

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.

<u>Format:</u> This tournament is a 5 game guarantee for 14U and 12U. All teams will play 3 pool games on Saturday. The 10U Bracket is a 1 day 3 game guarantee. Awards will be given to Gold and Silver

Location: All games will be played at South Park Athletic Complex.

South Park Athletic Complex 110 Capitol Trace Weeksville, NC. 27909



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 -14U Field: South Park 1 & 5

	Teams	Wins	Losses	Ties
1	Va. Lady Eagles 14U	2	1	
2	High Voltage 14U	1	2	
3	H.R. Warriors 13U	2	1	
4.	Virginia Crush 14U	1	2	

Time	Team			Team	Field
9:00	Va. Lady Eagles 14U	6	3	High Voltage 14U	1
9:00	H.R. Warriors 13U	11	7	Virginia Crush 14U	5
10:30	Va. Lady Eagles 14U	6	3	H.R. Warriors 13U	1
10:30	High Voltage 14U	6	5	Virginia Crush 14U	5
1:30	Va. Lady Eagles 14U	2	10	Virginia Crush 14U	1
1:30	High Voltage 14U	5	9	H.R. Warriors 13U	5

Playoffs:

- 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 -14U Field: South Park 1 & 5

	Teams	Wins	Losses	Ties
1	Sting Presson 14U	2	0	1
2	Coastal Fury 14U	2	1	
3	Wagners 14U	0	3	
4	Bay River Rumble 14U	1	2	

Time	Team			Team	Field
12:00	Sting Presson 14U	1	0	Coastal Fury 14U	1
12:00	Wagners 14U	6	8	Bay River Rumble 14U	5
3:00	Sting Presson 14U	1	1	Wagners 14U	1
3:00	Coastal Fury 14U	12	2	Bay River Rumble 14U	5
4:30	Sting Presson 14U	8	0	Bay River Rumble 14U	1
4:30	Coastal Fury 14U	9	7	Wagners 14U	5

Playoffs:

- 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 -12U Field: South Park 3 & 4

	Teams	Wins	Losses	Ties
1	Va. Legacy Elite 12U	1	2	
2	High Voltage Hallett 12U	0	3	
3	Orion Hunter Teal 11U	2	1	
4	Elite Brewton 12U	3	0	

Time	Team			Team	
9:00	Va. Legacy Elite 12U	12	1	High Voltage Hallett 12U	3
9:00	Orion Hunter Teal 11U	4	16	Elite Brewton 12U	4
10:30	Va. Legacy Elite 12U	3	16	Orion Hunter Teal 11U	3
10:30	High Voltage Hallett 12U	0	13	Elite Brewton 12U	4
1:30	Va. Legacy Elite 12U	2	6	Elite Brewton 12U	3
1:30	High Voltage Hallett 12U	0	14	Orion Hunter Teal 11U	4

Playoffs:

- 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: D -12U Field: South Park 3 & 4

	Teams	Wins	Losses	Ties
1	Va. Lady Eagles 12U	2	0	1
2	Carolina Shockwave Orange 12U	2	0	1
3	Va. Legends Lebert 12U	0	3	
4	Currituck Thunder 12U	1	2	

Time	Team	Team	Field	d			
12:00	Va. Lady Eag	gles 12U		6	6	Car. Shockwave Orange 12U	3
12:00	Va. Legends	Lebert 12U		7	14	Currituck Thunder 12U	4
3:00	Va. Lady Eag	gles 12U		8	7	Va. Legends Lebert 12U	3
3:00	Car. Shocky	vave Orange 12	U	7	2	Currituck Thunder 12U	4
4:30	Va. Lady Eag	gles 12U		8	7	Currituck Thunder 12U	3
4:30	Car. Shocky	vave Orange 12	U	12	2	Va. Legends Lebert 12U	4

Playoffs:

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Bracket: X -10U Field: South Park 2

	Teams	Wins	Losses	Ties
1	High Voltage 10U	3	1	
2	Koastal Kaos 10U	2	1	
3	Arsenal 10U	0	3	
4.				

Time	Team			Team	Field
10:30	High Voltage 10U	1	3	Koastal Kaos 10U	2
12:00	High Voltage 10U	14	6	Arsenal 10U	2
1:30	Koastal Kaos 10U	14	3	Arsenal 10U	2
3:00	High Voltage 10U	13	2	Arsenal 10U	2
4:30	High Voltage 10U	10	2	Koastal Kaos	2

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