|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| G1 | Midlothian Hurricanes (16) | 0 | 3 |  |
| G2 | James River Rage (16) | 1 | 2 |  |
| G3 | North Carroll Hotshots Thunder (16) | 3 | 0 |  |
| G4 | Galaxy (16) | 2 | 1 |  |


| Fri <br> Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 9:00 | Midlothian Hurricanes (16) | 0 | 8 | James River Rage (16) | LCB 3 |
| 10:30 | North Carroll Hotshots Thunder(16) | 2 | 0 | Galaxy (16) | LCB 3 |
| 12:00 | North Carroll Hotshots Thunder(16) | 14 | 5 | Midlothian Hurricanes (16) | LCB 3 |
| 1:30 | James River Rage (16) | 3 | 2 | Galaxy (16) | LCB 3 |
| 3:00 | Midlothian Hurricanes (16) | 0 | 12 | Galaxy (16) | LCB 3 |
| $4: 30$ | North Carroll Hotshots Thunder(16) | 12 | 0 | James River Rage (16) | LCB 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 2 a and/or 2 b , tiebreaker reverts to Rule 1.

Fast Pitch Nationals 16u

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: H (16 \& Under) Field: Harry Daniel Park at Ironbridge

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| H1 | PA Ball Hawks (PA) (16) | 1 | 1 | 1 |
| H2 | Spotsy Vipers (16) | 0 | 3 |  |
| H3 | Ironbridge Breeze (16) | 2 | 1 |  |
| H4 | Lady Cardinals (16) | 2 | 0 | 1 |


| Fri <br> Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 1:30 | PA Ball Hawks (16) | 11 | 0 | Spotsy Vipers (16) | Iron 9 |
| $1: 30$ | Ironbridge Breeze (16) | 0 | 8 | Lady Cardinals (16) | Iron 10 |
| $4: 30$ | PA Ball Hawks (16) | 1 | 3 | Ironbridge Breeze (16) | Iron 9 |
| $4: 30$ | Spotsy Vipers (16) | 0 | 5 | Lady Cardinals (16) | Iron 10 |
| $6: 00$ | PA Ball Hawks (16) | 1 | 1 | Lady Cardinals (16) | Iron 9 |
| $6: 00$ | Spotsy Vipers (16) | 0 | 12 | Ironbridge Breeze (16) | Iron 10 |

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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 2 a and/or 2 b , tiebreaker reverts to Rule 1 .

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Bracket: J (16 \& Under) Field: Harry Daniel Park at Ironbridge

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| J1 | Ruckus Cox (16) | 2 | 1 |  |
| J2 | West End Waves (16) | 0 | 3 |  |
| J3 | Hughesville Hustle (16) | 0 | 2 | 1 |
| J4 | Carolina Dirt Devils (16) | 1 | 1 | 1 |


| Fri <br> Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $9: 00$ | Ruckus Cox (16) | 10 | 3 | West End Waves (16) | Iron 7 |
| 10:30 | Hughesville Hustle (16) | 2 | 2 | Carolina Dirt Devils (16) | Iron 7 |
| 12:00 | Ruckus Cox (16) | 11 | 4 | Hughesville Hustle (16) | Iron 7 |
| 1:30 | West End Waves (16) | 3 | 10 | Carolina Dirt Devils (16) | Iron 7 |
| 1:30 | Ruckus Cox (16) | 1 | 4 | Rampage (16) | Iron 8 |
| $3: 00$ | West End Waves (16) | 5 | 8 | Chesdin Storm (16) | Iron 7 |
| $3: 00$ | Carolina Dirt Devils (16) | 0 | 10 | Rampage (16) | Iron 8 |
| $4: 30$ | Hughesville Hustle (16) | 3 | 6 | WV Shockers Elite (16) | Iron 7 |

## Tie Breaker Rules:

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Bracket: K (16 \& Under) Field: Harry Daniel Park at Ironbridge Teams in Bracket K will do a 3 Way Gift Exchange at 10:30

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :---: |
| K1 | Rampage (16) | 3 | 0 |  |
| K2 | Chesdin Storm (16) | 1 | 2 |  |
| K3 | WV Shockers Elite (16) | 2 | 1 |  |
|  |  |  |  |  |


| Fri <br> Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $9: 00$ | Rampage (16) | 4 | 3 | Chesdin Storm (16) | Iron 8 |
| 10:30 | Rampage (16) | 4 | 2 | WV Shockers Elite (16) | Iron 8 |
| 12:00 | Chesdin Storm (16) | 3 | 4 | WV Shockers Elite (16) | Iron 8 |
| 1:30 | Ruckus Cox (16) | 1 | 4 | Rampage (16) | Iron 8 |
| 3:00 | West End Waves (16) | 5 | 8 | Chesdin Storm (16) | Iron 7 |
| $3: 00$ | Carolina Dirt Devils (16) | 0 | 10 | Rampage (16) | Iron 8 |
| $4: 30$ | Hughesville Hustle (16) | 3 | 6 | WV Shockers Elite (16) | Iron 7 |

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