



# Halloween Cup

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 Saturday morning if there's a chance for inclement weather.

Equipment Reminder; BAT SPECS: BPF 1.20 or any bat approved for NHSF.

THIS TOURNAMENT IS AN OPEN ROSTER EVENT. WHO YOU BRING IS WHO IS ON YOUR ROSTER. ANY PLAYER MAY PITCH.

Format: Teams will play 3 pool games and be seeded for playoffs on Sunday.

Guest Players: We will allow a team to have up to 3 guest players. Remember, a Guest Player may NEVER pitch.

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:

Ironbridge Sports Complex (IRON)  
6600 Whitepine Road  
Chesterfield VA 23234

L C Bird Athletic Complex (LCB)  
10401 Courthouse Road  
Chesterfield, VA 23234

Petersburg Sports Complex (PBG)  
100 Ball Park Road  
Petersburg, VA 23803

If you have any questions, call Darnell Burnett at 804-502-6751



# HALLOWEEN CUP

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Bracket: A (16/18 & Under) Field: **Ironbridge Sports Park (Iron)**

	Teams	Wins	Losses	Tie
A1	Hit Doctor (18)			
A2	Chesterfield Phoenix (16)			
A3	Bay River Rumble Royal (18)			
A4	Riptide (16)			

Time	Team		Team	Field
8:30	Hit Doctor (18)		Chesterfield Phoenix (16)	IRON 7
8:30	Bay River Rumble Royal (18)		Riptide (16)	IRON 10
9:45	Hit Doctor (18)		Bay River Rumble Rumble (18)	IRON 7
9:45	Chesterfield Phoenix (16)		Riptide (16)	IRON 10
2:00	Hit Doctor		Riptide	IRON 7
2:00	Chesterfield Phoenix (16)		Bay River Rumble Royal (18)	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.
  - 1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.
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.
3. Three Way Tie if the Three tied teams have not all played each other:
  - A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2<sup>nd</sup> highest seed, and the team with the third fewest runs allowed among all games is the 3<sup>rd</sup> highest seed.
  - B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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: B (16/18 & Under) Field: **Ironbridge Sports Park (IRON)**

	Teams	Wins	Losses	Tie
B1	Bay River Rumble Black (18)			
B2	Khaos (18)			
B3	Self Made (18)			
B4	Inferno Boggs (16)			

Time	Team		Team	Field
11:00	Bay River Rumble Black (18)		Khaos (18)	IRON 7
11:00	Self Made (18)		Inferno Boggs (16)	IRON 10
3:15	Bay River Rumble Black (18)		Self Made (18)	IRON 7
3:15	Khaos (18)		Inferno Boggs (16)	IRON 10
4:30	Bay River Rumble Black (18)		Inferno Boggs (16)	IRON 7
4:30	Khaos (18)		Self Made (18)	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.
  - 1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.
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.
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Bracket: C (16/18 & Under)      Field: **Ironbridge Sports Park (IRON)**

	Teams	Wins	Losses	Tie
C1	Peninsula Co-Pilots (18)			
C2	Coastal Sports (16)			
C3	East Coast Outsiders (18)			
C4	Lady Senators (16)			

Time	Team		Team	Field
12:30	Peninsula Co-Pilots (18)		Coastal Sports (18)	IRON 7
12:30	East Coast Outsiders		Lady Senators	IRON 10
3:15	Peninsula Co-Pilots (18)		East Coast Outsiders	IRON 5
3:15	Coastal Sports (16)		Lady Senators (16)	IRON 6
4:30	Peninsula Co-Pilots (18)		Lady Senators (16)	IRON 5
4:30	Coastal Sports (16)		East Coast Outsiders (18)	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.
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2. Three Way Tie:
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Bracket: D (16/18 & Under) Field: **Ironbridge Sports Park (IRON)**

	Teams	Wins	Losses	Tie
D1	Bay River Rumble White (18)			
D2	DC Elite (18)			
D3	Chesapeake Lightning Ladue (18)			
D4	Shen Valley Mavericks (18)			

Time	Team		Team	Field
11:00	Bay River Rumble White (18)		DC Elite (18)	IRON 8
11:00	Chesapeake Lightning LaDue (18)		Shen Valley Mavericks (18)	IRON 9
2:00	Bay River Rumble White (18)		Ches. Lightning LaDue (18)	IRON 8
2:00	DC Elite (18)		Shen Valley Mavericks (18)	IRON 9
3:15	Bay River Rumble White (18)		Shen Valley Mavericks (18)	IRON 8
3:15	DC Elite (18)		Ches. Lightning LaDue (18)	IRON 9

## **Tie Breaker Rules:**

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
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Bracket: E (16/18 & Under) Field: **Ironbridge Sports Park (IRON)**

	Teams	Wins	Losses	Tie
E1	Ironbridge Honea 28/29 (16)			
E2	Post 290 Bombers (16)			
E3	RVA Warriors Rittwage (16)			
E4	Nitro (18)			
E5	Rockville Warriors (16)			

Time	Team		Team	Field
8:30	Ironbridge Honea 28/29 (16)		Post 290 Bombers (16)	IRON 5
8:30	RVA Warriors Rittwage (16)		Nitro (18)	IRON 6
9:45	Ironbridge Honea 28/29 (16)		RVA Warriors Rittwage (16)	IRON 5
9:45	Post 290 Bombers (16)		Rockville Warriors (16)	IRON 6
12:30	Ironbridge Honea 28/29 (16)		Nitro (18)	IRON 5
12:30	RVA Warriors Rittwage (16)		Rockville Warriors (16)	IRON 6
2:00	Ironbridge Honea 28/29 (16)		Rockville Warriors (16)	IRON 5
2:00	Post 290 Bombers (16)		Nitro (18)	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.
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Bracket: **J (14 & Under)**

Field: **Ironbridge Sports Park (IRON)**

	Teams	Wins	Losses	Tie
J1	Organized Chaos (14)			
J2	East Coast Outsiders (14)			
J3	DC Elite (14)			
J4	VA Vipers White (14)			

Time	Team		Team	Field
8:30	Organized Chaos (14)		East Coast Outsiders (14)	IRON 8
8:30	DC Elite (14)		VA Vipers White (14)	IRON 9
9:45	Organized Chaos (14)		DC Elite (14)	IRON 8
9:45	East Coast Outsiders (14)		VA Vipers White (14)	IRON 9
12:30	Organized Chaos (14)		VA Vipers White (140)	IRON 8
12:30	East Coast Outsiders (14)		DC Elite (14)	IRON 9

## **Tie Breaker Rules:**

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
  - 1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.
2. Three Way Tie:
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3. Three Way Tie if the Three tied teams have not all played each other:
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Bracket: K (14 & Under)

Field: Petersburg Sports Park (PBG)

	Teams	Wins	Losses	Tie
K1	Nitro (14)			
K2	RVA Warriors Crofts (14)			
K3	IYG Hall (14)			
K4	Ironbridge Woodlief/Montanari			

Time	Team		Team	Field
8:30	Nitro (14)		RVA Warriors Crofts (14)	PBG 1
8:30	IYG Hall (14)		Ironbridge Woodlief/Montanari (14)	PBG 2
9:45	Nitro (14)		IYG Hall	PBG 1
9:45	RVA Warriors Crofts (14)		Ironbridge Woodlief/Montanari (14)	PBG 2
12:30	Nitro (14)		Ironbridge Woodlief/Montanari (14)	PBG 1
12:30	RVA Warriors Crofts (14)		IYG Hall (14)	PBG 2

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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.

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Bracket: L (14 & Under)

Field: Petersburg Sports Park (PBG)

	Teams	Wins	Losses	Tie
L1	Team Charlotte (14)			
L2	Zero Tolerance (14)			
L3	Wildkardz Elite (14)			
L4	Peninsula Co-Pilots (14)			

Time	Team		Team	Field
11:00	Team Charlotte (14)		Zero Tolerance (14)	PBG 1
11:00	Wildkardz Elite (14)		Peninsula Co-Pilots (140)	PBG 2
2:00	Team Charlotte		Peninsula Co-Pilots	PBG 1
2:00	Zero Tolerance (14)		Wildkardz Elite (14)	PBG 2
3:15	Team Charlotte (14)		Wildkardz Elite (14)	PBG 2
3:15	Zero Tolerance (14)		Peninsula Co-Pilots (14)	PBG 1

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D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.



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Bracket: M (14 & Under)

Field: Petersburg Sports Park (PBG)

	Teams	Wins	Losses	Tie
M1	Lady Dukes Mason/Papale (14)			
M2	RVA Warriors Tipton (14)			
M3	Lady Shores (14)			
M4	Bay River Rumble Allen (14)			

Time	Team		Team	Field
11:00	Lady Dukes Mason/Papale (14)		RVA Warriors Tipton (14)	PBG 3
11:00	Lady Shores (14)		Bay River Rumble Allen (14)	PBG 4
3:15	Lady Dukes Mason/Papale (14)		Lady Shores (14)	PBG 3
3:15	RVA Warriors Tipton (14)		Bay River Rumble Allen (14)	PBG 4
4:30	Lady Dukes/Papale (14)		Bay River Rumble Allen (14)	PBG 3
4:30	RVA Warriors Tipton (14)		Lady Shores (14)	PBG 4

## Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2<sup>nd</sup> highest seed, and the team with the third fewest runs allowed among all games is the 3<sup>rd</sup> highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.



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Bracket: N (14 & Under)

Field: Petersburg Sports Park (PBG)

	Teams	Wins	Losses	Tie
N1	Top Hand Storm Pope/Terry			
N2	Hanover Halos (14)			
N3	IYG Edmondson (14)			
N4	West End Waves (14)			
N5	Impact (14)			

Time	Team		Team	Field
8:30	Top Hand Storm Pope/Terry (14)		Hanover Halos (14)	PBG 3
8:30	IYG Edmondson (14)		West End Waves (14)	PBG 4
9:45	Top Hand Storm Pope/Terry (14)		IYG Edmondson (14)	PBG 3
9:45	Hanover Halos (14)		Impact (14)	PBG 4
12:30	Top Hand Storm Pope/Terry (14)		West End Waves (14)	PBG 3
12:30	IYG Edmondson (14)		Impact (14)	PBG 4
2:00	Top Hand Storm Pope/Terry (14)		Impact (14)	PBG 3
2:00	Hanover Halos (14)		West End Waves (14)	PBG 4

## Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2<sup>nd</sup> highest seed, and the team with the third fewest runs allowed among all games is the 3<sup>rd</sup> highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.



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Bracket: P (12 & Under)

Field: L C Bird Athletic Park (LCB)

	Teams	Wins	Losses	Tie
P1	East Coast Diamonds (12)			
P2	Ironbridge Butler (12)			
P3	VA Prospects (12)			

Time	Team		Team	Field
8:30	East Coast Diamonds (12)		Ironbridge Butler (12)	LCB 1
9:45	East Coast Diamonds (12)		VA Prospects (12)	LCB 1
11:00	Ironbridge Butler (12)		VA Prospects (12)	LCB 1
12:15	East Coast Diamonds (12)		Ironbridge Threatt (12)	LCB 1
12:15	Ironbridge Butler (12)		IYG Burnett (12)	LCB 2
2:00	Va Prospects (12)		Lake Country Crushers (12)	LCB 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.
  - 1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.
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.
3. Three Way Tie if the Three tied teams have not all played each other:
  - A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2<sup>nd</sup> highest seed, and the team with the third fewest runs allowed among all games is the 3<sup>rd</sup> highest seed.
  - B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.
  - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
  - D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.



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Bracket: R (12 & Under)

Field: L C Bird Athletic Park (LCB)

	Teams	Wins	Losses	Tie
R1	Ironbridge Threatt (12)			
R2	IYG Burnett (12)			
R3	Lake Country Crushers (12)			

Time	Team		Team	Field
8:30	Ironbridge Threatt (12)		IYG Burnett (12)	LCB 2
9:45	Ironbridge Threatt (12)		Lake Country Crushers (12)	LCB 2
11:00	IYG Burnett (12)		Lake Country Crushers (12)	LCB 2
12:15	East Coast Diamonds (12)		Ironbridge Threatt (12)	LCB 1
12:15	Ironbridge Butler (12)		IYG Burnett (12)	LCB 2
2:00	Va Prospects (12)		Lake Country Crushers (12)	LCB 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.
- 1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.
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.
3. Three Way Tie if the Three tied teams have not all played each other:
  - A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2<sup>nd</sup> highest seed, and the team with the third fewest runs allowed among all games is the 3<sup>rd</sup> highest seed.
  - B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.
  - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
  - D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.



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Bracket: S (12 & Under)

Field: L C Bird Sports Park (LCB)

	Teams	Wins	Losses	Tie
S1	New Kent Lady Giants (12)			
S2	Organized Chaos (12)			
S3	540 Batties (12)			

Time	Team		Team	Field
8:30	New Kent Lady Giants (12)		Organized Chaos (12)	LCB 3
9:45	New Kent Lady Giants (12)		540 Batties (12)	LCB 3
12:15	Organized Chaos (12)		540 Batties (12)	LCB 3
2:00	New Kent Lady Giants (12)		Rockville Rockets Lyons (12)	LCB 2
3:15	Organized Chaos (12)		Lady Canes Stillery (12)	LCB 1
3:15	540 Batties (12)		VA Vibe Shoultz (12)	LCB 2

## **Tie Breaker Rules:**

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
  - 1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.
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.
3. Three Way Tie if the Three tied teams have not all played each other:
  - A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2<sup>nd</sup> highest seed, and the team with the third fewest runs allowed among all games is the 3<sup>rd</sup> highest seed.
  - B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.
  - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
  - D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.





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Bracket: T (12 & Under)

Field: L C Bird Sports Park (LCB)

	Teams	Wins	Losses	Tie
T1	Rockville Rockets Lyons (12)			
T2	Lady Canes Stillery (12)			
T3	VA Vibe Shoultz (12)			

Time	Team		Team	Field
8:30	Rockville Rockets Lyons (12)		Lady Canes Stillery (12)	LCB 4
9:45	Rockville Rockets Lyons (12)		VA Vibe Shoultz (12)	LCB 4
12:15	Lady Canes Stillery (12)		VA Vibe Shoultz (12)	LCB 4
2:00	New Kent Lady Giants (12)		Rockville Rockets Lyons (12)	LCB 2
3:15	Organized Chaos (12)		Lady Canes Stillery (12)	LCB 1
3:15	540 Batties (12)		VA Vibe Shoultz (12)	LCB 2

## Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
  - 1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.
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.
3. Three Way Tie if the Three tied teams have not all played each other:
  - A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2<sup>nd</sup> highest seed, and the team with the third fewest runs allowed among all games is the 3<sup>rd</sup> highest seed.
  - B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.
  - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
  - D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.



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Bracket: X (10 & Under)

Field: L C Bird Sports Park (IRON)

	Teams	Wins	Losses	Tie
X1	Hanover Lady Hornets (10)			
X2	Ruritan National Wood (10)			
X3	Va Beach Heat (10)			
X4	Diamond Divas (10)			

Time	Team		Team	Field
11:00	Hanover Lady Hornets (10)		Ruritan National Wood (10)	LCB 3
11:00	Va Beach Heat (10)		Diamond Divas (10)	LCB 4
2:00	Hanover Lady Hornets (10)		Va Beach Heat (10)	LCB 3
2:00	Ruritan National Wood (10)		Diamond Divas (10)	LCB 4
3:15	Hanover Lady Hornets (10)		Diamond Divas (10)	LCB 3
3:15	Ruritan National Wood (10)		Va Beach Heat (10)	LCB 4

## Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
  - 1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.
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.
3. Three Way Tie if the Three tied teams have not all played each other:
  - A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2<sup>nd</sup> highest seed, and the team with the third fewest runs allowed among all games is the 3<sup>rd</sup> highest seed.
  - B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.
  - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
  - D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.



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Bracket: Y (10 & Under)

Field: L C Bird Sports Park (LCB)

	Teams	Wins	Losses	Tie
Y1	Lady Shores (10)			
Y2	IYG DeVerna (10)			
Y3	Powhatan Inferno (10)			

Time	Team		Team	Field
9:45	Lady Shores (10)		IYG DeVerna (10)	LCB 5
11:00	Lady Shores (10)		Powhatan Inferno (10)	LCB 5
12:30	IYG DeVerna (10)		Powhatan Inferno (10)	LCB 5
2:00	Lady Shores (10)		Havok Warren (10)	LCB 5
2:00	IYG DeVerna (10)		VA Intensity (10)	LCB 6
3:15	Powhatan Inferno (10)		VA Legends Birckhead (10)	LCB 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.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2<sup>nd</sup> highest seed, and the team with the third fewest runs allowed among all games is the 3<sup>rd</sup> highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.



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Bracket: Z (10 & Under)

Field: L C Bird Sports Park (LCB)

	Teams	Wins	Losses	Tie
Z1	Havok Warren (10)			
Z2	VA Intensity (10)			
Z3	VA Legends Birckhead (10)			

Time	Team		Team	Field
8:30	Havok Warren (10)		VA Intensity (10)	LCB 6
9:45	Havok Warren (10)		VA Legends Birckhead (10)	LCB 6
11:00	VA Intensity (10)		VA Legends Birckhead (10)	LCB 6
2:00	Lady Shores (10)		Havok Warren (10)	LCB 5
2:00	IYG DeVerna (10)		VA Intensity (10)	LCB 6
3:15	Powhatan Inferno (10)		VA Legends Birckhead (10)	LCB 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.

1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.

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.

3. Three Way Tie if the Three tied teams have not all played each other:

A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2<sup>nd</sup> highest seed, and the team with the third fewest runs allowed among all games is the 3<sup>rd</sup> highest seed.

B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games 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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.