



Bring The Heat

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 (18/16 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	West End Wolverines (16)	1	1	1
A2	Lady Bombers (18)	1	0	2
A3	X-Zone Storm Harvey (16)	2	0	1
A4	SWAT (14)	0	3	

Time	Team			Team	Field
9:00	West End Wolverines (16)	5	5	Lady Bombers (18)	Iron 7
9:00	X-Zone Storm Harvey (16)	14	2	SWAT (14)	Iron 10
11:30	West End Wolverines (16)	5	16	X-Zone Storm Harvey (16)	Iron 7
11:30	Lady Bombers (18)	15	0	SWAT (14)	Iron 10
2:30	West End Wolverines (16)	19	6	SWAT (14)	Iron 7
2:30	Lady Bombers (18)	5	5	X-Zone Storm Harvey (16)	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 (18/16 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	VA Vipers (18)	3	0	
B2	Ruckus Stuckey (16)	1	2	
2	Peninsula Patriots (16)	0	4	

Time	Team			Team	Field
9:00	Va Vipers (18)	4	3	Ruckus Stuckey (16)	Iron 9
10:15	Va Vipers (18)	8	2	Peninsula Patriots (16)	Iron 9
11:30	Ruckus Stuckey (16)	11	3	Peninsula Patriots (16)	Iron 9
1:00	Bay River Rumble Grey (16)	0	7	VA Vipers (18)	Iron 9
2:30	Freedom (16)	2	1	Ruckus Stuckey (16)	Iron 8
2:30	Shockwave (18)	13	5	Peninsula Patriots (16)	Iron 9
4:00	Hughesville Hustle Headley (14)	13	1	Peninsula Patriots 916)	Iron 9

Tie Breaker Rules:

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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: C (18/16 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Bay River Rumble Grey (16)	0	3	
C2	Freedom (16)	2	1	
C3	Shockwave (18)	2	1	
C4	Hughesville Hustle Headley (14)	3	0	

Time	Team			Team	Field
9:00	Bay River Rumble Grey (16)	1	13	Freedom (16)	Iron 8
10:15	Shockwave (18)	0	12	Hughesville Hustle Headley(14)	Iron 8
11:30	Bay River Rumble Grey (16)	1	14	Shockwave (18)	Iron 8
1:00	Freedom (16)	1	8	Hughesville Hustle Headley(14)	Iron 8
1:00	Bay River Rumble Grey (16)	0	7	VA Vipers (18)	Iron 9
2:30	Freedom (16)	2	1	Ruckus Stuckey (16)	Iron 8
2:30	Shockwave (18)	13	5	Peninsula Patriots (16)	Iron 9
4:00	Hughesville Hustle Headley (14)	13	1	Peninsula Patriots 916)	Iron 9

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Bracket: D (18/16 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Va Patriots (16)	1	2	
D2	Hughesville Hustle Gowin (18)	2	1	
D3	Lady Black Hawks (16)	3	0	
D4	Jamestown Mayhem (16)	0	3	

Time	Team			Team	Field
10:15	Va Patriots (16)	2	4	Hughesville Hustle Gowin (18)	Iron 7
10:15	Lady Black Hawks (16)	13	2	Jamestown Mayhem (16)	Iron 10
1:00	VA Patriots (16)	4	9	Lady Black Hawks (16)	Iron 7
1:00	Hughesville Hustle Gowin (18)	12	0	Jamestown Mayhem (16)	Iron 10
4:00	VA Patriots (16)	W	L	Jamestown Mayhem (16)	Iron 7
4:00	Hughesville Hustle Gowin (18)	0	9	Lady Black Hawks (16)	Iron 10

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Bracket: G (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Future Fast Pitch (12)	1	0	2
G2	Southern MD Velocity (12)	2	0	1
G3	Culpeper Xplosion (12)	0	2	1
G4	Va Rebellion (12)	1	2	

Time	Team			Team	Field
10:15	Future Fast Pitch (12)	2	2	Southern MD Velocity (12)	Iron 6
11:30	Future Fast Pitch (12)	3	3	Culpeper Xplosion (12)	Iron 6
11:30	Southern MD Velocity (12)	13	1	Va Rebellion (12)	Iron 5
2:30	Culpeper Xplosion (12)	2	14	Va Rebellion (12)	Iron 6
4:00	Future Fast Pitch (12)	9	5	Va Rebellion (12)	Iron 6
4:00	Southern MD Velocity (12)	9	2	Culpeper Xplosion (12)	Iron 5

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Bracket: H (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	VA Vipers Green (12)	0	3	
H2	RBA South (12)	1	2	
H3	New Kent Lady Giants (12)	3	0	
H4	Varina Velocity (12)	2	1	

Time	Team			Team	Field
9:00	Va Vipers Green (12)	2	12	RBA South (12)	Iron 5
9:00	NK Lady Giants (12)	8	0	Varina Velocity (12)	Iron 6
10:15	Va Vipers Green (12)	2	12	NK Lady Giants (12)	Iron 5
1:00	VA Vipers Gren (12)	0	10	Varina Velocity (12)	Iron 5
1:00	RBA South (12)	3	6	NK Lady Giants (12)	Iron 6
2:30	RBA South (12)	5	6	Varina Velocity (12)	Iron 5

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