



September Shootout

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 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Va Creed (18)	3	0	
A2	Va Edge Throckmorton (18)	2	1	
A3	VA Chaos Kuester (16)	1	2	
A4	Surge (18)	0	3	

Time	Team			Team	Field
8:00	Va Creed (18)	7	3	VA Edge (18)	Iron 9
8:00	VA Chaos Keuster (16)	7	2	Surge (18)	Iron 10
10:30	VA Creed (18)	8	2	VA Chaos Kuester (16)	Iron 5
10:30	VA Edge (18)	9	1	Surge (18)	Iron 6
12:00	VA Creed (18)	10	0	Surge (18)	Iron 5
12:00	VA Edge (18)	3	1	VA Chaos Kuester (16)	Iron 6
2:30	18u Championship: LC Crushers Bracket A 1 st vs Bracket B 1 st	4	1	VA Creed	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 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 (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Lake Country Crushers (18)	2	0	1
B2	East Coast Raptors (18)	0	2	1
B3	VA Lady Aces (18)	0	1	2
B4	East Coast Diamonds (18)	2	1	

Time	Team			Team	Field
9:15	LC Crushers (18)	7	3	EC Raptors (18)	Iron 9
9:15	VA Lady Aces (18)	2	3	East Coast Diamonds (18)	Iron 10
10:30	LC Crushers (18)	3	3	Va Lady Aces (18)	Iron 9
10:30	EC Raptors (18)	1	4	East Coast Diamonds (18)	Iron 10
1:15	LC Crushers (18)	7	2	East Coast Diamonds (18)	Iron 9
1:15	EC Raptors (18)	7	7	VA Lady Aces (18)	Iron 10
2:30	18u Championship: Bracket A 1 st vs Bracket B 1 st				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 with the third highest numerical differential receives the third highest position among the three teams.

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Bracket: C (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Ironbridge Breeze (16)	3	0	
C2	Jamestown Mayhem (16)	0	3	
C3	Bay Thunder (16)	1	1	1

Time	Team			Team	Field
2:30	Ironbridge Breeze (16)	7	0	Lady Archers (16)	Iron 7
2:30	Jamestown Mayhem (16)	1	14	A Town Sluggers (16)	Iron 6
4:00	Bay Thunder (16)	5	5	Hughesville Lady Canes (16)	Iron 9
5:15	Ironbridge Breeze (16)	7	2	Jamestown Mayhem (16)	Iron 9
6:30	Ironbridge Breeze (16)	6	5	Bay Thunder (16)	Iron 9
7:45	Jamestown Mayhem (16)	4	15	Bay Thunder (16)	Iron 9
9:00	16u Championship Bracket C 1 st vs Bracket D 1 st				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 with the third highest numerical differential receives the third highest position among the three teams.

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Bracket: D (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Lady Archers (16)	0	3	
D2	A Town Sluggers (16)	2	1	
D3	Hughesville Lady Canes (16)	2	0	1

Time	Team			Team	Field
2:30	Ironbridge Breeze (16)	7	0	Lady Archers (16)	Iron 7
2:30	Jamestown Mayhem (16)	1	14	A Town Sluggers (16)	Iron 6
4:00	Bay Thunder (16)	5	5	Hughesville Lady Canes (16)	Iron 9
5:15	Lady Archers (16)	0	7	A Town Sluggers (16)	Iron 10
6:30	Lady Archers (16)	0	7	Hughesville Lady Canes (16)	Iron 10
7:45	A Town Sluggers (16)	4	15	Hughesville Lady Canes (16)	Iron 10
9:00	16u Championship Bracket C 1 st vs Bracket D 1 st				Iron 10

Tie Breaker Rules:

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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: G (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Varina Velocity (14)	1	2	
G2	McClean Magic (14)	1	1	1
G3	Southside Fury (14)	1	1	1
G4	Virginia Stars (14)	1	0	2

Time	Team			Team	Field
10:30	Varina Velocity (14)	1	6	McClean Magic (14)	Iron 7
10:30	Southside Fury (14)	6	6	VA Stars (14)	Iron 8
2:30	Varina Velocity (14)	10	0	Southside Fury (14)	Iron 8
4:00	McClean Magic (14)	6	6	Virginia Stars (14)	Iron 8
5:15	Varina Velocity (14)	1	2	Virginia Stars (14)	Iron 7
5:15	McClean Magic (14)	5	6	Southside Fury (14)	Iron 8
8:45	14u Gold Championship Hanover Sports	W	L	Chesdin Storm	Iron 7
8:45	14u Silver Championship East Coast Diamonds	W	L	VA Stars	Iron 8

Tie Breaker Rules:

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Bracket: H (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	Southside Fury 02 (14) Rose	0	3	
H2	Richmond Rampage (14)	2	1	
H3	Albemarle Redbirds (14)	1	2	
H4	Hanover Sports (14)	3	0	

Time	Team			Team	Field
1:15	Southside Fury Rose 02 (14)	0	15	Richmond Rampage (14)	Iron 7
1:15	Albemarle Redbirds (14)	2	5	Hanover Sports (14)	Iron 8
4:00	Southside Fury Rose 02 (14)	10	11	Albemarle Redbirds (14)	Iron 7
4:00	Richmond Rampage (14)	1	6	Hanover Sports (14)	Iron 10
6:30	Southside Fury Rose 02 (14)	2	15	Hanover Sports (14)	Iron 7
6:30	Richmond Rampage (14)	7	5	Albemarle Redbirds (14)	Iron 8
8:45	14u Gold Championship				Iron 7
8:45	14u Silver Championship				Iron 8

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Bracket: J (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	Va Screamerz (14)	0	3	
J2	Lakeshore Lightning 03 Julz (14)	2	1	
J3	East Coast Diamonds (14)	2	0	1

Time	Team			Team	Field
1:15	Va Screamerz (14)	0	7	Culpeper Kaos (14)	Iron 5
1:15	Lakeshore Lightning 03 Julz (14)	16	1	Virginia Cannons Black(14)	Iron 6
2:30	East Coast Diamonds (14)	1	1	Chesdin Storm Denney (14)	Iron 9
5:15	VA Screamerz (14)	0	7	Lakeshore Lightning (14)	Iron 5
6:30	VA Screamerz (14)	0	7	East Coast Diamonds (14)	Iron 5
7:45	Lakeshore Lightning (14)	7	8	East Coast Diamonds (14)	Iron 5
8:45	14u Gold Championship				Iron 7
8:45	14u Silver Championship				Iron 8

Tie Breaker Rules:

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2. Three Way Tie:

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Bracket: K (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
K1	Culpeper Kaos (14)	1	2	
K2	Virginia Cannons Black(14)	1	2	
K3	Chesdin Storm Denney (14)	2	0	1

Time	Team			Team	Field
1:15	Va Screamerz (14)	0	7	Culpeper Kaos (14)	Iron 5
1:15	Lakeshore Lightning 03 Julz (14)	16	1	Virginia Cannons Black(14)	Iron 6
2:30	East Coast Diamonds (14)	1	1	Chesdin Storm Denney (14)	Iron 9
5:15	Culpeper Kaos (14)	6	12	Virginia Cannons Black(14)	Iron 6
6:30	Culpeper Kaos (14)	0	15	Chesdin Storm Denney (14)	Iron 6
7:45	Virginia Cannons Black(14)	1	16	Chesdin Storm Denney (14)	Iron 6
8:45	14u Gold Championship				Iron 7
8:45	14u Silver Championship				Iron 8

Tie Breaker Rules:

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2. Three Way Tie:

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Bracket: M (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
M1	TSI Lady Titans (12)	1	2	
M2	Stafford Bandits (12)	3	0	
M3	Middlesex Mayhem (12)	0	3	
M4	Tri City Thunder (12)	2	1	

Time	Team			Team	Field
8:00	TSI Lady Titans (12)	1	15	Stafford Bandits (12)	Iron 7
8:00	Middlesex Mayhem (12)	0	11	Tri City Thunder (12)	Iron 8
9:15	TSI Lady Titans (12)	13	3	Middlesex Mayhem (12)	Iron 7
9:15	Stafford Bandits (12)	4	0	Tri City Thunder (12)	Iron 8
12:00	TSI Lady Titans (12)	4	16	Tri City Thunder (12)	Iron 7
12:00	Stafford Bandits (12)	14	0	Middlesex Mayhem (12)	Iron 8
4:00	12u Gold Championship Stafford Bandits			RV Power	Iron 5
4:00	12u Silver Championship Suggers			Tri City Thunder	Iron 6

Tie Breaker Rules:

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Bracket: P (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
P1	Glen Allen Force (12)	1	2	
P2	New Kent Lady Giants (12)	2	1	
P3	Southside Fury (12)	1	2	
P4	RV Power 04 (12)	3	0	

Time	Team			Team	Field
8:00	Glen Allen Force (12)	2	4	NK Lady Giants (12)	Iron 5
8:00	Southside Fury (12)	0	12	RV Power 04 (12)	Iron 6
9:15	Glen Allen Force (12)	7	1	Southside Fury (12)	Iron 5
9:15	NK Lady Giants (12)	0	10	RV Power 04 (12)	Iron 6
12:00	Southside Fury (12)	14	8	Chesterfield Havok 05 (12)	Iron 9
12:00	Glen Allen Force (12)	4	9	RV Power 04 (12)	Iron 10
12:00	NK Lady Giants (12)			Stafford Surge Lightning (12)	LCB 2
2:30	Southside Fury (12)			Sluggers 03 (12)	Iron 5
4:00	12u Gold Championship				Iron 5
4:00	12u Silver Championship				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:
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Bracket: R (12 & Under)

Field: **LC Bird/ Harry Daniel Park at Ironbridge**

	Teams	Wins	Losses	Tie
R1	Chesterfield Havok 05 (12)	1	2	
R2	Stafford Surge Lightning (12)	0	3	
R3	Sluggers 03 (12)	2	1	

Time	Team			Team	Field
8:00	Chesterfield Havok 05 (12)	6	1	Stafford Surge Lightning(12)	LCB 2
9:15	Chesterfield Havok 05 (12)	4	13	Sluggers 03 (12)	LCB 2
10:30	Stafford Surge Lightning (12)	0	6	Sluggers 03 (12)	LCB 2
12:00	Southside Fury (12)	14	8	Chesterfield Havok 05 (12)	Iron 9
12:00	NK Lady Giants (12)	6	4	Stafford Surge Lightning (12)	LCB 2
2:30	Southside Fury (12)			Sluggers 03 (12)	Iron 5
4:00	12u Gold Championship				Iron 5
4:00	12u Silver Championship				Iron 6

Tie Breaker Rules:

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Bracket: T (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
T1	Va Edge (10)	0	3	
T2	Chesterfield Fusion (10)	3	0	
T3	Stafford Surge (10)	1	2	
T4	Rockville Rockets (10)	2	1	

Time	Team			Team	Field
8:00	VA Edge (10)	0	7	Chesterfield Fusion (10)	Warbro 1
9:15	Stafford Suge (10)	0	13	Rockville Rockets (10)	Warbro 1
10:30	VA Edge (10)	5	14	Stafford Surge (10)	Warbro 1
10:30	Chesterfield Fusion (10)	13	2	Rockville Rockets (10)	Warbro 2
2:30	VA Edge (10)	0	2	Rockville Rockets (10)	Warbro 1
2:30	Chesterfield Fusion (10)	15	2	Stafford Surge (10)	Warbro 2
6:30	10u Gold Championship Hanover Sports	11	0	Chesterfield Fusion	Warbro 1
6:30	10u Silver Championship Firebirds	10	0	Starz	Warbro 2

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.



September Shootout

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Bracket: X (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
X1	YDS Ringers (10)	0	3	
X2	Vortex (10)	1	2	
X3	Hanover Sports (10)	3	0	
X4	Chesterfield Havok (10)	2	1	

Time	Team			Team	Field
8:00	YDS Ringers (10)	4	15	Vortex (10)	Warbro 2
8:00	Hanover Sports (10)	14	1	Chesterfield Havok (10)	Warbro 3
9:15	YDS Ringers (10)	1	15	Hanover Sports (10)	Warbro 2
9:15	Vortex (10)	5	6	Chesterfield Havok (10)	Warbro 3
1:15	YDS Ringers (10)	11	13	Chesterfield Havok (10)	Warbro 1
1:15	Vortex (10)	0	17	Hanover Sports (10)	Warbro 2
6:30	10u Gold Championship Hanover Sports	11	0	Chesterfield Fusion	Warbro 1
6:30	10u Silver Championship Firebirds	10	0	Starz	Warbro 2

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
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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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Bracket: Y (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
Y1	Glen Allen Force (10)	0	3	
Y2	Virginia Unity (10)	1	2	
Y3	Southside Fury (10)	2	1	
Y4	Starz Gold (10)	3	0	

Time	Team			Team	Field
10:30	Glen Allen Force (10)	5	6	VA Unity (10)	Warbro 3
12:00	Southside Fury (10)	0	12	Starz Gold (10)	Warbro 3
1:15	Glen Allen Force (10)	9	10	Southside Fury (10)	Warbro 3
2:30	Va Unity (10)	3	6	Starz Gold (10)	Warbro 3
4:00	Glen Allen Force (10)	6	9	Starz Gold (10)	Warbro 3
5:15	Va Unity (10)	7	8	Southside Fury (10)	Warbro 3
6:30	10u Gold Championship Hanover Sports	11	0	Chesterfield Fusion	Warbro 1
6:30	10u Silver Championship Firebirds	10	0	Starz	Warbro 2

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
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 - 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: Z (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
Z1	Varina Velocity (10)	1	2	
Z2	NVGSA Firebirds (10)	3	0	
Z3	Hanover Hornets (10)	0	3	
Z4	East Coast Diamonds (10)	2	1	

Time	Team			Team	Field
12:00	Varina Velocity (10)	0	4	NVGSA Firebirds (10)	Warbro 1
12:00	Hanover Hornets (10)	0	9	East Coast Diamonds (10)	Warbro 2
4:00	Varina Velocity (10)	5	4	Hanover Hornets (10)	Warbro 1
4:00	NVGSA Firebirds (10)	4	3	East Coat Diamonds (10)	Warbro 2
5:15	Varina Velocity (10)	0	8	East Coast Diamonds (10)	Warbro 1
5:15	NVGSA Firebirds (10)	14	1	Hanover Hornets (10)	Warbro 2
6:30	10u Gold Championship Hanover Sports	11	0	Chesterfield Fusion	Warbro 1
6:30	10u Silver Championship Firebirds	10	0	Starz	Warbro 2

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
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 - 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.