



Summer One Day

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 Legends Thompson (18)	3	0	
A2	Nitro (18)	2	1	
A3	Havok Harvey (18)	1	2	
A4	RVA Pride (18)	0	3	

Time	Team			Team	Field
1:00	Va Legends Thompson (18)	6	0	Nitro (18)	Iron 7
1:00	Havok Harvey (18)	8	7	RVA Pride (18)	Iron 8
5:00	Va Legends Thompson (18)	20	3	Havok Harvey (18)	Iron 9
5:00	Nitro (18)	11	1	RVA Pride (18)	Iron 10
6:15	Va Legends Thompson (18)			RVA Pride (18)	Iron 9
6:15	Nitro (18)	11	4	Havok Harvey (18)	Iron 10
7:30	18u Championship: A 1 st vs B 1 st				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	Va Lady Eagles (18)	2	1	
B2	Richmond Ruckus (18)	3	0	
B3	Havok Whitt (18)		2	1
B4	Maryland Chill (18)		2	1

Time	Team			Team	Field
1:00	Va Lady Eagles (18)	5	14	Richmond Ruckus (18)	Iron 9
2:30	Havok Whitt (18)	3	3	Maryland Chill (18)	Iron 9
5:00	Va Lady Eagles (18)	9	4	Havk Whitt (18)	Iron 8
5:00	Richmond Ruckus (18)	7	1	Maryland Chill (18)	Iron 5
6:15	Va Lady Eagles (18)	11	5	Maryland Chill (18)	Iron 5
6:15	Richmond Ruckus (18)	4	3	Havok Whitt (18)	Iron 6
7:30	18u Championship: A 1 st vs B 1 st				Iron 10

Tie Breaker Rules:

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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.

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Bracket: C (16 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
C1	Black Widows (16)	3	0	
C2	Royalz Fast Pitch (16)	0	3	
C3	Havok Wells (16)	1	2	
C4	Lady Venom (16)	2	1	

Time	Team			Team	Field
9:00	Black Widows (16)	18	5	Royalz Fast Pitch (16)	Warbro 1
9:00	Havok Wells (16)	1	4	Lady Venom (16)	Warbro 2
10:15	Black Widows (16)	6	4	Havok Wells (16)	Warbro 1
10:15	Royalz Fast Pitch (16)	8	10	Lady Venom (16)	Warbro 2
2:30	Black Widows (16)	10	6	Lady Venom (16)	Warbro 1
2:30	Royalz Fast Pitch (16)	0	18	Havok Wells (16)	Warbro 2
6:15	16u Championship: C 1 st vs D 1 st Vipers Black			Black Widows	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.

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Bracket: D (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	KRUSH FP 07 (14)	3	1	
D2	RVA Warriors Winder (16)	1	1	
D3	Vipers Black (16)	3	0	
D4	Coastal Storm Teal (16)		2	
D5	ST Mary's Thunder (16)	0	3	

Time	Team			Team	Field
9:00	KRUSH FP 07 (14)	9	1	RVA Warriors Winder (16)	Iron 9
9:00	Vipers Black (16)	9	1	Coastal Storm Teal (16)	Iron 10
10:15	KRUSH FP 07 (14)	3	4	Vipers Black (16)	Iron 9
10:15	RVA Warriors Winder (16)	4	3	St Mary's Thunder (16)	Iron 10
1:00	KRUSH FP 07 (14)	4	2	Coastal Storm Teal (16)	Iron 10
2:30	Vipers Black (16)	6	5	St Mary's Thunder (16)	Iron 10
2:30	RVA Warriors Winder (16)			Coastal Storm Teal (16)	Iron 5
3:45	KRUSH FP 07 (14)	13	0	St Mary's Thunder (16)	Iron 10
6:15	16u Championship: C 1 st vs D 1 st				Iron 8

Tie Breaker Rules:

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Bracket: G (14 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
G1	Lady Venom 07 (14)	1	2	
G2	RVA Warriors Edmondson (14)	1	2	
G3	LC Crushers King (14)	3	0	
G4	West End Waves (14)	1	2	

Time	Team			Team	Field
11:30	Lady Venom 07 (14)	2	4	RVA Warriors Edmondson(14)	Warbro 1
11:30	LC Crushers King (14)	3	0	West End Waves (14)	Warbro 2
1:00	Shockwave Wood (14)	8	1	LC Crushers King (14)	Warbro 2
3:45	Lady Venom 07 (14)	4	8	LC Crushers King (14)	Warbro 1
3:45	RVA Warriors Edmondson (14)	2	7	West End Waves (14)	Warbro 2
5:00	RVA Warriors Edmondson (14)	3	7	LC Crushers King (14)	Warbro 1
5:00	West End Waves (14)			Freedom Fast Pitch (14)	Warbro 2
6:15	Lady Venom 07 (14)	8	6	Maryland Patriots Red (14)	Warbro 1
7:30	14u Gold Championship Freedom Fast Pitch	3	2	LC Crushers King	Warbro 1
7:30	14u Silver Championship – VA Rebels	11	3	Maryland Patriots Red	Warbro 2

Tie Breaker Rules:

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2. Three Way Tie:

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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: H (14 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
H1	Maryland Patriots Red (14)	1	2	
H2	Freedom Fast Pitch (14)	3	0	
H3	Shockwave Wood (14)	1	2	

Time	Team			Team	Field
1:00	Maryland Patriots Red (14)	0	3	Freedom Fast Pitch (14)	Warbro 1
1:00	Shockwave Wood (14)	8	1	Glen Allen Curve	Warbro 2
2:30	Hit Doctor	2	11	Freedom Fast Pitch	Warbro 2
3:45	Va Rebels	8	3	Maryland Patriots Red	Warbro 3
5:00	Maryland Patriots Red	9	2	Shockwave Wood (14)	Warbro 3
6:15	Freedom Fast Pitch	12	2	Shockwave Wood	Warbro 1
7:30	14u Gold Championship				Warbro 1
7:30	14u Silver Championship				Warbro 2

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Bracket: J (14 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
J1	Glen Allen Curve (14)	0	3	
J2	Hit Doctor (14)	1	2	
J3	VA Rebels (14)	3	0	
J4	Vipers Lee (14)			

Time	Team			Team	Field
9:00	Glen Allen Curve (14)	4	15	Hit Doctor (14)	Warbro 3
	Va Rebels (14)			Vipers Lee (14)	Warbro 3
10:15	Glen Allen Curve (14)	2	5	Va Rebels (14)	Warbro 3
11:30	Hit Doctor (14)	6	9	Va Rebels	Warbro 3
1:00	Glen Allen Curve (14)	1	8	Shockwave Wood	Warbro 3
2:30	Hit Doctor (14)	2	11	Freedom Fast Pitch	Warbro 3
7:30	14u Gold Championship				Warbro 1
7:30	14u Silver Championship				Warbro 2

Tie Breaker Rules:

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Bracket: K (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
K1	River City Sparks (12)	1	2	
K2	Southside Rage (12)	3	0	
K3	Galaxy 09 (12)	2	1	
K4	Hanover Xtreme Keener (12)	0	3	

Time	Team			Team	Field
9:00	River City Sparks (12)	4	11	Southside Rage (12)	Iron 7
9:00	Galaxy 09 (12)	9	5	Hanover Xtreme Keener(12)	Iron 8
11:30	River City Sparks (12)	2	7	Galaxy 09 (12)	Iron 9
11:30	Southside Rage (12)	12	8	Hanover Xtreme Keener (12)	Iron 10
3:45	River City Sparks (12)	12	3	Hanover Xtreme Keener (12)	Iron 7
3:45	Southside Rage (12)	11	0	Galaxy 09 (12)	Iron 9
6:15	12u Championship: K 1 st vs L 1 st Southside Rage	4	0	Maroon Crush	Iron 7

Tie Breaker Rules:

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2. Three Way Tie:

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B) If a three way tie still exists: Runs allowed among all games played.

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Bracket: L (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
L1	Havok Moody (12)	2	2	
L2	Va Mavericks Chandler (12)	1	2	
L3	Augusta Flames (12)	0	3	
L4	Rockville Rockets (12)	2	1	
L5	Maroon Crush (12)	3	0	

Time	Team			Team	Field
10:15	Havok Moody (12)	13	1	VA Mavericks Chandler(12)	Iron 7
10:15	Augusta Flames (12)	2	14	Rockville Rockets (12)	Iron 8
11:30	Havok Moody (12)	14	4	Augusta Flames (12)	Iron 7
11:30	VA Mavericks Chandler (12)	1	9	Maroon Crush (12)	Iron 8
2:30	Havok Moody (12)	4	7	Rockville Rockets (12)	Iron 7
2:30	Augusta Flames (12)	1	6	Maroon Crush (12)	Iron 8
3:45	Va Mavericks Chandler (12)	3	2	Rockville Rockets (12)	Iron 8
5:00	Havok Moody (12)	4	5	Maroon Crush (12)	Iron 7
6:15	12u Championship: K 1 st vs L 1 st				Iron 7

Tie Breaker Rules:

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2. Three Way Tie:
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 - B) If a three way tie still exists: Runs allowed among all games played.
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Bracket: X (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
X1	River City Sparks (10)	2	1	
X2	Riptides (10)	0	3	
X3	PWGFS Alliance (10)	0	3	
X4	Maryland Integrity (10)	3	0	

Time	Team			Team	Field
9:00	River City Sparks (10)	5	1	Riptides (10)	Iron 5
10:15	PWGFS Alliance (10)	6	10	Maryland Integrity (10)	Iron 5
11:30	River City Sparks (10)	15	0	PWGFS Alliance (10)	Iron 5
1:00	Riptides (10)	0	18	Maryland Integrity (10)	Iron 5
1:00	River City Sparks (10)	3	4	Sand Sharks (10)	Iron 6
2:30	Riptides (10)	6	9	Prince George Royals (10)	Iron 6
3:45	PWGFS Alliance (10)	4	8	Stafford Diamonds (10)	Iron 6
3:45	Maryland Integrity (10)	8	0	Sand Sharks (10)	Iron 5
5:00	10u Championship: X 1 st vs Y 1 st Maryland Integrity			Sand Sharks	Iron 6

Tie Breaker Rules:

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Bracket: Y (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
Y1	Sand Sharks (10)	3	1	
Y2	Prince George Royals (10)	1	2	
Y3	Stafford Diamonds (10)	2	1	

Time	Team			Team	Field
9:00	Sand Sharks (10)	9	2	Prince George Royals (10)	Iron 6
10:15	Sand Sharks (10)	8	1	Stafford Diamonds (10)	Iron 6
11:30	Prince George Royals (10)	8	16	Stafford Diamonds (10)	Iron 6
1:00	River City Sparks (10)	3	4	Sand Sharks (10)	Iron 6
2:30	Riptides (10)	6	9	Prince George Royals (10)	Iron 6
3:45	PWGFS Alliance (10)	4	8	Stafford Diamonds (10)	Iron 6
3:45	Maryland Integrity (10)	8	0	Sand Sharks (10)	Iron 5
5:00	10u Championship: X 1 st vs Y 1 st				Iron 6

Tie Breaker Rules:

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