



Fast Pitch Nationals 14u

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: L (14 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
L1	Southern Delaware Hurricanes (14)	1	2	
L2	Chesterfield Havok (14)	0	3	
L3	Thunder Fast Pitch (14)	3	0	
L4	Hit Doctor (14)	2	1	

Time	Team			Team	Field
9:00	Southern Delaware Hurricanes (14)	5	4	Chesterfield Havok (14)	LCB 1
9:00	Thunder Fast Pitch (14)	4	3	Hit Doctor (14)	LCB 2
12:00	Southern Delaware Hurricanes (14)	7	12	Thunder Fast Pitch (14)	LCB 1
12:00	Chesterfield Havok (14)	1	6	Hit Doctor (14)	LCB 2
3:00	Southern Delaware Hurricanes (14)	0	7	Hit Doctor (14)	LCB 1
3:00	Chesterfield Havok (14)	3	7	Thunder Fast Pitch (14)	LCB 2

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: M (14 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
M1	Bay River Rumble (14)	1	1	1
M2	Hughesville Hustle (14)	1	2	
M3	Virginia Stars (14)	2	1	
M4	Chesdin Storm (14)	1	1	1

Time	Team			Team	Field
10:30	Bay River Rumble (14)	3	9	Hughesville Hustle (14)	LCB 1
10:30	Virginia Stars (14)	8	4	Chesdin Storm (14)	LCB 2
1:30	Bay River Rumble (14)	4	0	Virginia Stars (14)	LCB 1
1:30	Hughesville Hustle (14)	4	5	Chesdin Storm (14)	LCB 2
4:30	Bay River Rumble (14)	3	3	Chesdin Storm (14)	LCB 1
4:30	Hughesville Hustle (14)	0	12	Virginia Stars (14)	LCB 2

Tie Breaker Rules:

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Bracket: P (14 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
P1	Galaxy White Fowler (14)	2	1	
P2	Tsunami (14)	3	0	
P3	Southern Maryland Velocity (14)	1	2	
P4	Bomb Squad (14)	0	3	

Time	Team			Team	Field
10:30	Galaxy White Fowler (14)	1	11	Tsunami (14)	LCB 4
10:30	Southern MD Velocity (14)	5	3	Bomb Squad (14)	LCB 5
1:30	Galaxy White Fowler (14)	11	0	Southern MD Velocity (14)	LCB 4
1:30	Tsunami (14)	7	6	Bomb Squad (14)	LCB 5
4:30	Galaxy White Fowler (14)	14	1	Bomb Squad (14)	LCB 4
4:30	Tsunami (14)	5	4	Southern MD Velocity (14)	LCB 5

Tie Breaker Rules:

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Bracket: R (14 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
R1	Fauquier Fusion (14)	3	0	
R2	Richmond Ruckus (14)	0	3	
R3	Hanover Hornets Michaels (14)	1	2	
R4	Aggressors (14)	2	1	

Time	Team			Team	Field
9:00	Fauquier Fusion (14)	15	1	Richmond Ruckus (14)	LCB 4
9:00	Hanover Hornets Michaels (14)	6	8	Aggressors (14)	LCB 5
12:00	Fauquier Fusion (14)	9	0	Hanover Hornets Michaels(14)	LCB 4
12:00	Richmond Ruckus (14)	2	7	Aggressors (14)	LCB 5
3:00	Fauquier Fusion (14)	6	2	Aggressors (14)	LCB 4
3:00	Richmond Ruckus (14)	2	17	Hanover Hornets Michaels(14)	LCB 5

Tie Breaker Rules:

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