



# Cap City Shootout

**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	VA Dirt Devils (14)	1	2	
A2	Va Breeze (14)	2	0	1
A3	Ruckus Secrist (14)	0	2	1
A4	Coastal Storm Black (14)	2	1	

Time	Team			Team	Field
9:00	VA Dirt Devils (14)	2	10	VA Breeze (14)	Iron 7
10:15	Coastal Storm Black (14)	16	2	Ruckus Secrist (14)	Iron 7
11:30	VA Dirt Devils (14)	13	11	Ruckus Secrist (14)	Iron 7
11:30	VA Breeze (14)	5	4	Coastal Storm Black(14)	Iron 5
2:30	VA Dirt Devils (14)	0	12	Coastal Storm Black (14)	Iron 7
2:30	Va Breeze (14)	6	6	Ruckus Secrist (14)	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.



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Bracket: B (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Sting (14)	1	2	
B2	Future (14)	3	0	
B3	Organized Chaos (14)	2	1	
B4	Va Lady Eagles (14)	0	3	

Time	Team			Team	Field
11:30	Future (14)	17	2	Sting (14)	Iron 6
1:00	Organized Chaos (14)	2	0	VA Lady Eagles (14)	Iron 7
4:00	Future (14)	13	0	Va Lady Eagles (14)	Iron 7
4:00	Sting (14)	2	8	Organized Chaos (14)	Iron 5
5:30	Organized Chaos (14)	5	9	Future (14)	Iron 5
5:30	Sting (14)	12	1	Va Lady Eagles (14)	Iron 6

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  - B) If a three way tie still exists: Runs allowed among all games played.
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Bracket: D (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
D1	Havok Moody (12)1 (38)	3	0	
D2	Riptides (12)	0	3	
D3	Stafford Warriors (12)	0	3	
D4	Rockville Rockets (12)	2	1	

Time	Team			Team	Field
9:00	Havok Moody (12)	14	0	Riptides (12)	Warbro 1
9:00	Stafford Warriors (12)	1	16	Rockville Rockets (12)	Warbro 2
10:15	Riptides (12)	0	16	EC Diamonds (12)	Warbro 1
11:30	Havok Moody (12)	12	0	Stafford Warriors (12)	Warbro 1
1:00	Riptides (12)	2	13	Rockville Rockets (12)	Warbro 1
1:00	Havok Moody (12)	13	1	Organized Chaos (12)	Warbro 2
2:30	Stafford Warriors (12)	0	17	TBC Havoc 08 (12)	Warbro 1
4:00	Rockville Rockets (12)	0	12	TBC Havoc 08 (12)	Warbro 2

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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: G (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
G1				
G2	East Coast Diamonds (12)	2	1	
G3	TBC Havoc 08 (12) 36	3		
G4	Organized Chaos (12) 1	0	3	

Time	Team			Team	Field
10:15	Riptides (12)	0	16	EC Diamonds (12)	Warbro 1
10:15	TBC Havoc 08 (12)	17	1	Organized Chaos (12)	Warbro 2
11:30	EC Diamonds (12)	0	6	TBC Havoc 08 (12)	Warbro 2
1:00	Havok Moody (12)	13	1	Organized Chaos (12)	Warbro 2
2:30	Stafford Warriors (12)	0	17	TBC Havoc 08 (12)	Warbro 1
2:30	EC Diamonds (12)	13	1	Organized Chaos (12)	Warbro 2
4:00	TBC Havoc 08 (12)	15	0	Rockville Rockets (12)	Warbro 1

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Bracket: H (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
H1	River City Sparks (12)8	2	1	
H2	Crossfire 08 (12)14	3	0	
H3	Augusta Flames (12) 20	1	2	
H4	East Coast Diamonds Barrack (12)	0	3	

Time	Team			Team	Field
9:00	River City Sparks (12)	3	7	Crossfire 08 (12)	Warbro 3
10:15	Augusta Flames 9120	11	1	EC Diamonds Barrack(12)	Warbro 3
11:30	River City Sparks (12)	8	1	Augusta Flames (12)	Warbro 3
1:00	Crossfire 08 (12)	8	7	EC Diamonds Barrack (12)	Warbro 3
2:30	River City Sparks (12)	12	1	EC Diamonds Barrack (12)	Warbro 3
4:00	Crossfire 08 (12)	11	4	Augusta Flames (12)	Warbro 3

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Bracket: X (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
X1	OC Elite (10)	1	3	
X2	Hanover Xtreme Vincent (10)14	2	1	
X3	River City Sparks (10) 17	2	1	
X4	Legends Scimeca (10)	3	0	
X5	East Coast Diamonds (10)	0	3	

Time	Team			Team	Field
9:00	OC Elite (10)	2	8	Han Xtreme Vincent (10)	Iron 5
9:00	River City Sparks (10)	0	3	Legends Scimeca (10)	Iron 6
10:15	OC Elite (10)	7	8	River City Sparks (10)	Iron 5
10:15	Han Xtreme Vincent (10)	7	2	EC Diamonds (10)	Iron 6
1:00	OC Elite (10)	3	12	Legends Scimeca (10)	Iron 5
1:00	River City Sparks (10)	8	7	EC Diamonds (10)	Iron 6
2:30	Han Xtreme Vincent (10)	0	10	Legends Scimeca (10)	Iron 6
4:00	OC Elite (10)	9	7	EC Diamonds (10)	Iron 6

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