



Mizuno Super Shootout

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.

Format: Teams will play 3 pool games with playoffs as follows.

18/16u: Pool Winners only advance to a Gold or Silver Championship.

14u: Pool Winners only advance to a Championship game.

12u: Pool Winners only advance to a Gold or Silver Championship.

10u: 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)
6600 Whitepine Rd

Warbro Sports Complex: 3204 Warbro Road

LC Bird Complex: 10301 Courthouse Rd, Chesterfield, VA 23832

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



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

	Teams	Wins	Losses	Tie
A1	Havok 05 Trout (16)			
A2	Bay River Rumble Thomas (16)			
A3	EC Diamonds (16)			
A4	All American FP (18)			

Time	Team		Team	Field
9:00	Havok 05 Trout (16)		BR Rumble Thomas (16)	Iron 7
10:15	EC Diamonds (16)		All American FP (18)	Iron 7
11:30	Havok 05 Trout (16)		EC Diamonds (16)	Iron 7
1:00	BR Rumble Thomas (16)		All American FP (18)	Iron 7
2:30	Havok 05 Trout (16)		All American FP (18)	Iron 7
3:45	BR Rumble Thomas (16)		EC Diamonds (16)	Iron 7
6:30	18/16 Gold Championship			Iron 10
6:30	18/16 Silver Championship			Iron 8

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.
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Bracket: B (18/16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Richmond Ruckus (18)			
B2	Revolution Softball (16)			
B3	Bandits (16)			
B4	Va Lady Eagles (16)			

Time	Team		Team	Field
9:00	Richmond Ruckus (18)		Revolution Softball (16)	Iron 8
10:15	Bandits (16)		VA Lady Eagles (16)	Iron 8
11:30	Richmond Ruckus (18)		Bandits (16)	Iron 8
1:00	Revolution Softball (16)		VA Lady Eagles (16)	Iron 8
2:30	Richmond Ruckus (18)		Va Lady Eagles (16)	Iron 8
3:45	Revolution Softball (16)		Bandits (16)	Iron 8
6:30	18/16 Gold Championship			Iron 10
6:30	18/16 Silver Championship			Iron 8

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.

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

	Teams	Wins	Losses	Tie
C1	Mountaineer Pride (16)			
C2	SWAT (16)			
C3	St Mary's Thunder (16)			
C4	Va Lady Sluggers (16)			

Time	Team		Team	Field
11:30	Mountaineer Pride (16)		SWAT (16)	Iron 9
11:30	St Mary's Thunder (16)		VA Lady Sluggers (16)	Iron 10
3:45	Mountaineer Pride (16)		St Mary's Thunder (16)	Iron 9
3:45	SWAT (16)		VA Lady Sluggers (16)	Iron 10
5:00	Mountaineer Pride (16)		Va Lady Sluggers (16)	Iron 9
5:00	SWAT (16)		St Mary's Thunder (16)	Iron 10
6:30	18/16 Gold Championship			Iron 10
6:30	18/16 Silver Championship			Iron 8

Tie Breaker Rules:

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

	Teams	Wins	Losses	Tie
D1	Orion Hunter (16)			
D2	Atomic (18)			
D3	All American FP (16)			
D4	Southern Storm (16)			
D5	Augusta Flames (16)			

Time	Team		Team	Field
9:00	Orion Hunter (16)		Atomic (18)	Iron 9
9:00	All American FP (16)		Southern Storm (16)	Iron 10
10:15	Orion Hunter (16)		All American FP (16)	Iron 9
10:15	Atomic (18)		Augusta Flames (16)	Iron 10
1:00	Orion Hunter (16)		Southern Storm (16)	Iron 9
1:00	All American FP (16)		Augusta Flames (16)	Iron 10
2:30	Orion Hunter (16)		Augusta Flames (16)	Iron 9
2:30	Atomic (18)		Southern Storm (16)	Iron 10
6:30	18/16 Gold Championship			Iron 10
6:30	18/16 Silver Championship			Iron 8

Tie Breaker Rules:

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Bracket: J (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	Lancaster Freedom (14)			
J2	Va Stars Cardinale (14)			
J3	Lake Country Crushers King (14)			
J4	Royalz Fast Pitch (14)			

Time	Team		Team	Field
11:30	Lancaster Freedom (14)		VA Stars Cardinale (14)	Iron 5
11:30	LC Crushers King (14)		Royalz Fast Pitch (14)	Iron 6
3:45	Lancaster Freedom (14)		LC Crushers King (14)	Iron 5
3:45	Va Stars Cardinale (14)		Royalz Fast Pitch (14)	Iron 6
5:00	Lancaster Freedom (4)		Royalz Fast Pitch (14)	Iron 5
5:00	Va Stars Cardinale (14)		LC Crushers King (14)	Iron 6
6:30	14u Championship			Iron 7

Tie Breaker Rules:

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Bracket: K (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
K1	Starz Gold Perks (14)			
K2	Top Hand Storm Pope (14)			
K3	RBA Cobras (14)			
K4	Hit Doctor (14)			
K5	Black Widows (14)			

Time	Team		Team	Field
9:00	Starz Gold Perks (14)		Top Hand Storm Pope (14)	Iron 5
9:00	RBA Cobras (14)		Hit Doctor (14)	Iron 6
10:15	Starz Gold Perks (14)		RBA Cobras (14)	Iron 5
10:15	Top Hand Storm Pope (14)		Black Widows (14)	Iron 6
1:00	Starz Gold Perks (14)		Hit Doctor (14)	Iron 5
1:00	RBA Cobras (14)		Black Widows (14)	Iron 6
2:30	Starz Gold Perks (14)		Black Widows (14)	Iron 5
2:30	Top Hand Storm Pope (14)		Hit Doctor (14)	Iron 6
6:30	14u Championship			Iron 7

Tie Breaker Rules:

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Bracket: M (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
M1	Lady Titans 09 (12)			
M2	Hanover Xtreme Bollander (12)			
M3	RVA Warriors 2k9 (12)			
M4	Havok Moody (12)			

Time	Team		Team	Field
10:15	Lady Titans 09 (12)		Hanover Xtreme Bollander (12)	Warbro 1
10:15	RVA Warriors 2K9 (12)		Havok Moody (12)	Warbro 2
1:00	Lady Titans 09 (12)		RVA Warriors 2K9 (12)	Warbro 1
1:00	Hanover Xtreme Bollander (12)		Havok Moody (12)	Warbro 2
3:45	Lady Titans 09 (12)		Havok Moody (12)	Warbro 1
3:45	Hanover Xtreme Bollander (12)		RVA Warriors 2K9 (12)	Warbro 2
5:00	12u Gold Championship			Warbro 1
5:00	12u Silver Championship			Warbro 2

Tie Breaker Rules:

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B) If a three way tie still exists: Runs allowed among all games played.

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Bracket: R (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
R1	RBA South (12)			
R2	Road Runners (12)			
R3	Southside Fury Shifflett (12)			
R4	Culpeper Xplosion (12)			

Time	Team		Team	Field
9:00	RBA South (12)		Road Runners (12)	Warbro 3
10:15	Southside Fury Shifflett (12)		Culpeper Xplosion (12)	Warbro 3
11:30	RBA South (12)		Southside Fury Shifflett (12)	Warbro 3
1:00	Road Runners (12)		Culpeper Xplosion (12)	Warbro 3
2:30	RBA South (12)		Culpeper Xplosion (12)	Warbro 3
3:45	Southside Fury Shifflett (12)		Road Runners (12)	Warbro 3
5:00	12u Gold Championship			Warbro 1
5:00	12u Silver Championship			Warbro 2

Tie Breaker Rules:

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Bracket: S (12 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
S1	Lake Country Crushers 08 (12)			
S2	EC Diamonds (12)			
S3	Team Virginia Mizuno – Barton (12)			
S4	River City Sparks (12)			

Time	Team			Team	Field
9:00	LC Crushers 08 (12)			EC Diamonds (12)	LCB 3
9:00	Team Va Mizuno Barton (12)			River City Sparks (12)	LCB 4
10:15	Team Va Mizuno Barton (12)			LC Crushers 08 (12)	LCB 3
10:15	EC Diamonds (12)			River City Sparks (12)	LCB 4
1:00	LC Crushers 08 (12)			River City Sparks (12)	LCB 3
1:00	Team Va Mizuno Barton (12)			EC Diamonds (12)	LCB 4
5:00	12u Gold Championship				Warbro 1
5:00	12u Silver Championship				Warbro 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.
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Bracket: T (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
T1	Rockville Rockets (12)			
T2	Va Unity 26 (12)			
T3	TSI Lady Titans 08 (12)			
T4	Southside Xtreme (12)			

Time	Team		Team	Field
9:00	Rockville Rockets (12)		VA Unity 26 (12)	Warbro 1
9:00	TSI Lady Titans 08 (12)		Southside Xtreme (12)	Warbro 2
11:30	Rockville Rockets (12)		TSI Lady Titans 08 (12)	Warbro 1
11:30	Va Unity 26 (12)		Southside Xtreme (12)	Warbro 2
2:30	Rockville Rockets (12)		Southside Xtrmee (12)	Warbro 1
2:30	Va Unity 26 (12)		TSI Lady Titans 08 (12)	Warbro 2
5:00	12u Gold Championship			Warbro 1
5:00	12u Silver Championship			Warbro 2

Tie Breaker Rules:

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Bracket: X (10 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
X1	EC Diamonds (10)			
X2	Top Hand Storm Lamp (10)			
X3	Hanover Xtreme Vincent (10)			
X4	River City Sparks (10)			

Time	Team		Team	Field
11:30	EC Diamonds (10)		Top Hand Storm Lamp (10)	LCB 3
11:30	Hanover Xtreme Vincent (10)		River City Sparks (10)	LCB 4
2:30	EC Diamonds (10)		Hanover Xtreme Vincent(10)	LCB 3
2:30	Top Hand Storm Lamp (10)		River City Sparks (10)	LCB 4
3:45	EC Diamonds (10)		River City Sparks (10)	LCB 3
3:45	Top Hand Storm Lamp (10)		Hanover Xtreme Vincent (10)	LCB 4
5:00	10u Championship X 1 st vs Y 1 st			LCB 3

Tie Breaker Rules:

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Bracket: Y (10 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
Y1	Road Runners (10)			
Y2	VA Unity Attard/Hagen (10)			
Y3	EC Diamonds Dunaway (10)			
Y4	Hanover Xtreme Keener (10)			

Time	Team			Team	Field
9:00	Road Runners (10)			VA Unity Attard/Hagen(10)	LCB 6
10:15	EC Diamonds Dunaway (10)			Hanover Xtreme Keener(10)	LCB 6
11:30	Road Runners (10)			EC Diamonds Dunaway(10)	LCB 6
1:00	Va Unity Attard/Hagen (10)			EC Diamonds Dunaway(10)	LCB 6
2:30	Va Unity Attard/Hagen (10)			Hanover Xtreme Keener(10)	LCB 6
3:45	Road Runners (10)			Hanover Xtreme Keener(10)	LCB 6
5:00	10u Championship X1st vs Y 1 st				LCB 3

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.

