



Halloween Cup

16u Gold Champions: Sting Williams 3-0 (Runs allowed: 3)

16u Gold Runner Up: Aggressors 3-0 (Runs allowed: 7) Had more runs scored than Lady Cardinals.

16u Silver Champions: T2G/Nitro Elite (16) 1-2 (Runs allowed: 14)

16u Silver Runner Up: Hit Doctor Elite 1-2 (Runs allowed: 18)



Halloween Cup 16u

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Bracket: C (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie	RA
1 st	Lady Cardinals (16)	3	0		7
2 nd	Revolution Black (16)	2	1		8
3 rd	T2G/Nitro Elite (16)	1	2		14
4 th	Jamestown Mayhem (16)	0	3		19

Time	Team			Team	Field
10:45	T2G/Nitro Elite (16)	1	7	Lady Cardinals (16)	Iron 5
10:45	Revolution Black (16)	8	2	Jamestown Mayhem (16)	Iron 6
1:30	T2G/Nitro Elite (16)	1	6	Revolution Black (16)	Iron 5
1:30	Lady Cardinals (16)	5	2	Jamestown Mayhem (16)	Iron 6
4:15	T2G/Nitro Elite (16)	6	1	Jamestown Mayhem (16)	Iron 5
4:15	Lady Cardinals (16)	5	4	Revolution Black (16)	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: D (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie	RA
1 st	Sting Williams (16)	3	0		3
2 nd	Va Strikers (16)	2	1		18
3 rd	Hit Doctor Elite (16)	1	2		18
4 th	Midlothian Hurricanes (16)	0	3		39

Time	Team			Team	Field
8:00	Va Strikers (16)	8	2	Hit Doctor Elite (16)	Iron 7
8:00	Midlothian Hurricanes (16)	0	9	Sting Williams (16)	Iron 8
9:15	Va Strikers (16)	18	4	Midlothian Hurricanes (16)	Iron 7
9:15	Hit Doctor Elite (16)	2	9	Sting Williams (16)	Iron 8
12:00	Va Strikers (16)	1	12	Sting Williams (16)	Iron 7
12:00	Hit Doctor elite (16)	12	1	Midlothian Hurricanes (16)	Iron 8

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Bracket: F (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Ties	RA
1 st	Aggressors (16)	3	0		7
2 nd	Chesdin Storm Field (16)	2	1		8
3 rd	Invictus (16)	1	2		34
4 th	Chesterfield Havok (16)	0	3		43

Time	Team			Team	Field
8:00	Chesterfield Havok (16)	0	18	Aggressors (16)	Iron 9
8:00	Chesdin Storm Field (16)	13	1	Invictus (16)	Iron 10
9:15	Chesterfield Havok (16)	3	16	Chesdin Storm Field (16)	Iron 9
9:15	Aggressors (16)	15	4	Invictus (16)	Iron 10
12:00	Chesterfield Havok (16)	6	9	Invictus (16)	Iron 9
12:00	Aggressors (16)	4	3	Chesdin Storm Field (16)	Iron 10

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Bracket: G (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie	RA
1 st	Dixie Chicks (14)	2	0	1	5
2 nd	East Coast Diamonds (16)	2	0	1	8
3 rd	Wagners Justis (16)	1	2		21
4 th	Va Crusaders (16)	0	3		38

Time	Team			Team	Field
3:00	EC Diamonds (16)	5	5	Dixie Chicks (14)	Iron 5
3:00	Va Crusaders (16)	6	10	Wagner Justis (16)	Iron 6
5:45	EC Diamonds (16)	16	3	Va Crusaders (16)	Iron 5
5:45	Dixie Chicks (14)	10	0	Wagners Justis (16)	Iron 6
7:00	EC Diamonds (16)	5	3	Wagner Justis (16)	Iron 5
7:00	Dixie Chicks (14)	12	0	Va Crusaders (16)	Iron 6

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