



# The Turkey Bowl

Starting Times are posted below. All Times should be considered tentative until the tournament begins. If your first game time should change, you'll be notified by phone.

All coaches should check in upon arrival to receive your official Tournament Packet.

Rain Hotline: 804-378-2285 This line will be updated as early as possible Saturday morning if there's a chance for inclement weather.

This is an OPEN ROSTER EVENT. (This means, whichever players you bring this weekend, that's who is on your team.)

## Format:

18u: Teams will play 3 pool games. Pool Winners advance to a championship game.

16u, 14u, 12u: Teams will play 2 Pool games. Pool Winners will advance to a championship game and be seeded into Gold and Silver. Non Pool Winners will advance to a 3<sup>rd</sup> pool game.

10u: : Teams will play 3 pool games. Pool Winners advance to a championship game.

NOTE: If a team plays 4 pool games, we will throw out their worst game for standings purposes, unless that game is involved in a tie breaker situation.

## Locations:

Harry Daniel Park at Ironbridge (Iron)

### Ironbridge Park:

6600 Whitepine Rd

Richmond, VA 23237

From I-95: Take Exit 62 (Route 288)

Follow Route 288 to the 1<sup>st</sup> Ironbridge Road Exit.

Go to the light and the entrance to the park is on the right.

### Warbro Sports Complex: 3204 Warbro Road

From I-95: Take Exit 62 (Route 288). Follow Route 288 to Route 360 (Hull Street)

East. Take 360 East off of 288. Go approximately 1/4 mile and turn left onto Warbro

Road. Go approximately 2 miles and the complex is on the left hand side of the road. If you run into Southside Speedway, you've gone too far.

If you have any questions, call Butch Tiller at 804-378-2285



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Bracket: A (18 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
A1	Hampton Roads Viper (18)			
A2	Stafford Stealth (18)			
A3	Southside Xtreme (18)			
A4	Zero Tolerance (18)			

Time	Team		Team	Field
11:00	HR Vipers (18)		Stafford Stealth (18)	Warbro 2
11:00	Southside Xtreme (18)		Zero Tolerance (18)	Warbro 3
3:00	HR Vipers (18)		Southside Xtreme (18)	Warbro 2
3:00	Stafford Stealth (18)		Zero Tolerance (18)	Warbro 3
5:45	HR Vipers (18)		Zero Tolerance (18)	Warbro 1
5:45	Stafford Stealth (18)		Southside Xtreme (18)	Warbro 2
TBD	Championship: A 1 <sup>st</sup> vs B 1 <sup>st</sup>			Warbro 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.
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Bracket: B (18 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
B1	Peninsula Patriots (18)			
B2	Stafford Black Hawks (18)			
B3	Firecrackers MD (16)			
B4	St Margarets (18)			

Time	Team			Team	Field
12:30	Peninsula Patriots (18)			Stafford Black Hawks (18)	Warbro 2
12:30	Firecrackers MD (16)			St Margarets (18)	Warbro 3
4:30	Peninsula Patriots (18)			Firecrackers MD (16)	Warbro 2
4:30	Stafford Black Hawks (18)			St Margarets (18)	Warbro 3
5:45	Stafford Black Hawks (18)			Firecrackers MD (16)	Warbro 3
7:00	Peninsula Patriots (18)			St Margarets (18)	Warbro 3
TBD	Championship: A 1 <sup>st</sup> vs B 1 <sup>st</sup>				Warbro 1

## Tie Breaker Rules:

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2. Three Way Tie:
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Bracket: C (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Midlothian Hurricanes (16)			
C2	Lakeshore Lighting (16)			
C3	Lady Cardinals (16)			

Time	Team			Team	Field
1:45	Midlothian Hurricanes (16)			Lakeshore Lightning (16)	Iron 7
3:00	Midlothian Hurricanes (16)			Lady Cardinals (16)	Iron 7
5:45	Lakeshore Lightning (16)			Lady Cardinals (16)	Iron 5
7:00	3 <sup>rd</sup> Place teams				Iron 5/6
7:00	2 <sup>nd</sup> Place Teams				Iron 8/9
7:00	Gold and Silver among 1 <sup>st</sup> Place teams				Iron 10/7

## Tie Breaker Rules:

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Bracket: D (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Spotsy Vipers (16)			
D2	Coastal Fury (16)			
D3	Hughesville Lady Canes (16)			

Time	Team		Team	Field
1:45	Spotsy Vipers (16)		Coastal Fury (16)	Iron 8
3:00	Spotsy Vipers (16)		Hughesville Lady Canes (16)	Iron 8
5:45	Coastal Fury (16)		Hughesville Lady Canes (16)	Iron 6
7:00	3 <sup>rd</sup> Place teams			Iron 5/6
7:00	2 <sup>nd</sup> Place Teams			Iron 8/9
7:00	Gold and Silver among 1 <sup>st</sup> Place teams			Iron 10/7

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Bracket: F (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
F1	Loudoun Liberty (16)			
F2	T2G/Nitro Elite (16)			
F3	Hit Doctor Elite (16)			

Time	Team		Team	Field
1:45	Loudoun Liberty (16)		T2G/Nitro Elite (16)	Iron 9
3:00	Loudoun Liberty (16)		Hit Doctor Elite (16)	Iron 9
5:45	T2G/Nitro Elite (16)		Hit Doctor Elite (16)	Iron 9
7:00	3 <sup>rd</sup> Place teams			Iron 5/6
7:00	2 <sup>nd</sup> Place Teams			Iron 8/9
7:00	Gold and Silver among 1 <sup>st</sup> Place teams			Iron 10/7

## Tie Breaker Rules:

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Bracket: G (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Va Crusaders (16)			
G2	Tsunami (16)			
G3	Aggressors (16)			

Time	Team		Team	Field
1:45	Va Crusaders (16)		Tsunami (16)	Iron 10
3:00	VA Crusaders (16)		Aggressors (16)	Iron 10
5:45	Tsunami (16)		Aggressors (16)	Iron 10
7:00	3 <sup>rd</sup> Place Teams			Iron 5/6
7:00	2 <sup>nd</sup> Place Teams			Iron 8/9
7:00	Gold and Silver among 1 <sup>st</sup> Place teams			Iron 10/7

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Bracket: H (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	No Limit Sports (14)			
H2	VA Impact (14)			
H3	Glen Allen Xtreme (14)			

Time	Team			Team	Field
8:30	No Limit Sports (14)			VA Impact (14)	Iron 7
9:45	No Limit Sports (14)			Glen Allen Xtreme (14)	Iron 7
11:00	Va Impact (14)			Glen Allen Xtreme (14)	Iron 7
4:30	3 <sup>rd</sup> Place Teams Play				Iron 5/6
4:30	2 <sup>nd</sup> Place Teams Play				Iron 9/10
5:45	1 <sup>st</sup> Place Teams: Gold and Silver Championships				Iron 7/8

## **Tie Breaker Rules:**

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Bracket: J (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	TSI Lady Titans Premiere (14)			
J2	Virginia Mavericks (14)			
J3	Fauquier Freeze (14)			

Time	Team			Team	Field
8:30	TSI Lady Titans Premiere (14)			VA Mavericks (14)	Iron 8
9:45	TSI Lady Titans Premiere (14)			Fauquier Freeze (14)	Iron 8
12:30	VA Mavericks (14)			Fauquier Freeze (14)	Iron 7
4:30	3 <sup>rd</sup> Place Teams Play				Iron 5/6
4:30	2 <sup>nd</sup> Place Teams Play				Iron 9/10
5:45	1 <sup>st</sup> Place Teams: Gold and Silver Championships				Iron 7/8

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Bracket: K (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
K1	Peninsula Patriots (14)			
K2	Spartans (14)			
K3	New Kent Lady Giants (12)			

Time	Team			Team	Field
8:30	Peninsula Patriots (14)			Spartans (14)	Iron 9
11:00	Peninsula Patriots (14)			NK Lady Giants (12)	Iron 8
12:30	Spartans (14)			NK Lady Giants (12)	Iron 8
4:30	3 <sup>rd</sup> Place Teams Play				Iron 5/6
4:30	2 <sup>nd</sup> Place Teams Play				Iron 9/10
5:45	1 <sup>st</sup> Place Teams: Gold and Silver Championships				Iron 7/8

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Bracket: L (14 & Under)

Field: Harry Daniel Park at Ironbridge

	<b>Teams</b>	<b>Wins</b>	<b>Losses</b>	<b>Tie</b>
L1	Southside Xtreme (14)			
L2	Margaret Brent Panthers (14)			
L3	Southern MD Velocity (14)			

<b>Time</b>	<b>Team</b>			<b>Team</b>	<b>Field</b>
9:45	Southside Xtreme (14)			Margaret Brent Panthers (14)	Iron 9
11:00	Southside Xtreme (14)			Southern MD Velocity (14)	Iron 9
12:30	Margaret Brent Panthers (14)			Southern MD Velocity (14)	Iron 9
4:30	3 <sup>rd</sup> Place Teams Play				Iron 5/6
4:30	2 <sup>nd</sup> Place Teams Play				Iron 9/10
5:45	1 <sup>st</sup> Place Teams: Gold and Silver Championships				Iron 7/8

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Bracket: M (12 & Under)

Field: Harry Daniel Park at Ironbridge

	<b>Teams</b>	<b>Wins</b>	<b>Losses</b>	<b>Tie</b>
M1	Chesterfield Havok Fiege (12)			
M2	Varina Velocity Labrano (12)			
M3	Hampton Roads Vipers (12)			

<b>Time</b>	<b>Team</b>			<b>Team</b>	<b>Field</b>
8:30	Chesterfield Havok Fiege (12)			Varina Velocity Labrano(12)	Iron 10
9:45	Chesterfield Havok Fiege (12)			HR Vipers (12)	Iron 10
11:00	Varina Velocity Labrano (12)			HR Vipers (12)	Iron 10
1:45	3 <sup>rd</sup> Place Teams Play				Iron 5/6
3:00	2 <sup>nd</sup> Place Teams Play				Iron 5/6
4:30	12u Championships: 1 <sup>st</sup> Place Teams Gold and Silver				Iron 7/8

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Bracket: P (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
P1	Glen Allen Xtreme (12)			
P2	Spotsy Vipers Black (12)			
P3	Coastal Blast (12)			

Time	Team			Team	Field
8:30	Glen Allen Xtreme (12)			Spotsy Vipers Black (12)	Iron 5
9:45	Glen Allen Xtreme (12)			Coastal Blast (12)	Iron 5
12:30	Spotsy Vipers Black (12)			Coastal Blast (12)	Iron 10
1:45	3 <sup>rd</sup> Place Teams Play				Iron 5/6
3:00	2 <sup>nd</sup> Place Teams Play				Iron 5/6
4:30	12u Championships: 1 <sup>st</sup> Place Teams Gold and Silver				Iron 7/8

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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.



# The Turkey Bowl

**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: O (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
O1	Lady Twisters (12)			
O2	Va Impact (12)			
O3	Hughesville Hustle (12)			

Time	Team			Team	Field
8:30	Lady Twisters (12)			VA Impact (12)	Iron 6
11:00	Lady Twisters (12)			Hughesville Hustle (12)	Iron 5
12:30	VA Impact (12)			Hughesville Hustle (12)	Iron 5
1:45	3 <sup>rd</sup> Place Teams Play				Iron 5/6
3:00	2 <sup>nd</sup> Place Teams Play				Iron 5/6
4:30	12u Championships: 1 <sup>st</sup> Place Teams Gold and Silver				Iron 7/8

## **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.
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Bracket: R ( 12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
R1	Lady Gators (12)			
R2	Lady Lightning (12)			
R3	VA Legends Belk (12)			

Time	Team			Team	Field
9:45	Lady Gators (12)			Lady Lightning (12)	Iron 6
11:00	Lady Gators (12)			VA Legends Belk (12)	Iron 6
12:30	Lady Lightning (12)			VA Legends Belk (12)	Iron 6
1:45	3 <sup>rd</sup> Place Teams Play				Iron 5/6
3:00	2 <sup>nd</sup> Place Teams Play				Iron 5/6
4:30	12u Championships: 1 <sup>st</sup> Place Teams Gold and Silver				Iron 7/8

## **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.
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Bracket: X (10 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
X1	Yellow Diamonds (10)			
X2	Va Impact (10)			
X3	Southside Rage (10)			
X4	Varina Velocity (10)			

Time	Team		Team	Field
8:30	Yellow Diamonds (10)		VA Impact (10)	Warbro 2
8:30	Southside Rage (10)		Varina Velocity (10)	Warbro 3
9:45	Yellow Diamonds (10)		Southside Rage (10)	Warbro 2
9:45	Va Impact (10)		Varina Velocity (10)	Warbro 3
1:45	Yellow Diamonds (10)		Varina Velocity (10)	Warbro 2
1:45	Va Impact (10)		Southside Rage (10)	Warbro 3
4:30	10u Championship: X 1 <sup>st</sup> vs Y 1 <sup>st</sup>			Warbro 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:
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Bracket: Y (10 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
Y1	New Kent Lady Giants Orange (10)			
Y2	Class A (10)			
Y3	Power (10)			
Y4	Hughesville Hustle Cross (10)			

Time	Team		Team	Field
8:30	NK Lady Giants Orange (10)		Class A (10)	Warbro 1
9:45	Power (10)		Hughesville Hustle Cross (10)	Warbro 1
11:00	NK Lady Giants Orange (10)		Power (10)	Warbro 1
12:30	Class A (10)		Hughesville Hustle Cross (10)	Warbro 1
1:45	NK Lady Giants Orange (10)		Hughesville Hustle Cross (10)	Warbro 1
3:00	Class A (10)		Power (10)	Warbro 1
4:30	10u Championship: X 1 <sup>st</sup> vs Y 1 <sup>st</sup>			Warbro 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:
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