



Varsity Blues

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	X-Zone Storm Field (18)			
A2	Southside Xtreme (18)			
A3	Southern MD Velocity (18)			
A4	Bayside Blues (18)			
A5	DC Senators (18)			

Time	Team			Team	Field
8:30	X-Zone Storm Field (18)	9	3	Southside Xtreme (18)	Iron 9
8:30	Southern MD Velocity (18)	1	18	Bayside Blues (18)	Iron 10
9:45	Southern MD Velocity (18)	0	16	X-Zone Storm Field (18)	Iron 9
9:45	Southside Xtreme (18)	5	4	DC Senators (18)	Iron 10
11:00	Bayside Blues (18)	15	3	DC Senators (18)	Iron 10
12:30	SM Velocity	10	6	DC Senators	
3:15	Bayside Blues	5	1	SS Extreme	
	X Zone Storm	9	3	SM Velocity	
	X Zone Storm	W	L	Bayside Blues	

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 (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Bomb Squad (16)	2	0	
B2	Team SWAT (16)	0	2	
B3	Team Freedom (16)	0	2	
B4	Chesterfield Havok 04 (14)	2	0	
B5	Southern MD Velocity (16)	1	1	

Time	Team			Team	Field
8:30	Bomb Squad (16)	12	6	Team SWAT (16)	Iron 7
8:30	Team Freedom (16)	3	7	Chesterfield Havok 04 (16)	Iron 8
9:45	Team SWAT (16)	2	7	Southern MD Velocity (16)	Iron 7
9:45	Bomb Squad (16)	6	5	Team Freedom (16)	Iron 8
11:00	Chesterfield Havok 04 (14)	4	1	Southern MD Velocity (16)	Iron 7
	Freedom	16	0	SWAT	
	Bomb Squad	9	0	SM Velocity	
	Havok	5	4	Freedom	
	Havok	2	1	Bomb Squad	

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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.

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.