



Fast Pitch Nationals 18u

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	Out For Justice (18)	3	0	
A2	Thunder Fast Pitch (18) Brown	2	1	
A3	Va Rebellion (18)	0	3	
A4	Maryland Aftershock (18)	1	2	

Fri Time	Team			Team	Field
12:00	Out For Justice (18)	7	6	Thunder FP Brown (18)	Iron 9
12:00	VA Rebellion (18)	2	6	Maryland Aftershock (18)	Iron 10
3:00	Out For Justice (18)	6	5	Va Rebellion (18)	Iron 5
3:00	Thunder FP Brown (18)	3	2	Maryland Aftershock (18)	Iron 6
6:00	Out For Justice (18)	5	3	Maryland Aftershock (18)	Iron 7
6:00	Thunder FP Brown (18)	10	2	Va Rebellion (18)	Iron 8

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	Zero Tolerance (18)	2	1	
B2	Spotsy Vipers (18)	0	1	2
B3	Thunder Fast Pitch (WV) (16) Dana	1	1	1
B4	Va Edge Throckmorton (18)	1	1	1

Fri Time	Team			Team	Field
9:00	Zero Tolerance (18)	4	1	Spotsy Vipers (18)	Iron 9
9:00	Thunder FP Dana (16)	7	6	Va Edge Throckmorton (18)	Iron 10
10:30	Zero Tolerance (18)	5	4	Thunder FP Dana (16)	Iron 9
10:30	Spotsy Vipers (18)	2	2	Va Edge Throckmorton (18)	Iron 10
3:00	Zero Tolerance (18)	3	8	VA Edge Throckmorton (18)	Iron 9
3:00	Spotsy Vipers (18)	6	6	Thunder FP Dana (16)	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.
 - D) If a three way tie still exists, tournament officials will determine positions by means of a draw.
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Bracket: C (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Revolution Premier (18)	1	1	1
C2	Top Hand Storm (18)	2	0	1
C3	Southern MD Slammers (18)	2	1	
C4	Hampton Roads Vipers (18)	0	3	

Fri Time	Team			Team	Field
9:00	Revolution Premier (18)	1	1	Top Hand Storm (18)	Iron 5
10:30	Southern MD Slammers (18)	8	4	HR Vipers (18)	Iron 5
12:00	Revolution Premier (18)	1	2	Southern MD Slammers (18)	Iron 5
1:30	Top Hand Storm (18)	4	3	HR Vipers (18)	Iron 5
1:30	Revolution Premier (18)	7	3	Richmond Elite (18)	Iron 6
4:30	Top Hand Storm (18)	5	3	Revolution Red (18)	Iron 5
4:30	Southern MD Slammers (18)	1	2	HR Warriors (18)	Iron 8
4:30	HR Vipers (18)	2	3	Richmond Elite (18)	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.
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Bracket: D (18 & Under) Field: Harry Daniel Park at Ironbridge

Teams IN Bracket D will do a 3 Way Gift Exchange at 10:30 on Friday

	Teams	Wins	Losses	Tie
D1	Richmond Elite (18)	2	2	
D2	Revolution Red (18)	1	2	
D3	Hampton Roads Warriors (18)	2	1	

Fri Time	Team			Team	Field
9:00	Richmond Elite (18)	5	9	Revolution Red (18)	Iron 6
10:30	Richmond Elite (18)	5	1	HR Warriors (18)	Iron 6
12:00	Revolution Red (18)	0	6	HR Warriors (18)	Iron 6
1:30	Revolution Premier (18)	7	3	Richmond Elite (18)	Iron 6
4:30	Top Hand Storm (18)	5	3	Revolution Red (18)	Iron 5
4:30	Southern MD Slammers (18)	1	2	HR Warriors (18)	Iron 8
4:30	HR Vipers (18)	2	3	Richmond Elite (18)	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.
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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.
 - 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.