



Varsity Series 5-7

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 (Varsity)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Va Crusaders (18)	3	0	
A2	Va Legacy Elite (16)	0	2	
A3	Hughesville Hustle (16)	0	2	
A4	North Carroll Hotshots Thunder (16)	2	1	

Time	Team			Team	Field
8:30	Va Crusaders	14	5	VA Legacy Elite	Iron 10
10:00	Hughesville Hustle	1	4	NC Hotshots Thunder	Iron 10
11:30	VA Crusaders	8	7	Hughesville Hustle	Iron 10
1:00	Va Legacy Elite	3	7	NC Hotshots Thunder	Iron 10
2:30	VA Crusaders	4	1	NC Hotshots Thunder	Iron 10
2:30	VA Legacy Elite			Hughesville Hustle	Iron 5
4:00	Gold Championship Orion Hunter	7	4	Sting William	Iron 10
4:00	Silver Championship Lady Mystics	5	4	Va Crusaders	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.
 - 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 (Varsity)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Sting Presson (16)	1	2	
B2	VA Edge Tucker (14)	1	2	
B3	Williamsburg Starz Gold Branzelle (18)	1	2	
B4	Orion Hunter Black (16)	3	0	

Time	Team			Team	Field
8:30	Sting Presson	5	1	VA Edge Tucker	Iron 9
10:00	Williamsburg Starz Gold Branz	6	7	Orion Hunter Black	Iron 9
11:30	Williamsburg Starz Gold Branz	5	1	Sting Presson	Iron 9
1:00	VA Edge Tucker	2	3	Orion Hunter Black	Iron 9
2:30	Sting Presson	0	4	Orion Hunter Black	Iron 9
2:30	Williamsburg Starz Gold Branz	1	8	VA Edge Tucker	Iron 8
4:00	Gold Championship				Iron 10
4:00	Silver Championship				Iron 6

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Bracket: C (Varsity)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Lady Mystics (16)	2	1	
C2	Ruckus (16)	1	2	
C3	Ashburn Shooting Stars (16)	2	1	

Time	Team			Team	Field
8:30	Lady Mystics	11	1	Ruckus	Iron 7
10:00	Lady Mystics	4	1	Ashburn Shooting Stars	Iron 7
11:30	Ruckus	6	9	Ashburn Shooting Stars	Iron 7
1:00	Lady Mystics	7	8	Sting FP Williams	Iron 7
1:00	Ruckus	7	6	TLC Crushers	Iron 8
2:30	Ashburn Shooting Stars	6	1	Lake Country Crushers	Iron 7

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Bracket: D (Varsity)

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	Teams	Wins	Losses	Tie
D1	Sting FP Williams (16)	3	0	
D2	TLC Crushers (16)	0	3	
D3	Lake Country Crushers (18)	1	2	

Time	Team			Team	Field
8:30	Sting FP Williams	11	0	TLC Crushers	Iron 8
10:00	Sting FP Williams	6	1	Lake Country Crushers	Iron 8
11:30	TLC Crushers	3	6	Lake Country Crushers	Iron 8
1:00	Lady Mystics	7	8	Sting FP Williams	Iron 7
1:00	Ruckus	7	6	TLC Crushers	Iron 8
2:30	Ashburn Shooting Stars	6	1	Lake Country Crushers	Iron 7

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