



# June Jamboree

**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 (18/16 & Under)      Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Va Breeze (16)	0	2	
A2	Organized Chaos (16)	2	0	
A3	Atomic (18)	2	0	
A4	Coastal Storm Black (18)	1	1	
A5	CV Viperz (16)	0	2	

Time	Team			Team	Field
9:00	Va Breeze (16)	1	6	Organized Chaos (16)	Iron 10
10:15	Atomic (18)	7	6	Coastal Storm Black (18)	Iron 10
10:15	Organized Chaos (16)	13	0	CV Viperz (16)	Iron 6
11:30	Va Breeze (16)	0	7	Atomic (18)	Iron 10
11:30	Coastal Storm Black (18)	13	0	CV Viperz (16)	Iron 6
2:30	Playoffs: 4 <sup>th</sup> Place Seed (Va Breeze)	9	5	5 <sup>th</sup> Place Seed (CV Viperz)	Iron 10
2:30	2 <sup>nd</sup> Place Seed (Atomic)	1	2	3 <sup>rd</sup> Place Seed (Coastal Storm Black)	Iron 5
4:00	1 <sup>st</sup> Place Seed (Organized Chaos)			Winner (4 <sup>th</sup> vs 5 <sup>th</sup> ) Va Breeze	Iron 10
5:30	Championship Game Organized Chaos	2	7	Coastal Storm	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.



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Bracket: C (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Next Generation (14)	1	3	
C2	Va Vipers Gray (14)	1	2	
C3	Havok Moody (12)	2	1	
C4	Freedom FP (14)	3	0	
C5	Legacy Elite (14)	1	2	

Time	Team			Team	Field
9:00	Next Generation (14)	3	9	VA Vipers Gray (14)	Iron 7
9:00	Havok Moody (12)	5	9	Freedom FP (14)	Iron 5
10:15	Next Generation (14)	3	5	Havok Moody (14)	Iron 7
10:15	Va Vipers Gray (14)	6	7	Legacy Elite (14)	Iron 5
1:00	Next Generation (14)	5	6	Freedom FP (14)	Iron 7
1:00	Havok Moody (12)	9	2	Legacy Elite (14)	Iron 6
2:30	Next Generation (14)	4	2	Legacy Elite (14)	Iron 7
2:30	Va Vipers Gray (14)	1	5	Freedom FP (14)	Iron 6

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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: D (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Rockville Rockets Cheely (14)	3	0	
D2	Organized Chaos (14)	0	3	
D3	Frederick County Flames (14)	1	2	
D4	West End Waves (14)	2	1	

Time	Team			Team	Field
11:30	Rockville Rockets Cheely (14)	12	2	Organized Chaos (14)	Iron 5
11:30	Frederick County Flames (14)	3	4	West End Waves (14)	Iron 7
1:00	Rockville Rockets Cheely (14)	12	1	Frederick County Flames (14)	Iron 5
1:00	Organized Chaos (14)	4	6	West End Waves (14)	Iron 10
4:00	Organized Chaos (14)	1	8	Frederick County Flames (14)	Iron 5
4:00	Rockville Rockets Cheely (14)	6	2	West End Waves (14)	Iron 6

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Bracket: G ( 12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	RVA Warriors Raynor 2K10 (12)	0	3	
G2	River City Sparks Kinkaid (11)	1	2	
G3	Glen Allen Blaze Gill (12)	2	1	
G4	Hampton Roads Warriors (12)	3	0	

Time	Team			Team	Field
9:00	RVA Warriors Raynor (12)	4	6	River City Sparks Kinkaid(11)	Iron 8
9:00	Glen Allen Blaze Gill (12)	3	5	HR Warriors (12)	Iron 9
10:15	RVA Warriors Raynor (12)	0	15	Glen Allen Blaze Gill (12)	Iron 8
10:15	River City Sparks Kinkaid (11)	2	16	HR Warriors (12)	Iron 9
1:00	RVA Warriors Raynor (12)	3	15	HR Warriors (12)	Iron 8
1:00	River City Sparks Kinkaid (11)	0	13	Glen Allen Blaze Gill (12)	Iron 9

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Bracket: H (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	Hanover Sports (12)	3	0	
H2	Southern MD Velocity (11)	1	1	1
H3	Glen Allen Blaze Melton (12)	1	1	1
H4	MPH Blue May/Vincent (12)	0	3	

Time	Team			Team	Field
11:30	Hanover Sports (12)	4	0	Southern MD Velocity (11)	Iron 8
11:30	Glen allen Blaze Melton (12)	5	1	MPH Blue May/Vincent(12)	Iron 9
2:30	Hanover Sports (12)	13	0	Glen Allen Blaze Melton(12)	Iron 8
2:30	Southern MD Velocity (11)	4	1	MPH Blue May/Vincent (12)	Iron 9
4:00	Hanover Sports (12)	11	2	MPH Blue May/Vincent(12)	Iron 8
4:00	Southern MD Velocity (11)	4	4	Glen Allen Blaze Melton(12)	Iron 9

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