Fast Pitch Nationals

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.

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

Equipment Reminder; BAT SPECS: BPF 1.20 or any bat approved for NHSF.

Format: Teams will play 3 pool games on Friday and be seeded into Double Elimination Playoffs beginning Saturday.
23u+: Teams will play a round robin and then playoff on Saturday only.
16u: Teams will play pool play games mixed with the 18u teams and then be separated out for a 16u playoff.

Gift Exchange: Teams will exchange gifts with their first game opponent unless otherwise noted in your pool play schedule.

Opening Ceremonies: Thursday 6:00pm Kings Dominion; Will take place at Kings Dominion at 6:00pm. We will email more info to coaches in the next few days.

Guest Players: We will allow a team to have up to 3 guest players. Remember, a Guest Player may NEVER pitch.

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

L.C. Bird Complex: Located behind L.C. Bird High School: (LCB)
10401 Courthouse Road

If you have any questions, call Darnell Burnett: 804-502-6751

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Bracket: A (23U+) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	High Rollers (23)			
A2	Sandlot Seniors (23)			
A3	Gold Coast Hurricanes (23)			

Time Saturday	Team			Team	Field
Sat. 9:00	High Rollers (23)			Sandlot Seniors (23)	Iron 10
Sat. 10:30	High Rollers (23)			Gold Coast Hurricanes (23)	Iron 10
Sat. 12:00	Sandlot Seniors (23)			Gold Coast Hurricanes (23)	Iron 10
Sat. 1:30	2nd place team			3rd Place Team	Iron 10
Sat. 3:00	1st Place team vs Winner (1:30 game)				Iron 10
Sat. 4:30	If Game				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.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2nd highest seed, and the team with the third fewest runs allowed among all games is the 3rd highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.

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

Pool Play Games will be on Friday

	Teams	Wins	Losses	Tie
B1	Chesterfield Phoenix (18)			
B2	Bay River Rumble Black (18)			
B3	West End Waves (16)			
B4	EC Bullets (18)			

Time Friday	Team			Team	Field
Fri. 9:00	Chesterfield Phoenix (18)			Bay River Rumble Black (18)	Iron 7
Fri. 9:00	West End Waves (16)			EC Bullets (18)	Iron 10
Fri.12:00	Chesterfield Phoenix (18)			West End Waves (16)	Iron 7
Fri.12:00	Bay River Rumble Black (18)			EC Bullets (18)	Iron 10
Fri. 3:00	Chesterfield Phoenix (18)			EC Bullets (18)	Iron 7
Fri. 3:00	Bay River Rumble Black (18)			West End Waves (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.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2nd highest seed, and the team with the third fewest runs allowed among all games is the 3rd highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.

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

Pool Play Games will be on Friday

	Teams	Wins	Losses	Tie
C1	DC Elite (18)			
C2	Va Rebels (16)			
C3	Lady Pirates (18)			
C4	Top Hand Storm (18)			

Time	Team			Team	Field
Fri.10:30	DC Elite (18)			Va Rebels (16)	Iron 7
Fri. 10:30	Lady Pirates (18)			Top Hand Storm (18)	Iron 10
Fri. 1:30	DC Elite (18)			Lady Pirates (18)	Iron 7
Fri. 1:30	Va Rebels (16)			Top Hand Storm (18)	Iron 10
Fri. 4:30	DC Elite (18)			Top Hand Storm (18)	Iron 7
Fri. 4:30	Va Rebels (16)			Lady Pirates (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.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2nd highest seed, and the team with the third fewest runs allowed among all games is the 3rd highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.

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

Pool Play Games will be on Friday

NOTE: Hanover Hornets, Lady Hurricanes and Hit Doctor will do a three way Gift Exchange.

	Teams	Wins	Losses	Tie
D1	Va Inferno (18)			
D2	Hanover Lady Hornets (16)			
D3	HR Lady Hurricanes (18)			
D4	Hit Doctor (18)			

Time	Team			Team	Field
Fri. 9:00	Va Inferno (18)			Hanover Lady Hornets (16)	Iron 9
Fri. 9:00	HR Lady Hurricanes (18)			Hit Doctor (18)	Iron 8
Fri. 12:00	Va Inferno (18)			HR Lady Hurricanes (18)	Iron 9
Fri. 12:00	Hanover Lady Hornets (16)			Hit Doctor (18)	Iron 8
Fri. 3:00	Va Inferno (18)			Hit Doctor (18)	Iron 9
Fri. 3:00	Hanover Lady Hornets (16)			HR Lady Hurricanes (18)	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.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2nd highest seed, and the team with the third fewest runs allowed among all games is the 3rd highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.

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

Pool Play Games will be on Friday

	Teams	Wins	Losses	Tie
G1	Peninsula Co Pilots (18)			
G2	Culpeper Xplosion (18)			
G3	East Coast Outsiders Walsh (18)			
G4	Central PA Wolfpack (16)			

Time	Team			Team	Field
Fri. 10:30	Peninsula Co Pilots (18)			Culpeper Xplosion (18)	Iron 9
Fri. 10:30	East Coast Outsiders Walsh (18)			Central PA Wolfpack (16)	Iron 8
Fri. 1:30	Peninsula Co Pilots (18)			East Coast Outsiders Walsh (18)	Iron 9
Fri. 1:30	Culpeper Xplosion (18)			Central PA Wolfpack (16)	Iron 8
Fri. 4:30	Peninsula Co Pilots (18)			Central PA Wolfpack (16)	Iron 9
Fri. 4:30	Culpeper Xplosion (18)			East Coast Outsiders Walsh (18)	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.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2nd highest seed, and the team with the third fewest runs allowed among all games is the 3rd highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.

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Bracket: H (18/16 & Under)   Field: LC Bird Complex

Pool Play Games will be on Friday

	Teams	Wins	Losses	Tie
H1	Hanover Hornets Wells (18)			
H2	Post 290 Bombers (18)			
H3	VA Venom (16)			
H4	Williamsburg Starz Gold (18)			

Time	Team			Team	Field
Fri. 9:00	Hanover Hornets Wells (18)			Post 290 Bombers (18)	LCB 1
Fri. 9:00	VA Venom (16)			Williamsburg Starz Gold (18)	LCB 2
Fri. 12:00	Hanover Hornets Wells (18)			VA Venom (16)	LCB 1
Fri. 12:00	Post 290 Bombers (18)			Williamsburg Starz Gold (18)	LCB 2
Fri. 3:00	Hanover Hornets Wells (18)			Williamsburg Starz Gold (18)	LCB 1
Fri. 3:00	Post 290 Bombers (18)			VA Venom (16)	LCB 2

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2nd highest seed, and the team with the third fewest runs allowed among all games is the 3rd highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

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Bracket: J (18/16 & Under)   Field: LC Bird Complex

Pool Play Games will be on Friday

	Teams	Wins	Losses	Tie
J1	Southern MD Thunder (18)			
J2	Bay River Rumble Royal (18)			
J3	North Calvert Fury (18)			
J4	AAFP (16)			

Time	Team			Team	Field
Fri. 10:30	Southern MD Thunder (18)			Bay River Rumble Royal (18)	LCB 1
Fri. 10:30	North Calvert Fury (18)			AAFP (16)	LCB 2
Fri. 1:30	Southern MD Thunder (18)			North Calvert Fury (18)	LCB 1
Fri. 1:30	Bay River Rumble Royal (18)			AAFP (16)	LCB 2
Fri. 4:30	Southern MD Thunder (18)			AAFP (16)	LCB 1
Fri. 4:30	Bay River Rumble Royal (18)			North Calvert Fury (18)	LCB 2

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2nd highest seed, and the team with the third fewest runs allowed among all games is the 3rd highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

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Bracket: K (14 & Under)   Field: LC Bird Complex

Pool Play Games will be on Friday

Gift Exchange: Exchange gifts with your first game opponent

	Teams	Wins	Losses	Tie
K1	Ironbridge Elder (14)			
K2	Zero Tolerance Elite Collier (14)			
K3	RVA Warriors 2k12 Lowry (12)			
K4	AAFP (12)			

Time	Team			Team	Field
Fri. 9:00	Zero Tolerance Elite Collier (14)			RVA Warriors 2k12 Lowry (12)	LCB 4
Fri. 10:30	Ironbridge Elder (14)			AAFP (12)	LCB 4
Fri. 12:00	Ironbridge Elder (14)			Zero Tolerance Elite Collier (14)	LCB 3
Fri. 12:00	RVA Warriors 2k12 Lowry (12)			AAFP (12)	LCB 4
Fri. 3:00	Ironbridge Elder (14)			RVA Warriors 2k12 Lowry (12)	LCB 3
Fri. 3:00	Zero Tolerance Elite Collier (14)			AAFP (12)	LCB 4

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2nd highest seed, and the team with the third fewest runs allowed among all games is the 3rd highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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: L (14 & Under)   Field: Harry Daniel Park at Ironbridge

Pool Play Games will be on Friday

	Teams	Wins	Losses	Tie
L1	RVA Warriors 2K11 Carino (14)			
L2	Lady Dukes Mason/Papale (14)			
L3	DC Elite (14)			
L4	DMV Dream (14)			

Time	Team			Team	Field
Fri. 9:00	RVA Warriors 2K11 Carino (14)			Lady Dukes Mason/Papale (14)	Iron 6
Fri. 10:30	DC Elite (14)			DMV Dream (14)	Iron 6
Fri. 12:00	RVA Warriors 2K11 Carino (14)			DC Elite (14)	Iron 6
Fri. 1:30	Lady Dukes Mason/Papale (14)			DMV Dream (14)	Iron 6
Fri. 3:00	RVA Warriors 2K11 Carino (14)			DMV Dream (14)	Iron 6
Fri. 4:30	Lady Dukes Mason/Papale (14)			DC Elite (14)	Iron 6

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2nd highest seed, and the team with the third fewest runs allowed among all games is the 3rd highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.