## Halloween Cup

12u Platinum Champions: Hanover Hornets 05 (3-0) (Runs Allowed: 0)
12u Platinum Runner Up: NK Lady Giants 3-0 (Runs allowed: 2)
12u Gold Champions: Va Legends Belk 2-1 (Runs allowed: 7, Runs scored: 38)
12u Gold Runner Up: Hanover Sports 2-1 (Runs allowed: 7, Runs scored: 36)
12u Silver Champions: Chesterfield Havok Lewis: 2-1 (Runs allowed: 24)
12u Silver Runner Up: Southside Fury Harmon: 1-2 (Runs allowed: 10)
12u Bronze Champions: VA Crushers: 1-2 (Runs allowed: 15)
12u Bronze Runner Up: Varina Velocity Labrano 1-2 (Runs allowed: 24)

Halloween Cup 12u

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: S (12 \& Under) Field: Dorey Park

|  | Teams | Wins | Losses | Tie | RA |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 1 | Fusion (12) (12) | 3 | 0 |  | 3 |
| 2 | Firestorm | 2 | 1 | 21 |  |
| 3 | Chesterfield Havok Bolt (12) | 1 | 2 |  | 21 |
| 4 | Varina Velocity Labrano (12) | 0 | 3 |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $8: 00$ | Firestorm (12) | 4 | 3 | Varina Velocity Labrano (12) | Dorey 1 |
| $8: 00$ | Fusion (12) | 11 | 2 | Chesterfield Havok Bolt (12) | Dorey 2 |
| $9: 15$ | Firestorm (12) | 0 | 16 | Fusion (12) | Dorey 1 |
| $9: 15$ | Varina Velocity Labrano (12) | 3 | 14 | Chesterfield Havok Bolt (12) | Dorey 2 |
| $12: 00$ | Firestorm (12) | 7 | 2 | Chesterfield Havok Bolt (12) | Dorey 1 |
| $12: 00$ | Varina Velocity Labrano (12) | 1 | 3 | Fusion (12) | Dorey 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 2 a and/or 2 b , tiebreaker reverts to Rule 1 .


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: T (12 \& Under) Field: Dorey Park

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :--- |
| 1 | Chesterfield Havok 05 Wells (12) | 3 | 0 | 5 |
| 2 | VA Legends Belk (12) | 2 | 1 | 7 |
| 3 | James River Rage (12) | 1 | 2 | 33 |
| 4 | Va Rebellion (12) | 0 | 3 | 33 |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $8: 00$ | James River Rage (12) | 14 | 2 | VA Rebellion (12) | Dorey 3 |
| $8: 00$ | Chesterfield Havok 05 Wells (12) | 6 | 5 | Va Legends Belk (12) | Dorey 4 |
| $9: 15$ | James River Rage (12) | 0 | 11 | Chesterfield Havok 05 Wells (12) | Dorey 3 |
| $9: 15$ | VA Rebellion (12) | 1 | 13 | Va Legends Belk (12) | Dorey 4 |
| 12:00 | James River Rage (12) | 0 | 20 | Va Legends Belk (12) | Dorey 3 |
| 12:00 | Va Rebellion (12) | 0 | 16 | Chesterfield Havok 05 Wells (12) | Dorey 4 |

## 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 .


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: U (12 \& Under) Field: Dorey Park

|  | Teams | Wins | Losses | Tie |
| :--- | :--- | :--- | :--- | :--- |
| 1 | New Kent Lady Giants Gary (12) | 3 | 0 | 2 |
| 2 | Chesdin Storm MacMinn (12) | 2 | 1 | 9 |
| 3 | Southside Fury Harmon (12) | 1 | 2 | 10 |
| 4 | East Coast Diamonds (12) | 0 | 3 | 36 |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :---: |
| 10:45 | Southside Fury Harmon (12) | 0 | 4 | NK Lady Giants (12) | Dorey 3 |
| $10: 45$ | Chesdin Storm MacMinn (12) | 9 | 4 | EC Diamonds (12) | Dorey 4 |
| $1: 30$ | Southside Fury Harmon (12) | 5 | 6 | Chesdin Storm MacMinn(12) | Dorey 3 |
| $1: 30$ | NK Lady Giants (12) | 14 | 2 | EC Diamonds (12) | Dorey 4 |
| $4: 15$ | Southside Fury Harmon (12) | 13 | 0 | EC Diamonds (12) | Dorey 3 |
| $4: 15$ | NK Lady Giants (12) | 6 | 0 | Chesdin Storm MacMinn (12) | Dorey 4 |

## 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 .


Halloween Cup 12u

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: V (12 \& Under) Field: Dorey Park

|  | Teams | Wins | Losses | Tie | RA |
| :--- | :--- | :--- | :--- | :---: | :---: |
| 1 | Storm (12) | 3 | 0 |  | 9 |
| 2 | Chesdin Storm Butler (12) | 2 | 1 |  | 18 |
| 3 | Chesterfield Havok Lewis (12) | 2 | 1 |  | 24 |
| 4 | VA Crushers (12) | 1 | 2 |  | 15 |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :---: |
| $10: 45$ | Storm (12) | 18 | 0 | Chesterfield Havok Lewis (12) | Dorey 1 |
| $1: 30$ | Chesdin Storm Butler (12) | 6 | 1 | VA Crushers (12) | Dorey 2 |
| $3: 00$ | Storm (12) | 12 | 0 | Chesdin Storm Butler (12) | Dorey 1 |
| $4: 15$ | Chesterfield Havok Lewis (12) | 5 | 4 | Va Crushers (12) | Dorey 2 |
| $4: 15$ | Storm (12) | 18 | 9 | Black Hawks (12) | Dorey 1 |
| $5: 45$ | Chesterfield Havok Lewis (12) | 14 | 2 | Jamestown Mayhem (12) | Dorey 2 |
| $5: 45$ | Chesdin Storm Butler (12) | 12 | 5 | Va Lady Sluggers (12) | Dorey 1 |
| $7: 00$ | Va Crushers (12) | 5 | 4 | Va Lady Sluggers (12) | Dorey 1 |

## 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 .


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: W (12\& Under) Field: Dorey Park

|  | Teams | Wins | Losses | Tie | RA |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 1 | Black Hawks (12) | 2 | 1 |  | 22 |
| 2 | Jamestown Mayhem (12) | 1 | 2 |  | 22 |
| 3 | Va Lady Sluggers (12) | 0 | 4 |  | 25 |
|  |  |  |  |  |  |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 10:45 | Black Hawks (12) | 4 | 3 | Jamestown Mayhem (12) | Dorey 2 |
| 1:30 | Black Hawks (12) | 15 | 1 | Va Lady Sluggers (12) | Dorey 2 |
| $3: 00$ | Jamestown Mayhem (12) | 9 | 4 | VA Lady Sluggers (12) | Dorey 2 |
| $4: 15$ | Storm (12) | 18 | 9 | Black Hawks (12) | Dorey 1 |
| $5: 45$ | Chesterfield Havok Bolt (12) | 14 | 2 | Jamestown Mayhem (12) | Dorey 2 |
| $5: 45$ | Chesdin Storm Butler (12) | 12 | 5 | Va Lady Sluggers (12) | Dorey 1 |
| $7: 00$ | Va Crushers (12) | 5 | 4 | Va Lady Sluggers (12) | Dorey 1 |

## 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 .


Halloween Cup 12u

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: X (12 \& Under) Field: Dorey Park

|  | Teams | Wins | Losses | Tie | RA |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 1 | Coastal Blast (12) | 3 | 0 |  | 7 |
| 2 | Lady Warriors (12) | 2 | 1 |  | 19 |
| 3 | Lady Gators (12) | 1 | 2 |  | 27 |
| 4 | Fauquier Freeze Yates (12) | 0 | 3 |  | 48 |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :---: |
| $3: 00$ | Lady Warriors (12) | 4 | 14 | Coastal Blast (12) | Dorey 3 |
| $3: 00$ | Fauquier Freeze Yates (12) | 6 | 11 | Lady Gators (12) | Dorey 4 |
| $5: 45$ | Lady Warriors (12) | 25 | 2 | Fauquier Freeze Yates (12) | Dorey 3 |
| $5: 45$ | Coastal Blast (12) | 8 | 3 | Lady Gators (12) | Dorey 4 |
| $7: 00$ | Lady Warriors (12) | 13 | 3 | Lady Gators (12) | Dorey 2 |
| $7: 00$ | Coastal Blast (12) | 12 | 0 | Fauquier Freeze Yates (12) | Dorey 4 |

## 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 .


Halloween Cup 12u

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: Y (12 \& Under) Field: Dumbarton Complex

|  | Teams | Wins | Losses | Tie | RA |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 1 | Southside Fury Williams (12) | 3 | 0 |  | 4 |
| 2 | Hanover Sports (12) | 2 | 1 |  | 7 |
| 3 | Glen Allen Stray Cats (12) | 1 | 2 |  | 29 |
| 4 | Spotsy Vipers Black (12) | 0 | 3 |  | 48 |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $8: 00$ | Hanover Sports (12) | 18 | 0 | Spotsy Vipers Black (12) | DB 2 |
| $8: 00$ | Southside Fury Williams (12) | 11 | 2 | Glen Allen Stray Cats (12) | DB 3 |
| $9: 15$ | Hanover Sports (12) | 2 | 7 | Southside Fury Williams(12) | DB 2 |
| $9: 15$ | Spotsy Vipers Black (12) | 2 | 14 | Glen Allen Stray Cats (12) | DB 3 |
| $1: 30$ | Hanover Sports (12) | 16 | 0 | Glen Allen Stray Cats (12) | DB 2 |
| $1: 30$ | Spotsy Vipers Black (12) | 0 | 16 | Southside Fury Williams(12 | DB 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 .


Halloween Cup 12u

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: Z (12 \& Under) Field: Dumbarton Complex

|  | Teams | Wins | Losses | Tie | RA |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 1 | Va Unity Johnson (12) | 3 | 0 |  | 5 |
| 2 | TSI Lady Titans (12) | 2 | 1 |  | 22 |
| 3 | Stafford Stealth (12) | 1 | 2 |  | 22 |
| 4 | Chesterfield Havok Fiege (12) | 0 | 3 |  | 40 |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $10: 45$ | TSI Lady Titans (120 | 9 | 8 | Chesterfield Havok Fiege(12) | DB 2 |
| 10:45 | Va Unity Johnson (12) | 9 | 0 | Stafford Stealth (12) | DB 3 |
| $3: 00$ | TSI Lady Titans (12) | 4 | 7 | Va Unity Johnson (12) | DB 2 |
| $3: 00$ | Chesterfield Havok Fiege (12) | 5 | 12 | Stafford Stealth (12) | DB 3 |
| $4: 15$ | TSI Lady Titans (12) | 8 | 7 | Stafford Stealth (12) | DB 1 |
| $5: 45$ | Chesterfield Havok Fiege (12) | 1 | 19 | Va Unity Johnson (12) | DB 1 |

## 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 .


Halloween Cup 12u

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: AA (12 \& Under) Field: Dumbarton Complex

|  | Teams | Wins | Losses | Tie | RA |
| :--- | :--- | :--- | :--- | :---: | :---: |
| 1 | Hanover Hornets 05 (12) | 3 | 0 |  | 0 |
| 2 | Glen Allen Xtreme (12) | 2 | 1 |  | 14 |
| 3 | Spotsy Vipers Green (12) | 1 | 2 |  | 26 |
| 4 | Post 290 Bombers (12) | 0 | 3 |  | 22 |


| Time | Team |  |  | Team | Field |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 12:00 | Post 290 Bombers (12) | 1 | 2 | Glen Allen Xtreme (12) | DB 2 |
| 12:00 | Hanover Hornets 05 (12) | 15 | 0 | Spotsy Vipers Green (12) | DB 3 |
| $4: 15$ | Post 290 Bombers (12) | 0 | 13 | Hanover Hornets 05 (12) | DB 2 |
| $4: 15$ | Glen Allen Xtreme (12) | 7 | 3 | Spotsy Vipers Green (12) | DB 3 |
| $5: 45$ | Post 290 Bombers (12) | 4 | 7 | Spotsy Vipers Green (12) | DB 2 |
| $5: 45$ | Glen Allen Xtreme (12) | 0 | 10 | Hanover Hornets 05 (12) | DB 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 .

