



# Fall Varsity Series

**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	VPSC (18)	3	0	
A2	Ironbridge Beck (18)	0	2	1
A3	Coastal Storm Black (18)	0	2	1
A4	Havok Whitt (18)	2	1	

Time	Team			Team	Field
9:00	VPSC (18)	10	3	Ironbridge Beck (18)	Iron 9
9:00	Coastal Storm Black (18)	4	11	Havok Whitt (18)	Iron 10
10:15	VPSC (18)	6	2	Coastal Storm Black (18)	Iron 9
10:15	Ironbridge Beck (18)	1	5	Havok Whitt (18)	Iron 10
1:00	VPSC (18)	13	4	Havok Whitt (18)	Iron 9
1:00	Ironbridge Beck (18)	2	2	Coastal Storm Black (18)	Iron 10
4:00	18u Championship: VPSC	5	0	Bayside Blues	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.



# Fall Varsity Series

**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 (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Bayside Blues (18)	3	0	
B2	KRUSH (18)	1	2	
B3	Southern MD Velocity (18)	0	3	
B4	Bay River Rumble Cox (18)	2	1	

Time	Team			Team	Field
9:00	Bayside Blues (18)	9	8	KRUSH (18)	Iron 6
10:15	Southern MD Velocity (18)	1	12	BR Rumble Cox (18)	Iron 6
1:00	Bayside Blues (18)	14	1	Southern MD Velocity (18)	Iron 5
1:00	KRUSH (18)	0	11	BR Rumble Cox (18)	Iron 6
2:30	Bayside Blues (18)	6	5	BR Rumble Cox (18)	Iron 5
2:30	KRUSH (18)	9	0	Southern MD Velocity (18)	Iron 6
4:00	18u Championship: VPSC	5	0	Bayside Blues	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.



# Fall Varsity Series

**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 (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Nitro Collier (16)	0	3	
G2	Lady Venom (16)	2	1	
G3	Hughesville Hustle Johnston (16)	2	1	
G4				

Time	Team			Team	Field
9:00	Nitro Collier (16)	3	9	VA Vipers (16)	Iron 7
10:15	Nitro Collier (16)	6	15	Hughesville Hustle Johnston(16)	Iron 7
11:30	Hughesville Hustle Johnston (16)	4	5	Lady Venom (16)	Iron 7
1:00	Nitro Collier (16)	3	9	Lady Venom (16)	Iron 7
2:30	Lady Venom (16)	4	14	AAFP (16)	Iron 9
2:30	Hughesville Hustle Johnston (16)	8	1	Bayside Blues (16)	Iron 8
4:00	16u Championship: Lady Venom	9	4	Bayside Blues	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.



# Fall Varsity Series

**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	VA Vipers (16)	2	1	
H2	AAFP (16)	1	2	
H3	Bayside Blues (16)	2	1	

Time	Team			Team	Field
9:00	Nitro Collier (16)	3	9	VA Vipers (16)	Iron 7
10:15	AAFP (16)	3	4	Bayside Blues (16)	Iron 8
11:30	VA Vipers (16)	12	2	AAFP (16)	Iron 8
1:00	VA Vipers (16)	0	11	Bayside Blues (16)	Iron 8
2:30	Lady Venom (16)	4	13	AAFP (16)	Iron 9
2:30	Hughesville Hustle Johnston (16)	8	1	Bayside Blues (16)	Iron 8
4:00	16u Championship: Lady Venom	9	4	Bayside Blues	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.