



Fall Varsity Series 10-06

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	West End Wolverines (18)	2	1	
A2	Xtreme (18)	0	3	
A3	Louisa Thunder (18)	2	1	
A4	T2G Nitro Elite (18)	2	1	

Time	Team			Team	Field
8:30	West End Wolverines (18)	7	0	Xtreme (18)	Iron 9
8:30	Louisa Thunder (18)	0	3	T2G Nitro Elite (18)	Iron 10
9:45	West End Wolverines (18)	1	4	Louisa Thunder (18)	Iron 10
11:00	Xtreme (18)	0	11	T2G Nitro Elite (18)	Iron 10
12:30	West End Wolverines (18)	7	5	T2G Nitro Elite (18)	Iron 10
2:00	Xtreme (18)	0	13	Louisa Thunder (18)	Iron 10
3:15	18u Gold Championship Atomic	L	W	Top Hand Storm	Iron 10
3:15	18u Silver Championship Louisa Thunder	W	L	VA Vipers	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.





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Bracket: B (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Inferno (18)	2	1	
B2	Coastal Storm (18)	0	2	1
B3	Lady Flames (18)	0	2	1
B4	Atomic (18)	3	0	

Time	Team			Team	Field
9:45	Inferno (18)	13	0	Coastal Storm (18)	Iron 8
9:45	Lady Flames (18)	0	5	Atomic (18)	Iron 9
11:00	Inferno (18)	10	1	Lady Flames (18)	Iron 8
11:00	Coastal Storm (18)	1	11	Atomic (18)	Iron 9
2:00	Inferno (18)	5	7	Atomic (18)	Iron 8
2:00	Coastal Storm (18)	2	2	Lady Flames (18)	Iron 9
3:15	18u Gold Championship Atomic	L	W	Top Hand Storm	Iron 10
3:15	18u Silver Championship Louisa Thunder	W	L	VA Vipers	Iron 10

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 - 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.
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Bracket: C (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Top Hand Storm (18)	3	0	
C2	RVA Pride (18)	0	3	
C3	Va Vipers (18)	2	1	

Time	Team			Team	Field
8:30	Top Hand Storm (18)	14	3	RVA Pride (18)	Iron 5
9:45	Top Hand storm (18)	2	1	VA Vipers (18)	Iron 5
11:00	RVA Pride (18)	0	9	VA Vipers (18)	Iron 5
12:30	Top Hand Storm (18)	4	2	KRUSH (16)	Iron 5
12:30	RVA Pride (18)	10	11	RVA Warriors Gregory (16)	Iron 6
2:00	Va Vipers (18)	3	0	Spotsy Slam (16)	Iron 5
3:15	18u Gold Championship Atomic	L	W	Top Hand Storm	Iron 10
3:15	18u Silver Championship Louisa Thunder	W	L	VA Vipers	Iron 10

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Bracket: G (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Chesterfield Phoenix (16)	3	0	
G2	RVA Warriors Westnedge (16)	1	2	
G3	SWAT (16)	0	3	
G4	Southside Fury Everett (16)	2	1	

Time	Team			Team	Field
8:30	Chesterfield Phoenix (16)	3	1	RVA Warriors Westnedge(16)	Iron 7
8:30	SWAT (16)	5	16	Southside Fury Everett (16)	Iron 8
9:45	Chesterfield Phoenix (16)	8	2	SWAT (16)	Iron 7
11:00	RVA Warriors Westnedge (16)	3	12	Southside Fury Everett (16)	Iron 7
12:30	Chesterfield Phoenix (16)	7	4	Southside Fury Everet (16)	Iron 7
2:00	RVA Warriors Westnedge (16)	6	2	SWAT (16)	Iron 7
3:15	16u Championship Spotsy Slame	W	L	Chesterfield Phoenix	Iron 7

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Bracket: H (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	KRUSH (16)	1	2	
H2	RVA Warriors Gregory (16)	1	2	
H3	Spotsy Slam (16)	2	1	

Time	Team			Team	Field
8:30	KRUSH (16)	10	2	RVA Warriors Gregory (16)	Iron 6
9:45	KRUSH (16)	3	5	Spotsy Slam (16)	Iron 6
11:00	RVA Warriors Gregory (16)	2	8	Spotsy Slam (16)	Iron 6
12:30	Top Hand Storm (18)	4	2	KRUSH (16)	Iron 5
12:30	RVA Pride (18)	10	11	RVA Warriors Gregory (16)	Iron 6
2:00	Va Vipers (18)	3	0	Spotsy Slam (16)	Iron 5
3:15	16u Championship Spotsy Slame	W	L	Chesterfield Phoenix	Iron 7

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