# May Day Special

**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 | RVA Warriors Myers (14) | 1 | 2 | |
| A2 | Bayside Blues (14) | 2 | 1 | |
| A3 | East Coast Diamonds (14) | 0 | 3 | |
| A4 | Wolfpack Lohr (14) | 3 | 0 | |

| Time | Team | | | Team | Field |
|------|------|---|---|------|-------|
| 9:00 | RVA Warriors Myers (14) | 0 | 5 | Bayside Blues (14) | Iron 10 |
| 10:15 | EC Diamonds (14) | 2 | 9 | Wolfpack Lohr (14) | Iron 10 |
| 11:30 | RVA Warriors Myers (14) | 9 | 3 | EC Diamonds (14) | Iron 10 |
| 1:00 | Bayside Blues (14) | 4 | 8 | Wolfpack Lohr (14) | Iron 10 |
| 2:30 | Bayside Blues (14) | 14 | 1 | EC Diamonds (14) | Iron 9 |
| 2:30 | RVA Warriors Myers (14) | 3 | 4 | Wolfpack Lohr (14) | Iron 10 |
| 5:00 | 14u Gold Championship<br>NK Giants | 3 | 10 | OC Wolfpack Lohr(14) | Iron 10 |
| 5:00 | 14u Silver Championship<br>VA Unity Johnson (12) | 3 | 6 | Hit Doctor (14) | Iron 9 |

## 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.

# May Day Special

**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  (14 & Under)          Field:   Harry Daniel Park at Ironbridge

| | Teams | Wins | Losses | Tie |
|---|---|---|---|---|
| B1 | SWAT (14) | 1 | 2 | |
| B2 | VA Rise (14) | 0 | 3 | |
| B3 | Top Hand Storm (14) | 2 | 1 | |
| B4 | NK Lady Giants (14) | 3 | 0 | |

| Time | Team | | | Team | Field |
|---|---|---|---|---|---|
| 9:00 | SWAT (14) | 7 | 5 | VA Rise (14) | Iron 7 |
| 10:15 | SWAT (14) | 7 | 10 | Top Hand Storm (14) | Iron 7 |
| 11:30 | Va Rise (14) | 1 | 11 | NK Lady Giants (14) | Iron 7 |
| 1:00 | SWAT (14) | 4 | 6 | NK Lady Giants (14) | Iron 7 |
| 2:30 | Va Rise (14) | 5 | 7 | Top Hand Storm (14) | Iron 7 |
| 3:45 | Top Hand Storm (14) | 1 | 11 | NK Lady Giants (14) | Iron 10 |
| 5:00 | 14u Gold Championship<br>NK Giants | 3 | 10 | OC Wolfpack Lohr(14) | Iron 10 |
| 5:00 | 14u Silver Championship<br>VA Unity Johnson (12) | 3 | 6 | Hit Doctor (14) | Iron 9 |

## 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.

# May Day Special

**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  (14 & Under)          Field:   Harry Daniel Park at Ironbridge

| | Teams | Wins | Losses | Tie |
|---|---|---|---|---|
| C1 | Hit Doctor (14) | 1 | 1 | 1 |
| C2 | VA Lady Eagles (14) | 0 | 0 | 3 |
| C3 | Fauquier Fusion 05 (14) | 0 | 2 | 1 |
| | | | | |

| Time | Team | | | Team | Field |
|---|---|---|---|---|---|
| 9:00 | Hit Doctor (14) | 6 | 6 | VA Lady Eagles (14) | Iron 8 |
| 10:15 | Hit Doctor (14) | 8 | 4 | Fauquier Fusion 05 (14) | Iron 8 |
| 11:30 | Va Lady Eagles (14) | 7 | 7 | Fauquier Fusion 05 (14) | Iron 8 |
| 1:00 | Hit Doctor (14) | 7 | 8 | VA Unity Johnson (12) | Iron 8 |
| 1:00 | VA Lady Eagles (14) | 5 | 5 | Va Lady Sluggers (14) | Iron 9 |
| 2:30 | Fauquier Fusion 05 (14) | 6 | 7 | Coastal Storm Teal (14) | Iron 8 |
| 5:00 | 14u Gold Championship<br>NK Giants | 3 | 10 | OC Wolfpack Lohr(14) | Iron 10 |
| 5:00 | 14u Silver Championship<br>VA Unity Johnson (12) | 3 | 6 | Hit Doctor (14) | Iron 9 |

## 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.

# May Day Special

**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  (14 & Under)          Field:   Harry Daniel Park at Ironbridge

| | Teams | Wins | Losses | Tie |
|---|---|---|---|---|
| D1 | VA Unity Johnson (12) | 3 | 0 | |
| D2 | Va Lady Sluggers (14) | 1 | 1 | 1 |
| D3 | Coastal Storm Teal (14) | 1 | 2 | |
| | | | | |

| Time | Team | | | Team | Field |
|---|---|---|---|---|---|
| 9:00 | Va Unity Johnson (12) | 4 | 3 | VA Lady Sluggers (14) | Iron 9 |
| 10:15 | VA Unity Johnson (12) | 14 | 0 | Coastal Storm Teal (14) | Iron 9 |
| 11:30 | VA Lady Sluggers (14) | 13 | 1 | Coastal Storm Teal (14) | Iron 9 |
| 1:00 | Hit Doctor (14) | 7 | 8 | VA Unity Johnson (12) | Iron 8 |
| 1:00 | VA Lady Eagles (14) | 5 | 5 | Va Lady Sluggers (14) | Iron 9 |
| 2:30 | Fauquier Fusion 05 (14) | 6 | 7 | Coastal Storm Teal (14) | Iron 8 |
| 5:00 | 14u Gold Championship<br>NK Giants | 3 | 10 | OC Wolfpack Lohr(14) | Iron 10 |
| 5:00 | 14u Silver Championship<br>VA Unity Johnson (12) | 3 | 6 | Hit Doctor (14) | Iron 9 |

## 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.

# May Day Special

**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:   G  (12 & Under)          Field:   Harry Daniel Park at Ironbridge

| | Teams | Wins | Losses | Tie |
|---|---|---|---|---|
| G1 | Hughesville Hustle Johnston (11) | 1 | 1 | 1 |
| G2 | KRUSH FP (12) | 2 | 1 | |
| G3 | Fluco Flames (12) | 0 | 2 | 1 |
| G4 | Coastal Storm (12) | 2 | 1 | |

| Time | Team | | | Team | Field |
|---|---|---|---|---|---|
| 10:15 | Hughesville Hustle Johnston (11) | 7 | | KUSH FP (12) | Iron 5 |
| 11:30 | Fluco Flames (12) | 4 | 6 | Coastal Storm (12) | Iron 5 |
| 1:00 | Hughesville Hustle Johnston (11) | 2 | 2 | Fluco Flames (12) | Iron 5 |
| 2:30 | KRUSH FP (12) | 13 | 3 | Coastal Storm (12) | Iron 5 |
| 3:45 | Hughesville Hustle Johnston (11) | 2 | 5 | Coastal Storm (12) | Iron 7 |
| 3:45 | KRUSH FP (12) | 3 | 1 | Fluco Flames (12) | Iron 8 |
| 5:00 | 12u Championship<br>VA Unity (12) | 10 | 2 | KUSH FP (12) | Iron 7 |

## 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.

# May Day Special

**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  (12 & Under)          Field:    Harry Daniel Park at Ironbridge

| | Teams | Wins | Losses | Tie |
|---|---|---|---|---|
| H1 | VA Legends (12) | 2 | 1 | |
| H2 | Organized Chaos (12) | 0 | 2 | 1 |
| H3 | Va Unity Vaughan (12) | 3 | 0 | |
| H4 | IYG Black Widows (12) | 0 | 2 | 1 |
| H5 | East Coast Diamonds (12) | 2 | 1 | |

| Time | Team | | | Team | Field |
|---|---|---|---|---|---|
| 9:00 | Va Legends (12) | 12 | 2 | Organized Chaos (12) | Iron 5 |
| 9:00 | Va Unity Vaughan (12) | 21 | 0 | IYG Black Widows (12) | Iron 6 |
| 10:15 | VA Legends (12) | 0 | 2 | Va Unity Vaughan (12) | Iron 6 |
| 11:30 | Organized Chaos (12) | 0 | 12 | EC Diamonds (12) | Iron 6 |
| 1:00 | VA Legends (12) | 12 | 6 | IYG Black Widows (12) | Iron 6 |
| 2:30 | Va Unity Vaughan (12) | 7 | 6 | EC Diamonds (12) | Iron 6 |
| 3:45 | Organized Chaos (12) | 4 | 4 | IYG Black Widows (12) | Iron 5 |
| 3:45 | Va Legends (12) | 1 | 0 | EC Diamonds (12) | Iron 6 |
| 5:00 | 12u Championship VA Unity (12) | 10 | 2 | KUSH FP (12) | Iron 7 |

## 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.

# May Day Special

**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:   Warbro Athletic Complex

| | Teams | Wins | Losses | Tie |
|---|---|---|---|---|
| X1 | Va Vipers (10) | 2 | 1 | |
| X2 | Top Hand Storm (10) | 0 | 3 | |
| X3 | TSI Lady Titans (10) | 3 | 0 | |
| X4 | River City Sparks (10) | 1 | 2 | |

| Time | Team | | | Team | Field |
|---|---|---|---|---|---|
| 9:00 | VA Vipers (10) | 6 | 4 | Top Hand Storm (10) | Warbro 1 |
| 9:00 | TSI Lady Titans (10) | 14 | 0 | River City Sparks (10) | Warbro 2 |
| 10:15 | Va Vipers (10) | 3 | 15 | TSI Lady Titans (10) | Warbro 1 |
| 11:30 | Top Hand Storm (10) | 5 | 15 | River City Sparks (10) | Warbro 1 |
| 1:00 | Va Vipers (10) | 6 | 0 | River City Sparks (10) | Warbro 1 |
| 1:00 | Top Hand Storm (10) | 0 | 1 | TSI Lady Titans (10) | Warbro 2 |
| 3:45 | 10u Championship TSI Lady Titans | 2 | 6 | NK Lady Giants (10) | Warbro 1 |

## 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.

# May Day Special

**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: Warbro Athletic Complex

| | Teams | Wins | Losses | Tie |
|---|---|---|---|---|
| Y1 | Rockville Rockets (10) | 1 | 2 | |
| Y2 | Va Unity Wright (10) | 2 | 1 | |
| Y3 | Hanover Sports (10) | 0 | 3 | |
| Y4 | NK Lady Giants (10) | 3 | 0 | |

| Time | Team | | | Team | Field |
|---|---|---|---|---|---|
| 9:00 | Va Unity Wright (10) | 7 | 4 | Hanover Sports (10) | Warbro 3 |
| 10:15 | Rockville Rockets (10) | 9 | 4 | Hanover Sports (10) | Warbro 3 |
| 11:30 | Va Unity Wright (10) | 6 | 7 | NK Lady Giants (10) | Warbro 3 |
| 1:00 | Rockville Rockets (10) | 5 | 13 | NK Lady Giants (10) | Warbro 3 |
| 2:30 | Rockville Rockets (10) | 4 | 5 | Va Unity wright (10) | Warbro 2 |
| 2:30 | Hanover Sports (10) | 2 | 3 | NK Lady Giants (10) | Warbro 3 |
| 3:45 | 10u Championship<br>TSI Lady Titans | 2 | 6 | NK Lady Giants (10) | Warbro 1 |

## 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.