



# Summer Showcase

**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 (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Va Crusaders (18)	0	3	
A2	Va Edge (18)	2	0	1
A3	Atomic (18)	2	1	

Time	Team			Team	Field
9:00	Va Crusaders (18)	1	2	VA Edge (18)	Iron 9
10:15	VA Crusaders (18)	0	8	Atomic (18)	Iron 9
11:30	VA Edge (18)	3	1	Atomic (18)	Iron 9
1:00	Va Crusaders (18)	1	12	Lake Country Crushers (18)	Iron 9
2:15	Va Edge (18)	1	1	X-Zone Storm Field (18)	Iron 7
2:15	Atomic (18)	7	4	Hampton Roads Vipers (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.





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Bracket: B (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Lake Country Crushers (18)	2	1	
B2	X-Zone Storm Field (18)	2	0	1
B3	Hampton Roads Vipers (18)	0	3	

Time	Team			Team	Field
9:00	LC Crushers (18)	1	3	X-Zone Storm Field (18)	Iron 10
10:15	LC Crushers (18)	8	4	HR Vipers (18)	Iron 10
11:30	X-Zone Storm Field (18)	2	1	HR Vipers (18)	Iron 10
1:00	Va Crusaders (18)	1	15	Lake Country Crushers (18)	Iron 9
2:15	Va Edge (18)	1	1	X-Zone Storm Field (18)	Iron 7
2:15	Atomic (18)	7	4	Hampton Roads Vipers (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.

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Bracket: C (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Team Freedom (16)	0	3	
C2	X-Zone Storm Harvey (16)	1	2	
C3	Fort Her-ricanes (16)	2	0	1

Time	Team			Team	Field
9:00	Team Freedom (16)	2	4	X-Zone Storm Harvey(16)	Iron 7
10:15	Team Freedom (16)	1	6	Fort Her-ricanes(16)	Iron 7
11:30	X-Zone Storm Harvey(16)	4	8	Fort Her-ricanes(16)	Iron 7
1:00	Team Freedom (16)	2	4	Ruckus Stuckey (16)	Iron 10
2:15	X-Zone Storm Harvey (16)	9	13	Vortex Elite (16)	Iron 8
3:30	Fort Her-ricanes (16)	2	2	Hampton Roads Vipers (16)	Iron 9

## **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.
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Bracket: D (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Ruckus Stuckey (16)	2	0	1
D2	Vortex Elite (16)	1	1	1
D3	Hampton Roads Vipers (16)	1	1	1

Time	Team			Team	Field
9:00	Ruckus Stuckey (16)	5	5	Vortex Elite (16)	Iron 8
10:15	Ruckus Stuckey (16)	5	0	HR Vipers (16)	Iron 8
11:30	Vortex Elite (16)	5	6	HR Vipers (16)	Iron 8
1:00	Team Freedom (16)	2	4	Ruckus Stuckey (16)	Iron 10
2:15	X-Zone Storm Harvey (16)	9	13	Vortex Elite (16)	Iron 8
3:30	Fort Her-ricanes (16)	2	2	Hampton Roads Vipers (16)	Iron 9

## **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.

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Bracket: G (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	IYG Black Widows (14)	0	3	
G2	Havok Powell (14)	2	1	
G3	Lady Black Hawks (14)	2	1	

Time	Team			Team	Field
10:15	IYG Black Widows (14)	2	9	Havok Powell (14)	Iron 5
11:30	IYG Black Widows (14)	5	15	Lady Black Hawks (14)	Iron 5
1:00	Havok Powell (14)	1	11	Lady Black Hawks (14)	Iron 7
3:30	IYG Black Widows (14)	4	15	SWAT (14)	Iron 7
3:30	Havok Powell (14)	3	2	West End Waves (14)	Iron 8
3:30	Lady Black Hawks (14)	3	11	Storm (14)	Iron 10

## **Tie Breaker Rules:**

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Bracket: H (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	SWAT (14)	2	1	
H2	West End Waves (14)	1	2	
H3	Storm (14)	2	1	

Time	Team			Team	Field
10:15	SWAT (14)	3	2	West End Waves (14)	Iron 6
11:30	SWAT (14)	0	13	Storm (14)	Iron 6
1:00	West End Waves (14)	5	4	Storm (14)	Iron 7
3:30	IYG Black Widows (14)	4	15	SWAT (14)	Iron 7
3:30	Havok Powell (14)	3	2	West End Waves (14)	Iron 8
3:30	Lady Black Hawks (14)	3	11	Storm (14)	Iron 10

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Bracket: X (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
X1	Va Unity Curtis (10)	0	3	
X2	Hanover Hornets (10)	2	2	
X3	RVA Warriors Keefer (10)	4	0	
X4	Shockwave (10)	1	2	

Time	Team			Team	Field
9:00	Va Unity Curtis (10)	0	8	Hanover Hornets (10)	Iron 5
9:00	RVA Warriors Keefer (10)	11	7	Shockwave (10)	Iron 6
1:00	Va Unity Curtis (10)	2	15	RVA Warriors Keefer (10)	Iron 5
1:00	Hanover Hornets (10)	13	1	Shockwave (10)	Iron 6
2:15	Va Unity Curtis (10)	1	6	Shockwave (10)	Iron 5
2:15	Hanover Hornets (10)	2	3	RVA Warriors Keefer (10)	Iron 6
3:30	10u Championship: Warriors Keefer	5	3	Hanover Hornets	Iron 5

## **Tie Breaker Rules:**

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