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Bracket: A (18 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	VPSC (18)	2	1	
A2	Coastal Storm Black (18)	0	3	
A3	HR Vipers Atkinson (18)	2	1	
A4	Va Rebels (18)	2	1	

Time	Team			Team	Field
9:00	VPSC (18)	6	2	Coastal Storm Black (18)	Iron 10
10:15	VPSC (18)	4	3	HR Vipers Atkinson (18)	Iron 10
11:30	Coastal Storm Black (18)	2	10	VA Rebels (18)	Iron 10
1:00	VPSC (18)	4	5	Va Rebels (18)	Iron 10
2:30	Coastal Storm Black (18)	1	9	HR Vipers Atkinson (18)	Iron 10
4:00	Va Rebels (18)	0	7	HR Vipers Atkinson (18)	Iron 10
5:15	18u Championship:				Iron 10
	SS Fury Everett	11	10	HR Vipers Atkinson	

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- D) If a three way tie still exists, tournament officials will determine positions by means of a draw.
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Bracket: B (18 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Ironbridge Beck (18)	1	2	
B2	Top Hand Storm (18)	2	1	
В3	Starz Gold Allen (18)	1	2	
B4	Southside Fury Everett (18)	2	1	

Time	Team			Team	Field
9:00	Ironbridge Beck (18)	5	11	Top Hand Storm (18)	Iron 9
10:15	Starz Gold Allen (18)	3	4	SS Fury Everett (18)	Iron 9
11:30	Ironbridge Beck (18)	7	8	Starz Gold Allen (18)	Iron 9
1:00	Top Hand Storm (18)	3	4	SS Fury Everett (18)	Iron 9
2:30	Ironbridge Beck (18)	8	7	SS Fury Everett (18)	Iron 9
4:00	Top Hand Storm (18)	6	2	Starz Gold Allen (18)	Iron 9
5:15	18u Championship:				Iron 10
	SS Fury Everett	11	10	HR Vipers Atkinson	

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Bracket: C (16 & Under) Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
C1	Eastern Shore Velocity (16)	2	1	
C2	Nitro Collier (16)	0	3	
C3	Charlotte Wildcats (16)	1	2	
C4	Hughesville Hustle Johnston (16)	3	0	

Time	Team			Team	Field
9:00	Eastern Shore Velocity (16)	12	5	Nitro Collier (16)	Warbro 1
10:15	Charlotte Wildcats (16)	0	7	Hughesville Hustle Johnston (16)	Warbro 1
11:30	Eastern Shore Velocity (16)	12	1	Charlotte Wildcats (16)	Warbro 1
11:30	Nitro Collier (16)	1	13	Hughesville Hustle Johnston (16)	Warbro 3
2:30	Eastern Shore Velocity (16)	1	8	Hughesville Hustle Johnston (16)	Warbro 1
2:30	Nitro Collier (16)	1	6	Charlotte Wildcats (16)	Warbro 2
4:00	Gold Championship				Warbro 1
	Hughesville Hustle	4	3	RVA Wariors MacMinn	
4:00	Silver Championship				Warbro 2
	Eastern Shore Velocity	7	3	Va Vipers	

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Bracket: D (16 & Under) Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
D1	VA Vipers (16)	1	2	
D2	RVA Warriors MacMinn (16)	3	0	
D4	Chesapeake Lightning (16)	1	2	
D5	Royalz Fast Pitch (16)	1	2	

Time	Team			Team	Field
9:00	Va Vipers (16)	2	3	RVA Warriors MacMinn(16)	Warbro 3
10:15	RVA Warriors MacMinn(16)	15	4	Royalz Fast Pitch (16)	Warbro 2
10:15	Va Vipers (16)	0	1	Chesapeake Lightning (16)	Warbro 3
11:30	Chesapeake Lightning (16)	3	9	Royalz Fast Pitch (16)	Warbro 2
1:00	RVA Warriors MacMinn (16)	10	1	Chesapeake Lightning (16)	Warbro 2
2:30	Va Vipers (16)	13	1	Royalz Fast Pitch (16)	Warbro 3
4:00	Gold Championship				Warbro 1
	Hughesville Hustle	4	3	RVA Wariors MacMinn	
4:00	Silver Championship				Warbro 2
	Eastern Shore Velocity	7	3	Va Vipers	

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Bracket: G (14 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Organized Chaos (14)	0	3	
G2	RVA Warriors Taylor (14)	3	0	
G3	EC Diamonds (14)	2	1	
G4	Arlington Sage (14)	2	1	

Time	Team			Team	Field
9:00	Organized Chaos (14)	2	10	RVA Warriors Taylor (14)	Iron 7
10:15	EC Diamonds (14)	2	6	Arlington Sage (14)	Iron 7
11:30	Organized Chaos (14)	2	9	EC Diamonds (14)	Iron 7
1:00	RVA Warriors Taylor (14)	3	0	Arlington Sage (14)	Iron 7
1:00	Organized Chaos (14)	1	3	Ironbridge Thunder (14)	Iron 8
2:30	RVA Warriors Taylor (14)	11	5	Southern MD Velocity (14)	Iron 7
2:30	EC Diamonds (14)	11	2	Va Vipers Gray (14)	Iron 8
4:00	Arlington Sage (14)	14	2	Va Vipers Gray (14)	Iron 7
5:15	14u Championship:				Iron 7
	IB Thunder	6	3	RVA Warriors Taylor	

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Bracket: H (14 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	Ironbridge Thunder (14)	2	0	1
H2	Southern MD Velocity (14)	1	1	1
Н3	Va Vipers Gray (14)	0	4	

Time	Team			Team	Field
9:00	Ironbridge Thunder (14)	2	2	Southern MD Velocity (14)	Iron 8
10:15	Ironbridge Thunder (14)	12	1	VA Vipers Gray (14)	Iron 8
11:30	Southern MD Velocity (14)	4	1	VA Vipers Gray (14)	Iron 8
1:00	Organized Chaos (14)	1	3	Ironbridge Thunder (14)	Iron 8
2:30	RVA Warriors Taylor (14)	11	5	Southern MD Velocity (14)	Iron 7
2:30	EC Diamonds (14)	11	2	Va Vipers Gray (14)	Iron 8
4:00	Arlington Sage (14)	14	2	Va Vipers Gray (14)	Iron 7
5:15	14u Championship:				Iron 7
	IB Thunder	6	3	RVA Warriors Taylor	

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Bracket: J (12 & Under) Field: LC Bird Complex

	Teams	Wins	Losses	Tie
J1	Williamsburg Revolution (12)	2	1	
J2	Maroon Crush Jenkins (12)	1	2	
J3	Inferno Black (12)	3	0	
J4	Glen Allen Blaze (12)	0	3	

Time	Team			Team	Field
11:30	Williamsburg Revolution (12)	9	3	Maroon Crush Jenkins(12)	LCB 3
11:30	Inferno Black (12)	18	0	Glen Allen Blaze (12)	LCB 4
1:00	Williamsburg Revolution (12)	0	16	Inferno Black (12)	LCB 3
1:00	Maroon Crush Jenkins (12)	10	6	Glen Allen Blaze (12)	LCB 4
4:00	Williamsburg Revolution (12)	9	5	Glen Allen Blaze (12)	LCB 3
4:00	Maroon Crush Jenkins (12)	1	18	Inferno Blaze (12)	LCB 4
5:15	Gold Championship				LCB 3
5:15	Silver Championship				LCB 4
5:15	Bronze Championship				LCB 2

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Bracket: K (12 & Under) Field: LC Bird Complex

	Teams	Wins	Losses	Tie
K1	VA Vipers (12)	0	3	
K2	Va Unity (12)	2	1	
K3	River City Sparks Bozzo (12)	3	0	
K4	Sand Sharks (12)	1	2	

Time	Team			Team	Field
9:00	Va Vipers (12)	0	15	VA Unity (12)	LCB 5
9:00	River City Sparks Bozzo (12)	16	0	Sand Sharks (12)	LCB 6
10:15	Va Vipers (12)	0	16	River City Sparks Bozzo(12)	LCB 5
11:30	Va Unity (12)	17	1	Sand Sharks (12)	LCB 5
2:30	Va Vipers (12)	1	9	Sand Sharks (12)	LCB 5
2:40	Va Unity (12)	2	3	River City Sparks Bozzo(12)	LCB 6
5:15	Gold Championship				LCB 3
5:15	Silver Championship				LCB 4
5:15	Bronze Championship				LCB 2

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Bracket: L (12 & Under) Field: LC Bird Complex

	Teams	Wins	Losses	Tie
L1	Hanover Lady Eagles (12)	1	2	
L2	MPH Gold – Keener (12)	2	1	
L3	River City Sparks Kincaid (12)	0	3	
L4	Southside Fury Shifflett (12)	3	0	

Time	Team			Team	Field
9:00	Hanover Lady Eagles (12)	5	7	MPH Gold Keener (12)	LCB 3
9:00	River City Sparks Kincaid (12)	7	12	SS Fury Shifflett (12)	LCB 4
11:30	Hanover Lady Eagles (12)	4	2	River City Sparks Kincaid(12)	LCB 1
11:30	MPH Gold Keener (12)	1	7	SS Fury Shifflett (12)	LCB 2
2:30	Hanover Lady Eagles (12)	2	14	SS Fury Shifflett (12)	LCB 3
2:30	MPH Gold Keener (12)	15	3	River City Sparks Kincaid(12)	LCB 4
5:15	Gold Championship				LCB 3
5:15	Silver Championship				LCB 4
5:15	Bronze Championship				LCB 2

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Bracket: M (12 & Under) Field: LC Bird Complex

	Teams	Wins	Losses	Tie
M1	EC Diamonds (12)	3	0	
M2	PAB Gators (12)	1	2	
M3	LC Crushers 09 (12)	2	1	
M4	Havok 2010 (12)	0	3	

Time	Team			Team	Field
10:15	EC Diamonds (12)	12	0	PAB Gators (12)	LCB 3
10:15	LC Crushers 09 (12)	6	3	Havok 2010 (12)	LCB 4
1:00	EC Diamonds (12)	11	2	LC Crushers 09 (12)	LCB 5
1:00	PAB Gators (12)	3	2	Havok 2010 (12)	LCB 6
4:00	EC Diamonds (12)	15	4	Havok 2010 (12)	LCB 1
4:00	PAB Gators (12)	4	13	LC Crushers 09 (12)	LCB 2
5:15	Gold Championship				LCB 3
5:15	Silver Championship				LCB 4
5:15	Bronze Championship				LCB 2

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Bracket: P (12 & Under) Field: LC Bird Complex

	Teams	Wins	Losses	Tie
P1	Glen Allen Blaze Gill (12)	2	2	
P2	Havok Moody (12)	3	0	
P3	RVA Warriors Goyne (12)	3	0	
P4	Ruckus Secrist (12)	0	3	
P5	Stafford Warriors (12)	0	3	

Time	Team			Team	Field
9:00	Glen Allen Blaze Gill (12)	1	2	Havok Moody (12)	LCB 1
9:00	RVA Warriors Goyne (12)	15	0	Ruckus Secrist (12)	LCB 2
10:15	Glen Allen Blaze Gill (12)	2	9	RVA Warriors Goyne (12)	LCB 1
10:15	Havok Moody (12)	10	1	Stafford Warriors (12)	LCB 2
1:00	Glen Allen Blaze Gill (12)	12	0	Ruckus Secrist (12)	LCB 1
1:00	RVA Warriors Goyne (12)	17	0	Stafford Warriors (12)	LCB 2
2:30	Glen Allen Blaze Gill (12)	18	0	Stafford Warriors (12)	LCB 1
2:30	Havok Moody (12)	12	0	Ruckus Secrist (12)	LCB 2
5:15	Gold:				LCB 3
	Inferno Black	6	3	RVA Warriors	
5:15	Silver:				LCB 4
	River City Sparks	9	5	EC Diamonds	
5:15	Bronze:				LCB 2
	SS Fury	7	6	Havok Moody	



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Bracket: X (10 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
X1	MPH Blue May/Vincent (10)	2	1	
X2	RVA Warriors 2k10 (10)	2	1	
X3	Bomb Squad (10)	1	2	

Time	Team			Team	Field
9:00	MPH Blue May/Vincent (10)	5	2	RVA Warriors 2k10 (10)	Iron 5
10:15	MPH Blue May/Vincent (10)	16	5	Bomb Squad (10)	Iron 5
11:30	RVA Warriors 2k10 (10)	4	3	Bomb Squad (10)	Iron 6
1:00	MPH Blue May/Vincent (10)	0	3	Hornets (10)	Iron 5
1:00	RVA Warriors 2k10 (10)	6	3	Havok (10)	Iron 6
4:00	Bomb Squad (10)	8	3	RVA Warriors Carino (10)	Iron 8
6:30	10u Gold Championship				Iron 5
	Hornets	11	0	EC Diamonds	
6:30	10u Silver Championship				Iron 6
	MPH May/Vincent	3	1	RVA Warriors 2K10	

- 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: Y (10 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
Y1	EC Diamonds (10)	3	0	
Y2	MPH Blue Bailey (10)	1	2	
Y3	Bay River Rumble (10)	2	1	
Y4	Top Hand Storm Bookman (10)	0	3	

Time	Team			Team	Field
11:30	EC Diamonds (10)	15	3	MPH Blue Bailey (10)	Iron 5
11:30	Bay River Rumble (10)	16	4	Top Hand Storm Bookman(10)	Iron 6
4:00	EC Diamonds (10)	8	7	Bay River Rumble (10)	Iron 5
4:00	MPH Blue Bailey (10)	5	1	Top Hand Storm Bookman(10)	Iron 6
5:15	EC Diamonds (10)	14	2	Top Hand Storm Bookman(10)	Iron 5
5:15	MPH Blue Bailey (10)	6	7	Bay River Rumble (10)	Iron 6
6:30	10u Gold Championship				Iron 5
	Hornets	11	0	EC Diamonds	
6:30	10u Silver Championship				Iron 6
	MPH May/Vincent	3	1	RVA Warriors 2K10	

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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.



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Bracket: Z (10 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
Z 1	Hornets (10)	3	0	
Z 2	Havok (10)	1	2	
Z3	RVA Warriors Carino (10)	0	3	

Time	Team			Team	Field
9:00	Hornets (10)	10	2	Havok (10)	Iron 6
10:15	Hornets (10)	12	1	RVA Warriors Carino (10)	Iron 6
1:00	Havok (10)	13	6	RVA Warriors Carino (10)	Iron 6
1:00	MPH Blue May/Vincent (10)	0	3	Hornets (10)	Iron 5
1:00	RVA Warriors 2k10 (10)	6	3	Havok (10)	Iron 6
4:00	Bomb Squad (10)	8	3	RVA Warriors Carino (10)	Iron 8
6:30	10u Gold Championship				Iron 5
	Hornets	11	0	EC Diamonds	
6:30	10u Silver Championship				Iron 6
	MPH May/Vincent	3	1	RVA Warriors 2K10	

- 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.