

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.

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

Format: Teams will play 3 pool games.

Pool Winners only will advance to a Gold of Silver 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 1st 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



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 (Varsity) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Mid Atlantic Orioles (16)			
A2	Stafford Diamonds (16)			
A3	Bandits (16)			
A4	Glory Campbell (18)			

Time	Team	Team	Field
10:15	Mid Atlantic Orioles (16)	Stafford Diamonds (16)	Iron 9
10:15	Bandits (16)	Glory Campbell (18)	Iron 10
1:00	Mid Atlantic Orioles (16)	Bandits (16)	Iron 9
1:00	Stafford Diamonds (16)	Glory Campbell (18)	Iron 10
3:45	Mid Atlantic Orioles (16)	Glory Campbell (18)	Iron 7
3:45	Stafford Diamonds (16)	Bandits (16)	Iron 8
5:00	Varsity Series Gold Championship		Iron 7
5:00	Varsity Series Silver Championship		Iron 5

- 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.



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 (Varsity) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Peninsula Co Pilots Bartlett (16)			
B2	VA Vipers (18)			
В3	Nitro Fisher (14)			
B4	Va Patriots Farthing (16)			

Time	Team	Team	Field
9:00	Peninsula Co Pilots Bartlett (16)	VA Vipers (18)	Iron 9
9:00	Nitro Fisher (14)	Va Patriots Farthing (16)	Iron 10
11:30	Peninsula Co Pilots Bartlett (16)	Nitro Fisher (14)	Iron 7
11:30	Va Vipers (18)	Va Patriots Farthing (16)	Iron 8
2:30	Peninsula Co Pilots Bartlett (16)	Va Patriots Farthing (16)	Iron 7
2:30	Va Vipers (18)	Nitro Fisher (14)	Iron 8
5:00	Varsity Series Gold Championship		Iron 7
5:00	Varsity Series Silver Championship		Iron 5

- 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.





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 (Varsity) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Hampton Roads Vipers (16)			
C2	RVA Pride (18)			
C3	EC Diamonds (16)			
C4	Drillers Brown (16)			

Time	Team	Team	Field
9:00	HR Vipers (16)	RVA Pride (18)	Iron 7
9:00	EC Diamonds (16)	Drillers Brown (16)	Iron 8
10:15	HR Vipers (16)	EC Diamonds (16)	Iron 7
10:15	RVA Pride (18)	Drillers Brown (16)	Iron 8
1:00	HR Vipers (16)	Drillers Brown (16)	Iron 7
1:00	RVA Pride (18)	EC Diamonds (16)	Iron 8
5:00	Varsity Series Gold Championship		Iron 7
5:00	Varsity Series Silver Championship		Iron 5

- 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.





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: D (Varsity) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Havok Harvey (18)			
D2	KRUSH (16)			
D3	SWAT (16)			
D4	Southern MD Velocity (16)			

Time	Team	Team	Field
11:30	Havok Harvey (18)	KRUSH (16)	Iron 9
11:30	SWAT (16)	Southern MD Velocity (16)	Iron 10
2:30	Havok Harvey (18)	SWAT (16)	Iron 9
2:30	KRUSH (16)	Southern MD Velocity (16)	Iron 10
3:45	Havok Harvey (18)	Southern MD Velocity (16)	Iron 9
3:45	KRUSH (16)	SWAT (16)	Iron 10
5:00	Varsity Series Gold Championship		Iron 7
5:00	Varsity Series Silver Championship		Iron 5

- 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.

