



# March Madness

Final Standings:

Champions: RVA

RVA Defeated Loose Cannons in the championship game.

1. RVA
2. Loose Cannons
3. CTR
3. Unity
5. Granny Boys
5. Pop's Squad



# March Madness

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 Men's Bronze Field : Harry Daniel Park at Ironbridge

	Teams	Wins	Losses
A1	Pop's Squad	0	3
A2	RVA	3	0
A3	Granny Boys	1	2

Time	Team			Team	Field
9:00	Pop's Squad	9	14	RVA	Iron 8
10:00	Pop's Squad	8	13	Granny Boys	Iron 8
11:00	RVA	16	13	Granny Boys	Iron 8
12:30	Pop's Squad	2	17	Loose Cannons	Iron 8
12:30	RVA	27	14	Unity	Iron 9
2:00	Granny Boys	18	19	CTR	Iron 8
3:00	Playoffs: CTR	28	14	Pop's Squad	
	Unity	15	11	Granny Boys	
	RVA	18	8	CTR	
	Loose Cannons	27	14	Unity	
	Championship: RVA	9	5	Loose Cannons	

### 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) 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 second highest position among the three teams. The team with the third highest numerical differential receives the third highest position among the three teams.
  - B) If a three way tie still exists: The run differential will be considered again including the games between the team (or teams) not involved in the tie.
  - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
  - D) If a two way tie exists after applying rules 2a and 2b, the tiebreaker reverts to Rule 1.

### Non-Approved Bats:

Miken Ultra, Miken Ultra II, Miken Ultra Maxload, Easton Synergy SCX 2, Louisville Slugger Genesis SB34.



# March Madness

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** Men's Bronze Field : Harry Daniel Park at Ironbridge

	Teams	Wins	Losses
<b>B1</b>	Loose Cannons	<b>3</b>	<b>0</b>
<b>B2</b>	Unity	<b>0</b>	<b>3</b>
<b>B3</b>	CTR	<b>2</b>	<b>1</b>

Time	Team			Team	Field
9:00	Loose Cannons	15	6	Unity	Iron 9
10:00	Loose Cannons	11	10	CTR	Iron 9
11:00	Unity	6	16	CTR	Iron 9
12:30	Pop's Squad	2	17	Loose Cannons	Iron 8
12:30	RVA	27	14	Unity	Iron 9
2:00	Granny Boys	18	19	CTR	Iron 8
3:00	Playoffs Begin: Single Elim Everyone Advances			1 <sup>st</sup> Place in each Pool gets a Bye	
5:30	Championship				

### 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) 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 second highest position among the three teams. The team with the third highest numerical differential receives the third highest position among the three teams.
  - B) If a three way tie still exists: The run differential will be considered again including the games between the team (or teams) not involved in the tie.
  - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
  - D) If a two way tie exists after applying rules 2a and 2b, the tiebreaker reverts to Rule 1.

### Non-Approved Bats:

Miken Ultra, Miken Ultra II, Miken Ultra Maxload, Easton Synergy SCX 2, Louisville Slugger Genesis SB34.