



Fast Pitch Nationals

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 (23 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Waves Thorne (23)	1	2	1
A2	Maryland Blue Jays (23)	2	0	1
A3	Orion Hunter (23)	3	0	
A4	Vipers (23)	1	2	

Fri.Time	Team			Team	Field
5:00	Waves Thorne (23)	2	2	MD Blue Jays (23)	Iron 7
5:00	Orion Hunter (23)	5	0	Vipers (23)	Iron 10
6:30	Waves Thorne (23)	3	4	Orion Hunter (23)	Iron 7
6:30	MD Blue Jays (23)	10	1	Vipers (23)	Iron 10
Saturday					
9:00am	Waves Thorne (23)	4	2	Maryland Heat (23)	Iron 10
9:00	MD Blue Jays (23)	1	0	Lady Cardinals (23)	Iron 9
9:00	Orion Hunter (23)	4	2	Va Predators (23)	Iron 8
10:30	Vipers (23)	5	3	Waves Thorne (23)	Iron 10

Playoffs Begin Saturday following Pool Play

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.



Fast Pitch Nationals

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: B (23 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Maryland Heat (23)	2	1	
B2	Lady Cardinals (23)	0	2	1
B3	Va Predators (23)	0	2	1

Fri.Time	Team			Team	Field
3:45	Maryland Heat (23)	3	2	Lady Cardinals (23)	Iron 9
5:00	Maryland Heat (23)	6	4	VA Predators (23)	Iron 9
6:30	Lady Cardinals (23)	3	3	VA Predators (23)	Iron 9
Saturday					
9:00am	Waves Thorne (23)	4	2	Maryland Heat (23)	Iron 10
9:00	MD Blue Jays (23)	1	0	Lady Cardinals (23)	Iron 9
9:00	Orion Hunter (23)	4	2	Va Predators (23)	Iron 8
10:30	Vipers (23)	5	3	Waves Thorne (23)	Iron 10

Playoffs Begin Saturday following Pool Play

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.



Fast Pitch Nationals

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: C (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Loudoun Liberty Loyd (18)	2	1	
C2	Maryland Xpress (18)	1	2	
C3	KRUSH FP (18)	1	2	
C4	Richmond Ruckus (18)	2	1	

Fri Time	Team			Team	Field
11:30	Loudoun Liberty Loyd (18)	4	3	Maryland Xpress (18)	Iron 5
11:30	KRUSH FP (18)	1	2	Richmond Ruckus (18)	Iron 6
3:45	Loudoun Liberty Loyd (18)	2	7	KRUSH FP (18)	Iron 7
3:45	Maryland Xpress (18)	4	7	Richmond Ruckus (18)	Iron 8
5:00	Loudoun Liberty Loyd (18)	5	2	Richmond Ruckus (18)	Iron 8
5:00	Maryland Xpress (18)	5	4	KRUSH FP (18)	Iron 5

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.



Fast Pitch Nationals

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: D (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	MD Aftershock Blue (18)	0	3	
D2	Leesburg Revolution 24/25 (18)	2	1	
D3	AAFP Cozart (18)	2	1	
D4	Duchess Debs (18)	2	1	

Fri Time	Team			Team	Field
2:30	MD Aftershock Blue (18)	0	3	Leesburg Revolution 24/25 (18)	Iron 6
2:30	Duchess Debs (18)	3	7	AAFP Cozart (18)	Iron 5
3:45	MD Aftershock Blue (18)	4	10	AAFP Cozart (18)	Iron 6
5:00	Leesburg Revolution 24/25 (18)	2	5	Duchess Debs (18)	Iron 6
6:30	MD Aftershock Blue (18)	2	4	Duchess Debs (18)	Iron 6
6:30	Leesburg Revolution 24/25 (18)	6	1	AAFP Cozart (18)	Iron 5

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.



Fast Pitch Nationals

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: F (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
F1	North Carroll Hot Shots (18)	0	4	
F2	Thunder Fast Pitch (18)	2	1	
F3	Lady Bombers (18)	2	0	1
F4	Top Hand Storm (18)	1	2	
F5	Bayside Blues (18)	2	0	1

Fri Time	Team			Team	Field
9:00	North Carroll Hot Shots (18)	0	1	Thunder Fast Pitch (18)	Iron 10
9:00	Lady Bombers (18)	4	2	Top Hand Storm (18)	Iron 9
10:15	Lady Bombers (18)	6	2	North Carroll Hot Shots (18)	Iron 10
10:15	Thunder Fast Pitch (18)	1	6	Bayside Blues (18)	Iron 9
1:00	North Carroll Hot Shots (18)	0	4	Top Hand Storm (18)	Iron 9
1:00	Lady Bombers (18)	3	3	Bayside Blues (18)	Iron 10
2:30	North Carroll Hot Shots (18)	6	10	Bayside Blues (18)	Iron 9
2:30	Thunder Fast Pitch (18)	5	4	Top Hand Storm (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.



Fast Pitch Nationals

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: H (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	OC Elite Lohr (16)	3	0	
H2	DC Elite Mizuno (16)	1	2	
H3	AAFP Moss (16)	1	2	
H4	Maryland Aftershock (16)	1	2	

Fri Time	Team			Team	Field
11:30	OC Elite Lohr (16)	7	5	DC Elite Mizuno (16)	Iron 7
11:30	AAFP Moss (16)	2	9	Maryland Aftershock (16)	Iron 8
2:30	OC Elite Lohr (16)	12	0	AAFP Moss (16)	Iron 7
2:30	DC ELite Mizuno (16)	6	5	Maryland Aftershock (16)	Iron 8
3:45	OC Elite Lohr (16)	10	5	Maryland Aftershock (16)	Iron 10
3:45	DC Elite Mizuno (16)	4	5	AAFP Moss (16)	Iron 5

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.



Fast Pitch Nationals

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: J (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	Va Patriots Farthing (16)	1	1	1
J2	DE Heart White (16)	1	2	
J3	Southern Storm (16)	3	0	
J4	Maryland Express (16)	0	2	1

Fri Time	Team			Team	Field
9:00	Va Patriots Farthing (16)	6	2	DE Heart White (16)	Iron 5
9:00	Southern Storm (16)	11	2	Maryland Express (16)	Iron 6
10:15	VA Patriots Farthing (16)	1	7	Southern Storm (16)	Iron 5
10:15	DE Heart White (16)	9	0	Maryland Express (16)	Iron 6
1:00	Va Patriots Farthing (16)	3	3	Maryland Express (16)	Iron 5
1:00	DE Heart White (16)	0	4	Southern Storm (16)	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.

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.



Fast Pitch Nationals

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: K (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
K1	Chesterfield Phoenix (16)	0	3	
K2	Southern MD Velocity (16)	3	0	
K3	North Carroll Hot Shots (16)	2	1	
K4	Firebirds Vlcan (16)	1	2	

Fri Time	Team			Team	Field
9:00	Chesterfield Phoenix (16)	3	4	Southern MD Velocity(16)	Iron 7
9:00	North Carroll Hot Shots (16)	6	1	Firebirds Vlcan (16)	Iron 8
10:15	Chesterfield Phoenix (16)	2	3	North Carroll Hot Shots(16)	Iron 7
10:15	Southern MD Velocity (16)	9	4	Firebirds Vlcan(16)	Iron 8
1:00	Chesterfield Phoenix (16)	5	6	Firebirds Vlcan (16)	Iron 7
1:00	Southern MD Velocity (16)	7	0	North Carroll Hot Shots(16)	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.

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.



Fast Pitch Nationals

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: M (14 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
M1	Co Pilots Bond (14)	1	2	
M2	Future (14)	3	0	
M3	KRUSH FP 07 (14)	2	1	
M4	Va Breeze (14)	0	3	

Fri Time	Team			Team	Field
11:30	Co Pilots Bond (14)	0	3	Future (14)	Warbro 1
11:30	KRUSH FP 07 (14)	4	0	Va Breeze (14)	Warbro 2
3:45	Co Pilots Bond (14)	2	6	KRUSH FP 07 (14)	Warbro 1
3:45	Future (14)	6	0	Va Breeze (14)	Warbro 2
5:00	Co Pilots Bond (14)	5	4	Va Breeze (14)	Warbro 1
5:00	Future (14)	9	5	KRUSH FP 07 (14)	Warbro 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.

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.



Fast Pitch Nationals

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: P (14 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
P1	RVA Warriors MacMinn (14)	3	0	
P2	Nitro Collier (14)	0	3	
P3	Va Rebellion (14)	1	2	
P4	Southern MD Velocity (14)	2	1	

Fri Time	Team			Team	Field
9:00	RVA Warriors MacMinn (14)	11	0	Nitro Collier (14)	Warbro 3
10:15	Va Rebellion (14)	2	8	Southern MD Velocity (14)	Warbro 3
11:30	RVA Warriors MacMinn (14)	11	2	Va Rebellion (14)	Warbro 3
1:00	Nitro Collier (14)	1	9	Southern MD Velocity (14)	Warbro 3
2:30	RVA Warriors MacMinn (14)	8	7	Southern MD Velocity (14)	Warbro 3
3:45	Nitro Collier (14)	5	9	Va Rebellion (14)	Warbro 3

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.



Fast Pitch Nationals

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: R (14 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
R1	Vipers Gray (14)	1	3	
R2	Rumble (14)	1	2	
R3	Leesburg Revolution 07 (14)	2	1	
R4	Dirt Devils (14)	1	2	
R5	North Calvert Fury (14)	3	0	

Fri Time	Team			Team	Field
9:00	Vipers Gray (14)	9	10	Rumble (14)	Warbro 1
9:00	Leesburg Revolution 07 (14)	13	0	Dirt Devils (14)	Warbro 2
10:15	Vipers Gray (14)	0	12	Leesburg Revolution 07 (14)	Warbro 1
10:15	Rumble (14)	0	12	North Calvert Fury (14)	Warbro 2
1:00	Vipers Gray (14)	13	4	Dirt Devils (14)	Warbro 1
1:00	Leesburg Revolution 07 (14)	1	11	North Calvert Fury (14)	Warbro 2
2:30	Vipers Gray (14)	0	13	North Calvert Fury (14)	Warbro 1
2:30	Rumble (14)	4	6	Dirt Devils (14)	Warbro 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.
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.



Fast Pitch Nationals

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: S (12 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
S1	RVA Warriors Goyne (12)	1	2	
S2	Galaxy 09 (12)	2	1	
S3	Team Va Mizuno Barton (12)	1	2	

Saturday Time	Team			Team	Field
10:15	RVA Warriors Goyne (12)	5	14	Galaxy 09 (12)	LCB 3
11:30	RVA Warriors Goyne (12)	4	5	Team Va Mizuno Barton (12)	LCB 3
1:00	Galaxy 09 (12)	7	1	Team Va Mizuno Barton (12)	LCB 3
2:30	RVA Warriors Goyne (12)	5	3	Southern MD Velocity Carr (12)	LCB 3
2:30	Galaxy 09 (12)	4	7	TSI Titans 08 (12)	LCB 4
3:45	Team Va Mizuno Barton (12)	1	2	Legends Wilms (12)	LCB 3

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.



Fast Pitch Nationals

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: T (12 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
T1	Southern MD Velocity Carr (12)	2	1	
T2	TSI Titans 08 (12)	2	1	
T3	Legends Wilms (12)	1	2	

Saturday Time	Team			Team	Field
10:15	Southern MD Velocity Carr (12)	3	2	TSI Titans 08 (12)	LCB 4
11:30	Southern MD Velocity Carr (12)	14	8	Legends Wilms (12)	LCB 4
1:00	TSI Titans 08 (12)	5	1	Legends Wilms (12)	LCB 4
2:30	RVA Warriors Goyne (12)	5	3	Southern MD Velocity Carr (12)	LCB 3
2:30	Galaxy 09 (12)	4	7	TSI Titans 08 (12)	LCB 4
3:45	Team Va Mizuno Barton (12)	1	2	Legends Wilms (12)	LCB 3

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.



Fast Pitch Nationals

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: X (10 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
X1	Havok Lewis (10)	2	1	
X2	Bomb Squad (10)	1	1	1
X3	Lake Country Crushers (10)	0	3	

Sat. Time	Team			Team	Field
10:15	Havok Lewis (10)	14	0	Bomb Squad (10)	LCB 5
11:30	Havok Lewis (10)	13	0	LC Crushers (10)	LCB 5
1:00	Bomb Squad (10)	6	5	LC Crushers (10)	LCB 5
2:30	Havok Lewis (10)	2	8	Maroon Crush Cofer (10)	LCB 5
2:30	Bomb Squad (10)	7	7	TSI Lady Titans (10)	LCB 6
3:45	Lake Country Crushers (10)	1	10	Va Legends Scimeca (10)	LCB 5

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.



Fast Pitch Nationals

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: Y (10 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
Y1	Maroon Crush Cofer (10)	2	1	
Y2	TSI Lady Titans (10)	1	1	1
Y3	Va Legends Scimeca (10)	2	1	

Sat. Time	Team			Team	Field
10:15	Maroon Crush Cofer (10)	0	1	TSI Lady Titans (10)	LCB 6
11:30	Maroon Crush Cofer (10)	3	2	Va Legends Scimeca (10)	LCB 6
1:00	TSI Lady Titans (10)	1	4	Va Legends Scimeca (10)	LCB 6
2:30	Havok Lewis (10)	2	8	Maroon Crush Cofer (10)	LCB 5
2:30	Bomb Squad (10)	7	7	TSI Lady Titans (10)	LCB 6
3:45	Lake Country Crushers (10)	1	10	Va Legends Scimeca (10)	LCB 5

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.