



Fall Shootout

Champions:

18u; Southside Fury defeated VA Creed

16u Gold: Madison Mystics defeated Sluggers

16u Silver: VA Glory Belle defeated Southern MD Shockers

14u: Hughesville Hustle defeated Lakeshore Lightning

12u: Gold: Hanover Sports defeated NK Lady Giants

12u: Silver: Stafford Bandits defeated East Coast Bulldogs

10u: Fusion defeated Hornets Hughes



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Bracket: A (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Southern MD Shockers (18)	2	1	
A2	Va Spirit (18)	0	3	
A3	Southside Fury (18)	3	0	

Time	Team			Team	Field
12:30	Southside Fury (18)	12	0	Hughesville Lady Canes (18)	Iron 8
12:30	Va Spirit (18)	6	9	VA Creed (18)	Iron 10
2:00	Southern MD Shockers (18)	7	6	Va Spirit (18)	Iron 10
4:30	Southern MD Shockers (18)	6	7	Southside Fury (18)	Iron 9
6:00	VA Spirit (18)	6	7	Southside Fury (18)	Iron 9
6:00	Southern MD Shockers (18)	7	0	Spotsy Vipers (18)	Iron 5
7:15	18u Championship: A 1 st vs 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: B (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Spotsy Vipers (18)	0	3	
B2	Va Creed (18)	3	0	
B3	Hughesville Lady Canes (18)	1	2	

Time	Team			Team	Field
12:30	Southside Fury (18)	12	0	Hughesville Lady Canes (18)	Iron 8
12:30	Va Spirit (18)	6	9	VA Creed (18)	Iron 10
2:00	Spotsy Vipers (18)	0	7	VA Creed (18)	Iron 6
4:30	Spotsy Vipers (18)	0	7	Hughesville Lady Canes (18)	Iron 10
6:00	Va Creed (18)	11	0	Hughesville Lady Canes (18)	Iron 10
6:00	Spotsy Vipers (18)	0	7	Southern MD Shockers (18)	Iron 5
7:15	18u Championship: A 1 st vs B 1 st				Iron 10

Tie Breaker Rules:

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2. Three Way Tie:
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Bracket: D (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Jamestown Mayhem (16)	1	1	1
D2	Rogue Nation (16)	1	2	
D3	Va Glory-Bell/Arroyo (16)	2	1	
D4	TLC Crushers (16)	1	1	1

Time	Team			Team	Field
8:30	Jamestown Mayhem (16)	4	2	Rogue Nation (16)	Iron 7
8:30	Va Glory-Bell/Arroyo (16)	3	6	TLC Crushers (16)	Iron 8
9:45	Jamestown Mayhem (16)	6	9	Va Glory-Bell/Arroyo (16)	Iron 7
9:45	Rogue Nation (16)	6	5	TLC Crushers (16)	Iron 8
2:00	Jamestown Mayhem (16)	4	4	TLC Crushers (16)	Iron 7
2:00	Rogue Nation (16)	0	14	Va Glory-Bell/Arroyo (16)	Iron 8
7:15	16u Gold Championship				Iron 9
7:15	16u Silver Championship				Iron 8

Tie Breaker Rules:

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Bracket: F (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
F1	Southern Heat (16)	0	3	
F2	Madison Mystics (16)	3	0	
F3	Leesburg Revolution (16)	1	1	1
F4	Arrundal Heat (16)	0	2	1

Time	Team			Team	Field
8:30	Southern Heat (16)	1	8	Madison Mystics (16)	Iron 9
9:45	Leesburg Revolution (16)	5	5	Arrundal Heat (16)	Iron 9
11:00	Southern Heat (16)	3	6	Leesburg Revolution (16)	Iron 9
12:30	Madison Mystics (16)	14	3	Arrundal Heat (16)	Iron 5
12:30	Southern Heat (16)	0	14	Sluggers (16)	Iron 9
2:00	Sluggers (16)	13	1	Arrundal Heat (16)	Iron 9
3:15	Leesburg Revolution (16)	5	6	Southern MD Shockers (16)	Iron 9
3:15	Madison Mystics (16)	9	2	Alexandria Tsunami (16)	Iron 10
7:15	16u Gold Championship				Iron 9
7:15	16u Silver Championship				Iron 8

Tie Breaker Rules:

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Bracket: G (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Sluggers (16)	4	0	
G2	Alexandria Tsunami (16)	0	3	
G3	Southern MD Shockers (16)	2	1	

Time	Team			Team	Field
8:30	Sluggers (16)	7	2	Alexandria Tsunami (16)	Iron 10
9:45	Sluggers (16)	3	1	Southern MD Shockers (16)	Iron 10
11:00	Alexandria Tsunami (16)	10	11	Southern MD Shockers (16)	Iron 10
12:30	Southern Heat (16)	0	14	Sluggers (16)	Iron 9
2:00	Sluggers (16)	13	1	Arrundal Heat (16)	Iron 9
3:15	Leesburg Revolution (16)	5	6	Southern MD Shockers (16)	Iron 9
3:15	Madison Mystics (16)	9	2	Alexandria Tsunami (16)	Iron 10
7:15	16u Gold Championship				Iron 9
7:15	16u Silver Championship				Iron 8

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Bracket: J (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	Louisa Thunder (14)	0	3	
J2	Force (14)	2	1	
J3	Lakeshore Lightning Julz (14)	3	0	

Time	Team			Team	Field
11:00	Louisa Thunder (14)	2	7	Hughesville Hustle (14)	Iron 7
11:00	Force (14)	7	3	Northern Neck Rage (14)	Iron 8
12:30	Lakeshore Lightning Julz (14)	16	0	Hurricanes (14)	Iron 7
3:15	Louisa Thunder (14)	0	9	Force (14)	Iron 7
4:30	Louisa Thunder (14)	0	11	Lakeshore Lightning Julz (14)	Iron 7
6:00	Force (14)	4	5	Lakeshore Lightning Julz (14)	Iron 7
7:15	14u Championship J 1 st vs K 1 st				Iron 7

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Bracket: K (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
K1	Hughesville Hustle (14)	3	0	
K2	Northern Neck Rage (14)	1	2	
K3	Hurricanes (14)	0	3	

Time	Team			Team	Field
11:00	Louisa Thunder (14)	2	7	Hughesville Hustle (14)	Iron 7
11:00	Force (14)	7	3	Northern Neck Rage (14)	Iron 8
12:30	Lakeshore Lightning Julz (14)	16	0	Hurricanes (14)	Iron 7
3:15	Hughesville Hustle (14)	11	4	Northern Neck Rage (14)	Iron 8
4:30	Hughesville Hustle (14)	14	3	Hurricanes (14)	Iron 8
6:00	Northern Neck Rage (14)	7	6	Hurricanes (14)	Iron 8
7:15	14u Championship J 1 st vs K 1 st				Iron 7

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Bracket: L (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
L1	VA Breeze Sutherland (12)	1	1	
L2	Hanover Sports (12)	3	0	
L3	Top Hand Storm (12)	1	2	
L4	TSI Lady Titans (12)		2	

Time	Team			Team	Field
9:45	VA Breeze Sutherland (12)	2	14	Hanover Sports (12)	Iron 5
9:45	Top Hand Storm (12)	11	7	TSI Lady Titans (12)	Iron 6
2:00	VA Breeze Sutherland (12)	12	0	Top Hand Storm (12)	Iron 5
12:30	Hanover Sports (12)	16	0	TSI Lady Titans (12)	Iron 6
4:30	Va Breeze Sutherland (12)			TSI Lady Titans (12)	Iron 5
4:30	Hanover Sports (12)	16	0	Top Hand Storm (12)	Iron 6
7:15	12u Gold Championship				Warbro 1
7:15	12u Silver Championship				Warbro 2

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Bracket: M (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
M1	Chesterfield Havok 05 (12)	0	3	
M2	VA Breeze Packard (12)	2	1	
M3	NK Lady Giants (12)	3	0	
M4	Hanover Hornets (12)	1	2	

Time	Team			Team	Field
8:30	Chesterfield Havok 05 (12)	9	11	VA Breeze Packard (12)	Iron 5
8:30	NK Lady Giants (12)	12	3	Hanover Hornets (12)	Iron 6
11:00	Chesterfield Havok 05 (12)	1	7	NK Lady Giants (12)	Iron 5
11:00	Va Breeze Packard (12)	18	1	Hanover Hornets (12)	Iron 6
3:15	Chesterfield Havok 05 (12)	5	6	Hanover Hornets (12)	Iron 5
3:15	Va Breeze Packard (12)	2	4	NK Lady Giants (12)	Iron 6
7:15	12u Gold Championship				Warbro 1
7:15	12u Silver Championship				Warbro 2

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Bracket: P (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
P1	RV Power 04 (12)	1	1	1
P2	Stafford Bandits (12)	2	0	1
P3	McClellan Magic (12)		2	

Time	Team			Team	Field
11:00	Stafford Bandits (12)	14	2	Lady Warriors (12)	Warbro 1
12:30	RV Power 04 (12)	5	6	East Coast Bulldogs (12)	Warbro 1
2:00	Stafford Bandits (12)	13	9	McClellan Magic (12)	Warbro 1
4:30	RV Power 04 (12)	13	1	McClellan Magic (12)	Warbro 1
6:00	RV Power 04 (12)	4	4	Stafford Bandits (12)	Warbro 1
6:00	McClellan Magic (12)			Chesterfield Havok 04 (12)	Warbro 3
7:15	12u Gold Championship				Warbro 1
7:15	12u Silver Championship				Warbro 2

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Bracket: R (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
R1	East Coast Bulldogs (12)	3	0	
R2	Lady Warriors (12)	1	2	
R3	Chesterfield Havok 04 (12)			

Time	Team			Team	Field
11:00	Stafford Bandits (12)	14	2	Lady Warriors (12)	Warbro 1
12:30	RV Power 04 (12)	5	6	East Coast Bulldogs (12)	Warbro 1
2:00	Lady Warriors (12)	8	7	Chesterfield Havok 04 (12)	Warbro 2
4:30	East Coast Bulldogs (12)	11	2	Chesterfield Havok 04 (12)	Warbro 2
6:00	East Coast Bulldogs (12)	18	2	Lady Warriors (12)	Warbro 2
6:00	McClellan Magic (12)			Chesterfield Havok 04 (12)	Warbro 3
7:15	12u Gold Championship				Warbro 1
7:15	12u Silver Championship				Warbro 2

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Bracket: X (10 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
X1	Chesterfield Fusion (10)	3	0	
X2	Rockville Rockets (10)	0	2	1
X3	Jamestown Mayhem (10)	0	3	
X4	VA Edge (10)	1	1	1
X5	Southside Xtreme (10)	2		

Time	Team			Team	Field
8:30	Chesterfield Fusion (10)	4	2	Rockville Rockets (10)	Warbro 2
8:30	Jamestown Mayhem (10)	9	11	Va Edge (10)	Warbro 3
9:45	Chesterfield Fusion (10)	13	0	Jamestown Mayhem (10)	Warbro 2
9:45	Rockville Rockets (10)	6	9	Southside Xtreme (10)	Warbro 3
12:30	Chesterfield Fusion (10)	5	3	Va Edge (10)	Warbro 2
12:30	Jamestown Mayhem (10)	0	14	Southside Xtreme (10)	Warbro 3
2:00	Rockville Rockets (10)	4	4	Va Edge (10)	Warbro 3
3:15	Chesterfield Fusion (10)			Southside Xtreme (10)	Warbro 1
4:30	10u Championship: Fusion X 1 st vs Y 1 st			Hornets	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 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.



Fall 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: Y (10 & Under) Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
Y1	Vortex (10)	2	1	
Y2	Hanover Hornets Hughes (10)	3	0	
Y3	Middle Peninsula Mayhem (10)	0	3	
Y4	YDS Ringers (10)	1	2	

Time	Team			Team	Field
8:30	Vortex (10)	6	11	Hornets Hughes (10)	Warbro 1
9:45	Middle Peninsula Mayhem (10)	4	12	YDS Ringers (10)	Warbro 1
11:00	Middle Peninsula Mayhem (10)	0	12	Vortex (10)	Warbro 2
11:00	Hornets Hughes (10)	15	5	YDS Ringers (10)	Warbro 3
3:15	Vortex (10)	8	3	YDS Ringers (10)	Warbro 2
3:15	Hornets Hughes (10)	12	1	Middle Peninsula Mayhem (10)	Warbro 3
4:30	10 Championship: Fusion X 1 st vs Y 1 st			Hornets	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 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.

