



Varsity Series 3

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.

Format: Teams will play 3 Pool Games. We've added another team so we will now take the Pool Winners into a championship game.

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:

Warbro Sports Complex: 3204 Warbro Road

From I-95: Take Exit 62 (Route 288). Follow Route 288 to Route 360 (Hull Street) East. Take 360 East off of 288. Go approximately 1/4 mile and turn left onto Warbro Road. Go approximately 2 miles and the complex is on the left hand side of the road. If you run into Southside Speedway, you've gone too far.

If you have any questions, call Butch Tiller at 804-378-2285



Varsity Series 3

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 (Varsity)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
A1	Galaxy (16)			
A2	Coastal Storm (16)			
A3	Carolina Shockwave Black (16)			
A4	Southside Fury (16)			

Time	Team			Team	Field
9:00	Galaxy (16)			Coastal Storm (16)	War 1
10:30	Carolina Shockwave Black (16)			Southside Fury (16)	War 1
12:00	Galaxy (16)			Carolina Shockwave Black (16)	War 1
1:30	Coastal Storm (16)			Southside Fury (16)	War 1
3:00	Galaxy (16)			Southside Fury (16)	War 1
3:00	Coastal Storm Black (16)			Carolina Shockwave Black (16)	War 2
4:30	Championship: A 1 st vs B 1 st				War 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.



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Bracket: B (Varsity)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
B1	Top Hand Storm (18)			
B2	Shockwave (16)			
B3	Hampton Roads Vipers (16)			
B4	RVA Warriors (18)			

Time	Team		Team	Field
9:00	Top Hand Storm (18)		Shockwave (16)	War 2
10:30	Top Hand Storm (18)		Hampton Roads Vipers (16)	War 2
10:30	Shockwave (16)		RVA Warriors (18)	War 3
1:30	Top Hand Storm (18)		RVA Warriors (18)	War 2
1:30	Shockwave (16)		Hampton Roads Vipers (16)	War 3
3:00	Hampton Roads Vipers (16)		RVA Warriors (18)	War 3
4:30	Championship: A 1 st vs B 1 st			War 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.

