



The Rock & Fire

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	Black Widows (16)	3	0	
A2	Great Falls Sharks (16)	0	3	
A3	Team Va Fraizer (16)	0	3	
A4	Bayside Blues (18)	3	0	

Time	Team			Team	Field
9:00	Black Widows (16)	6	1	Great Falls Sharks (16)	Iron 10
10:15	Team Va Fraizer (16)	1	7	Bayside Blues (18)	Iron 10
11:30	Black Widows (16)	9	2	Team VA Fraizer (16)	Iron 10
1:00	Great Falls Sharks (16)	2	10	Bayside Blues (18)	Iron 10
1:00	Black Widows (16)	10	4	Va Crushers Miller (18)	Iron 9
2:30	Great Falls Sharks (16)	0	7	Va Patriots (16)	Iron 9
2:30	Team VA Fraizer (16)	2	6	SCAA Lightning (18)	Iron 10
2:30	Bayside Blues (18)	6	5	VA Crushers Miller (18)	Iron 10
4:00	18/16u Championship: A1st vs B 1 st Black Widows	1	4	VA Crushers Miller	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.



The Rock & Fire

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

	Teams	Wins	Losses	Tie
B1	Va Crushers Miller (18)	2	1	
B2	Va Patriots (16)	2	1	
B3	SCAA Lightning (18)	1	2	

Time	Team			Team	Field
9:00	VA Crushers Miller (18)	6	1	Va Patriots (16)	Iron 9
10:15	Va Crushers Miller (18)	4	0	SCAA Lightning (18)	Iron 9
11:30	Va Patriots (16)	12	0	SCAA Lightning (18)	Iron 9
1:00	Black Widows (16)	10	4	Va Crushers Miller (18)	Iron 9
2:30	Great Falls Sharks (16)	0	7	Va Patriots (16)	Iron 9
2:30	Team VA Fraizer (16)	2	6	SCAA Lightning (18)	Iron 10
2:30	Bayside Blues (18)	6	5	VA Crushers Miller (18)	Iron 10
4:00	18/16u Championship: A1st vs B 1 st				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.



The Rock & Fire

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: H (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1				
H2	West End Waves (14)	1	0	2
H3	Glen Allen Curve (14)	0	2	1
H4	Hit Doctor (14)	2	0	1

Time	Team			Team	Field
9:00	Glen Allen Curve (14)	5	16	Hit Doctor (14)	Iron 7
10:15	West End Waves (14)	6	6	Glen Allen Curve (14)	Iron 7
11:30	West End Waves (14)	8	8	Hit Doctor (14)	Iron 7
1:00	Glen Allen Curve (14)	3	13	Va Breeze (14)	Iron 7
1:00	West End Waves (14)	9	3	Ruckus Secrist (14)	Iron 8
2:30	Hit Doctor (14)	9	8	Va Vipers Gray (14)	Iron 7
4:00	14u Championship: H1st vs J 1 st Hit Doctor	1	5	Va Breeze	Iron 7

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.



The Rock & Fire

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: J (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	Va Breeze (14)	3	0	
J2	Ruckus Secrist (14)	0	3	
J3	Va Vipers Gray (14)	1	2	

Time	Team			Team	Field
9:00	Va Breeze (14)	7	1	Ruckus Secrist (14)	Iron 8
10:15	VA Breeze (14)	4	1	VA Vipers Gray (14)	Iron 8
11:30	Ruckus Secrist (14)	5	7	VA Vipers Gray (14)	Iron 8
1:00	Glen Allen Curve (14)	3	13	Va Breeze (14)	Iron 7
1:00	West End Waves (14)	9	3	Ruckus Secrist (14)	Iron 8
2:30	Hit Doctor (14)	9	8	Va Vipers Gray (14)	Iron 7
4:00	14u Championship: H1st vs J 1 st				Iron 7

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.



The Rock & Fire

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: K (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
K1	RVA Warriors Goyne (12)	1	2	
K2	Hanover Hornets Thomas (12)	3	0	
K3	Ironbridge Thunder (12)	1	2	
K4	Southside Fury Shifflett (12)	1	2	

Time	Team			Team	Field
9:00	RVA Warriors Goyne (12)	0	6	Hornets Thomas (12)	Warbro 1
10:15	Ironbridge Thunder (12)	4	9	SS Fury Shifflett (12)	Warbro 1
11:30	RVA Warriors Goyne (12)	1	5	Ironbridge Thunder (12)	Warbro 1
11:30	Hornets Thomas (12)	6	2	SS Fury Shifflett (12)	Warbro 2
1:30	RVA Warriors Goyne (12)	12	4	SS Fury Shifflett (12)	Warbro 1
3:00	Hornets Thomas (12)	12	2	Ironbridge Thunder (12)	Warbro 1
4:30	Championship: K 1 st vs L 1 st : Hanover Hornets Thomas	8	4	Legends Vincent	Warbro 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.



The Rock & Fire

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: L (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
L1	TSI Lady Titans 09 (12)	2	2	
L2	Riptides (12)	0	3	
L3	Extreme Force (12)	0	3	
L4	Hanover Sports (12)	3	0	
L5	Legends Vincent (12)	3	0	

Time	Team			Team	Field
9:00	TSI Lady Titans 09 (12)	13	0	Riptides (12)	Warbro 2
9:00	Extreme Force (12)	5	9	Hanover Sports (12)	Warbro 3
10:15	TSI Lady Titans 09 (12)	6	4	Extreme Force (12)	Warbro 2
10:15	Riptides (12)	5	14	Legends Vincent (12)	Warbro 3
1:00	TSI Lady Titans 09 (12)	2	6	Hanover Sports (12)	Warbro 2
1:00	Extreme Force (12)	0	11	Legends Vincent (12)	Warbro 3
2:30	TSI Lady Titans 09 (12)	1	13	Legends Vincent (12)	Warbro 2
2:30	Riptides (12)	0	12	Hanover Sports (12)	Warbro 3
4:30	Championship: K 1 st vs L 1 st				Warbro 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.



The Rock & Fire

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: X (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
X1	Havok Lewis (10)	2	1	
X2	Glen Allen Blaze (10)	1	2	
X3	Va Unity Adams (10)	3	0	
X4	Va Mavericks (10)	0	3	

Time	Team			Team	Field
9:00	Havok Lewis (10)	11	0	Glen Allen Blaze (10)	Iron 5
10:15	Va Unity Adams (10)	12	0	Va Mavericks (10)	Iron 5
11:30	Havok Lewis (10)	1	7	Va Unity Adams (10)	Iron 5
1:00	Glen Allen Blaze (10)	16	2	VA Mavericks (10)	Iron 5
1:00	Havok Lewis (10)	12	0	Va. Unity Johnston/Brooks (10)	Iron 6
2:30	Glen Allen Blaze (10)	1	9	Hornets Tharpe (10)	Iron 6
2:30	Va Unity Adams (10)	4	0	River City Sparks (10)	Iron 5
4:00	Va Mavericks (10)	1	12	River City Sparks (10)	Iron 5
5:15	Championship: X1st vs Y1st Hornets Tharpe	10	0	Va Unity Adams	Iron 6

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.



The Rock & Fire

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: Y (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
Y1	Va. Unity Johnston/Brooks (10)		2	1
Y2	Hornets Tharpe (10)	3	0	
Y3	River City Sparks (10)	2	2	

Time	Team			Team	Field
9:00	Hornets Tharpe (10)	9	0	Va. Unity Johnston/Brooks (10)	Iron 6
10:15	River City Sparks (10)	4	3	Va. Unity Johnston/Brooks (10)	Iron 6
11:30	River City Sparks (10)	2	5	Hornets Tharpe (10)	Iron 6
1:00	Havok Lewis (10)	3	3	Va. Unity Johnston/Brooks (10)	Iron 6
2:30	Glen Allen Blaze (10)	1	9	Hornets Tharpe (10)	Iron 6
2:30	Va Unity Adams (10)	4	0	River City Sparks (10)	Iron 5
4:00	Va Mavericks (10)	1	12	River City Sparks (10)	Iron 5
5:15	Championship: X1st vs Y1st				Iron 6

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.