



Hit and Run Challenge

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 (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Hughesville Hustle Johnston (14)	3	0	
A2	DC Elite Mizuno (14)	0	3	
A3	Bayside Blues (14)	1	2	
A4	RVA Warriors MacMinn(14)	2	1	

Time	Team			Team	Field
10:15	Hughesville Hustle Johnston (14)	6	1	DC Elite Mizuno (14)	Iron 9
10:15	Bayside Blues (14)	1	12	RVA Warriors MacMinn(14)	Iron 10
11:30	Hughesville Hustle Johnston (14)	11	3	Bayside Blues (14)	Iron 10
1:00	DC Elite Mizuno (14)	0	11	RVA Warriors MacMinn(14)	Iron 10
2:30	Hughesville Hustle Johnston (14)	8	5	RVA Warriors MacMinn(14)	Iron 10
4:00	DC Elite Mizuno (14)	5	6	Bayside Blues (14)	Iron 10
5:15	14u Championship: 1 st vs 2 nd – Hughesville Hustle Johnston			RVA Warriors MacMinn	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: C (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Hanover Xtreme Bollander (12)	3	0	
C2	Augusta Flames (12)	2	1	
C3	Aftershock Wright (12)	0	3	
C4	Lake Country Crushers 09 (12)	2	1	

Time	Team			Team	Field
1:00	Hanover Xtreme Bollander (12)	10	4	Augusta Flames (12)	Iron 7
1:00	Aftershock Wright (12)	3	10	LC Crushers 09 (12)	Iron 8
4:00	Hanover Xtreme Bollander (12)	12	1	Aftershock Wright (12)	Iron 7
4:00	Augusta Flames (12)	8	3	LC Crushers 09 (12)	Iron 8
5:15	Hanover Xtreme Bollander (12)	14	3	LC Crushers 09 (12)	Iron 7
5:15	Augusta Flames (12)	9	2	Aftershock Wright (12)	Iron 8
6:30	12u Gold Championship – LC Crushers 08			TSI Lady Titans 08	Iron 7
6:30	12u Silver Championship – EC Diamonds Barrack			Hanover Xtreme Bollander	Iron 8

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 - 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: D (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	EC Diamonds Barrack (12)	1	2	
D2	Hanover Sports (12)	1	2	
D3	Lake Country Crushers 08 (12)	3	0	
D4	Sandsharks Wray (12)	1	2	

Time	Team			Team	Field
9:00	EC Diamonds Barrack (12)	1	8	Hanover Sports (12)	Iron 9
9:00	LC Crushers 08 (12)	11	0	Sandsharks Wray (12)	Iron 10
11:30	EC Diamonds Barrack (12)	1	13	LC Crushers 08 (12)	Iron 9
1:00	Hanover Sports (12)	3	8	Sandsharks Wray (12)	Iron 9
4:00	EC Diamonds Barrack (12)	4	3	Sandsharks Wray (12)	Iron 9
5:15	Hanover Sports (12)	1	7	LC Crushers 08 (12)	Iron 9
6:30	12u Gold Championship				Iron 7
6:30	12u Silver Championship				Iron 8

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Bracket: G (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Rockville Rockets (12)	2	1	
G2	Riptides (12)	0	3	
G3	EC Diamonds (12)	3	0	

Time	Team			Team	Field
9:00	Rockville Rockets (12)	9	6	Riptides (12)	Iron 7
10:15	Rockville Rockets (12)	8	9	EC Diamonds (12)	Iron 7
11:30	Riptides (12)	4	18	EC Diamonds (12)	Iron 7
2:30	Rockville Rockets (12)	9	5	Hanover Xtreme Keener (12)	Iron 7
2:30	Riptides (12)	2	16	TSI Lady Titans 08 (12)	Iron 8
2:30	EC Diamonds (12)	3	2	Crossfire 08 (12)	Iron 9
6:30	12u Gold Championship				Iron 7
6:30	12u Silver Championship				Iron 8

Tie Breaker Rules:

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 - 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: H (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	Hanover Xtreme Keener (12)	0	3	
H2	TSI Lady Titans 08 (12)	3	0	
H3	Crossfire 08 (12)	1	2	

Time	Team			Team	Field
9:00	Hanover Xtreme Keener (12)	1	17	TSI Lady Titans 08 (12)	Iron 8
10:15	Hanover Xtreme Keener (12)	1	10	Crossfire 08 (12)	Iron 8
11:30	TSI Lady Titans 08 (12)	12	2	Crossfire 08 (12)	Iron 8
2:30	Rockville Rockets (12)	9	5	Hanover Xtreme Keener (12)	Iron 7
2:30	Riptides (12)	2	16	TSI Lady Titans 08 (12)	Iron 8
2:30	EC Diamonds (12)	3	2	Crossfire 08 (12)	Iron 9
6:30	12u Gold Championship				Iron 7
6:30	12u Silver Championship				Iron 8

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Bracket: X (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
X1	Glen Allen Blaze (10)	2	1	
X2	Hanover Xtreme Vincent (10)	3	0	
X3	Clovers (10)	0	3	
X4	EC Diamonds (10)	1	2	

Time	Team			Team	Field
9:00	Glen Allen Blaze (10)	3	9	Hanover Xtreme Vincent(10)	Iron 5
10:15	Clovers (10)	1	11	EC Diamonds (10)	Iron 5
11:30	Glen Allen Blaze (10)	12	1	Clovers (10)	Iron 5
1:00	Hanover Xtreme Vincent (10)	9	1	EC Diamonds (10)	Iron 5
2:30	Glen Allen Blaze (10)	3	2	EC Diamonds (10)	Iron 5
4:00	Hanover Xtreme Vincent (10)	12	0	Clovers (10)	Iron 5
5:15	10u Championship: X1st vs Y 1 st Hanover Xtreme Vincent	6	5	Rockville Rockets	Iron 5

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Bracket: Y (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
Y1	RVA Warriors Raynor (10)	0	2	1
Y2	Riptides (10)	1	2	
Y3	Revolution (10)	1	1	1
Y4	Rockville Rockets (10)	3	0	

Time	Team			Team	Field
9:00	RVA Warriors Raynor (10)	4	6	Riptides (10)	Iron 6
10:15	Revolution (10)	3	6	Rockville Rockets (10)	Iron 6
11:30	RVA Warriors Raynor (10)	5	5	Revolution (10)	Iron 6
1:00	Riptides (10)	2	11	Rockville Rockets (10)	Iron 6
2:30	RVA Warriors Raynor (10)	2	13	Rockville Rockets (10)	Iron 6
4:00	Riptides (10)	4	17	Revolution (10)	Iron 6
5:15	10u Championship: X1st vs Y 1 st				Iron 5

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