tolerance (14)	2	12	Force (14)	Iron 6
4:30	Hughesville Hustle (14)	6	5	Force (14)	Iron 5
4:30	Zero Tolerance (14)	0	13	Aggressors (14)	Iron 6

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: K (12 & Under)   Field: Warbro Athletic Complex

	Teams	**Wins**	**Losses**	**Tie**
K1	Virginia Edge (11)	3	0	
K2	Ruckus Moody (12)	2	1	
K3	Virginia Breeze Sutherland (12)	1	2	
K4	Chesdin Storm Butler (12)	0	3	

Time	**Team**			**Team**	**Field**
9:00	Va Edge (11)	10	6	Ruckus Moody (12)	Warbro 1
10:30	VA Breeze Sutherland (12)	11	4	Chesdin Storm Butler(12)	Warbro 1
12:00	VA Edge (11)	15	3	VA Breeze Sutherland(12)	Warbro 1
1:30	Ruckus Moody (12)	16	4	Chesdin Storm Butler(12)	Warbro 1
3:00	VA Edge (11)	11	3	Chesdin Storm Butler(12)	Warbro 1
4:30	Ruckus Moody (12)	14	8	Va Breeze Sutherland (12)	Warbro 1

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.

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Bracket: M (12 & Under)   Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
M1	Hanover Sports (12)	3	0	
M2	Lightning (12)	0	3	
M3	Virginia Breeze Packer (12)	1	2	
M4	Spotsy S.W.A.T. (12)	2	1	

Time	Team			Team	Field
9:00	Hanover Sports (12)	15	0	Lightning (12)	Warbro 2
10:30	Va Breeze Packer (12)	2	7	Spotsy SWAT (12)	Warbro 2
12:00	Hanover Sports (12)	7	4	VA Breeze Packer (12)	Warbro 2
1:30	Lightning (12)	3	25	Spotsy SWAT (12)	Warbro 2
1:30	Hanover Sports (12)	8	3	Tri City Thunder (12)	Warbro 3
3:00	Lightning (12)	0	10	Chesterfield Havok04 (12)	Warbro 2
3:00	Va Breeze Packer (12)	10	5	VA Edge 04 (12)	Warbro 3
4:30	Spotsy SWAT (12)	2	11	VA Edge 04 (12)	Warbro 3

Tie Breaker Rules:

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Bracket: P (12 & Under)   Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
P1	Tri City Thunder (12)	0	3	
P2	Chesterfield Havok 04 (12)	2	1	
P3	Virginia Edge 04 (12u)	3	1	

Time	Team			Team	Field
9:00	Tri City Thunder (12)	1	7	Chesterfield Havok04 (12)	Warbro 3
10:30	Tri City Thunder (12)	9	10	VA Edge 04 (12)	Warbro 3
12:00	Chesterfield Havok 04 (12)	6	8	VA Edge 04 (12)	Warbro 3
1:30	Hanover Sports (12)	8	3	Tri City Thunder (12)	Warbro 3
3:00	Lightning (12)	0	10	Chesterfield Havok04 (12)	Warbro 2
3:00	Va Breeze Packer (12)	10	5	VA Edge 04 (12)	Warbro 3
4:30	Spotsy SWAT (12)	2	11	VA Edge 04 (12)	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 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.