



# The Queen of The Hill

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.

Format: 23u+ and 18u teams will play 3 pool games on Saturday and be seeded for Single Elimination playoffs on Sunday.

14u and 10u teams will play 2 pool games and be seeded for Single Elimination playoffs on Saturday.

Reminder for 2022 Guest Players: Due to potential Covid disruption, we will allow a team to have up to 3 guest players. Remember, a Guest Player may NEVER pitch.

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.

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



# The Queen of The Hill

**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: A 23U+( & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Rise Up Softball Academy (23)			
A2	High Rollers (23)			
A3	Nitro (23)			
A4	Central VA Blitz (23)			

Time	Team			Team	Field
9:00	Rise Up Softball (23)			High Rollers (23)	Iron 9
9:00	Nitro (23)			Central Va Blitz (23)	Iron 10
12:00	Rise Up Softball (23)			Nitro (23)	Iron 7
12:00	High Rollers (23)			Central VA Blitz (23)	Iron 8
1:30	Rise Up Softball (23)			Central Va Blitz (23)	Iron 7
1:30	High Rollers (23)			Nitro (23)	Iron 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.

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 Queen of The Hill

**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: B (23U+ & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	East Coast Titans (23)			
B2	Southern MD Ospreys (23)			
B3	Gold Coast Hurricanes (23)			
B4	Virginia Predators (23)			

Time	Team			Team	Field
10:30	East Coast Titans (23)			Southern MD Ospreys(23)	Iron 9
10:30	Gold Coast Hurricanes (23)			Va Predators (23)	Iron 10
12:00	East Coast Titans (23)			Gold Coast Hurricanes(23)	Iron 9
12:00	Southern MD Ospreys (23)			Va Predators (23)	Iron 10
3:00	East Coast Titans (23)			Va Predators (23)	Iron 7
3:00	Southern MD Ospreys (23)			Gold Coast Hurricanes (23)	Iron 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.

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 Queen of The Hill

**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: C (18/16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Hit Doctor (18)			
C2	Black Widows (16)			
C3	Team Virginia Mizuno - Lewis (18)			
C4	Co Pilots King (18)			
C5	Co Pilots Ruehl (18)			

Time	Team			Team	Field
9:00	Hit Doctor (18)			Black Widows (16)	Iron 7
9:00	Team VA Mizuno (18)			Co Pilots King (18)	Iron 8
10:30	Hit Doctor (18)			Team VA Mizuno (18)	Iron 7
10:30	Black Widows (16)			Co Pilots Ruehl (18)	Iron 8
1:30	Hit Doctor (18)			Co Pilots King (18)	Iron 9
1:30	Team VA Mizuno (18)			Co Pilots Ruehl (18)	Iron 10
3:00	Hit Doctor (18)			CO Pilots Ruehl (18)	Iron 9
3:00	Black Widows (16)			CO Pilots King (18)	Iron 10

## **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.



# The Queen of The Hill

**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: G (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Ruckus (12)			
G2	Va Vipers White (14)			
G3	Southern MD Velocity (14)			

Time	Team			Team	Field
9:00	Ruckus			VA Vipers White	Iron 6
10:30	Ruckus			Southern MD Velocity	Iron 6
12:00	Va Vipers White			Southern MD Velocity	Iron 6
1:30	2 <sup>nd</sup> place team			3 <sup>rd</sup> Place Team	Iron 6
3:00	1 <sup>st</sup> Place Team			Winner (1:30 game)	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.



# The Queen of The Hill

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 (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
X1	RVA Warriors Carrino (10)			
X2	Dominion Hitters (10)			
X3	MD Hustle Wilkes (10)			

Time	Team			Team	Field
9:00	RVA Warriors Carrino			Dominion Hitters	Iron 5
10:30	RVA Warriors Carrino			MD Hustle Wilkes	Iron 5
12:00	Dominion Hitters			MD Hustle Wilkes	Iron 5
1:30	2 <sup>nd</sup> place team			3 <sup>rd</sup> Place Team	Iron 5
3:00	1 <sup>st</sup> Place Team			Winner (1:30 game)	Iron 5

## **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.