



Fall Varsity Series

Starting Times are posted below. All Times should be considered tentative until the tournament begins. If your first game time should change, you'll be notified by phone.

All coaches should check in upon arrival to receive your official Tournament Packet.

Rain Hotline: 804-378-2285 This line will be updated as early as possible Sunday morning if there's a chance for inclement weather.

Format: Teams will play 3 pool games.

18u: 1st and 2nd place advance to a championship game.

16u: Pool Winners only advance to a championship game.

NOTE: If a team plays 4 pool games, we will throw out their worst game for standings purposes, unless that game is involved in a tie breaker situation.

Locations:

Harry Daniel Park at Ironbridge (Iron)

Ironbridge Park:

6600 Whitepine Rd

Richmond, VA 23237

From I-95: Take Exit 62 (Route 288)

Follow Route 288 to the 1st Ironbridge Road Exit.

Go to the light and the entrance to the park is on the right.

If you have any questions, call Butch Tiller at 804-378-2285



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Bracket: A (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Bandits (18)			
A2	Nitro (18)			
A3	KRUSH (18)			
A4	Southern MD Velocity (18)			

Time	Team		Team	Field
9:00	Bandits (18)		Nitro (18)	Iron 9
9:00	KRUSH (18)		Southern MD Velocity (18)	Iron 10
10:15	Bandits (18)		KRUSH (18)	Iron 9
10:15	Nitro (18)		Southern MD Velocity (18)	Iron 10
1:00	Bandits (18)		Southern MD Velocity (18)	Iron 9
1:00	Nitro (18)		KRUSH (18)	Iron 10
2:30	Championship: A 1 st vs A 2 nd			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: B (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Top Hand Storm (16)			
B2	East Coast Diamonds (16)			
B3	Shockwave Wood (16)			
B4	St Mary's Thunder (16)			

Time	Team			Team	Field
9:00	Top Hand Storm (16)			EC Diamonds (16)	Iron 7
10:15	Shockwave Wood (16)			St Mary's Thunder (16)	Iron 7
11:30	Top Hand Storm (16)			Shockwave Wood (16)	Iron 7
1:00	EC Diamonds (16)			St Mary's Thunder (16)	Iron 7
2:30	Top Hand Storm (16)			St Mary's Thunder (16)	Iron 7
2:30	East Coast Diamonds (16)			Shockwave Wood (16)	Iron 5
4:00	16u Championship: B 1 st vs C 1 st				Iron 7

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Bracket: C (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Va Breeze (14)			
C2	Havok Wells (16)			
C3	Bay Thunder (16)			
C4	Sting (16)			

Time	Team			Team	Field
9:00	Va Breeze (14)			Havok Wells (16)	Iron 8
10:15	Sting (16)			Bay Thunder (16)	Iron 8
11:30	Va Breeze (16)			Bay Thunder (16)	Iron 8
1:00	Havok Wells (16)			Sting (16)	Iron 8
2:30	Va Breeze (16)			Sting (16)	Iron 8
2:30	Havok Wells (16)			Bay Thunder (16)	Iron 9
4:00	16u Championship: B 1 st vs C 1 st				Iron 7

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