



September 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.

14u: Pool Winners and the one best overall 2nd place team advance to Gold or Silver Championship.

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

10u: Pool Winners only advance to a Gold or Silver Championship game

THIS IS AN OPEN ROSTER TOURNAMENT.

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.

Warbro Sports Complex: 3204 Warbro Road

From I-95: Take Exit 62 (Route 288). Follow Route 288 to Route 360 (Hull Street) East. Take 360 East off of 288. Go approximately 1/4 mile and turn left onto Warbro Road. Go approximately 2 miles and the complex is on the left hand side of the road. If you run into Southside Speedway, you've gone too far.

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



September Shootout

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 (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Self Made (14)			
A2	IYG Black Widows (14)			
A3	Hampton Roads Warriors Black (14)			
A4	Freedom 08 (14)			

Time	Team			Team	Field
9:00	Self Made (14)			IYG Black Widows (14)	Iron 10
10:30	HR Warriors Black (14)			Freedom 08 (14)	Iron 10
12:00	Self Made (14)			HR Warriors Black (14)	Iron 10
1:30	IYG Black Widows (14)			Freedom 08 (14)	Iron 10
3:00	Self Made (14)			Freedom 08 (14)	Iron 10
4:30	IYG Black Widows (14)			HR Warriors Black (14)	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.



September Shootout

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 (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Organized Chaos 2009 (12)			
B2	Ironbridge Moody 27 (14)			
B3	MPH Gold Mitchell (14)			
B4	Va Lady Eagles Lasher (14)			

Time	Team		Team	Field
9:00	Organized Chaos 2009 (12)		Ironbridge Moody 27 (14)	Iron 8
10:30	MPH Gold Mitchell (14)		Va Lady Eagles (14)	Iron 8
12:00	Organized Chaos 2009 (12)		MPH Gold Mitchell (14)	Iron 8
1:30	Ironbridge Moody 27 (14)		Va Lady Eagles (14)	Iron 8
1:30	Organized Chaos 2009 (12)		Va Spirit HD (14)	Iron 9
3:00	Ironbridge Moody 27 (14)		Top Hand Storm Pope (14)	Iron 9
3:00	MPH Gold Mitchell (14)		Glen Allen Blaze (14)	Iron 8
4:30	Va Lady Eagles Lasher (14)		Glen Allen Blaze (14)	Iron 8
6:00	14u Gold Championship			Iron 10
6:00	14u Silver Championship			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.
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.



September Shootout

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: C (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Va Spirit HD (14)			
C2	Top Hand Storm Pope (14)			
C3	Glen Allen Blaze (14)			

Time	Team			Team	Field
9:00	Va Spirit HD (14)			Top Hand Storm Pope(14)	Iron 9
10:30	Va Spirit HD (14)			Glen Allen Blaze (14)	Iron 9
12:00	Top Hand Storm Pope (14)			Glen Allen Blaze (14)	Iron 9
1:30	Organized Chaos 2009 (12)			Va Spirit HD (14)	Iron 9
3:00	Ironbridge Moody 27 (14)			Top Hand Storm Pope (14)	Iron 9
3:00	MPH Gold Mitchell (14)			Glen Allen Blaze (14)	Iron 8
4:30	Va Lady Eagles Lasher (14)			Glen Allen Blaze (14)	Iron 8
6:00	14u Gold Championship				Iron 10
6:00	14u Silver Championship				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.
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.



September Shootout

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: G (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	MPH Blue May (12)			
G2	Self Made (12)			
G3	Chesapeake Lightning Lewis (12)			
G4	Williamsburg Starz (12)			

Time	Team		Team	Field
9:00	MPH Blue May (12)		Self Made (12)	Iron 7
10:30	Chesapeake Lightning Lewis (12)		Williamsburg Starz (12)	Iron 7
12:00	Chesapeake Lightning Lewis (12)		MPH Blue May (12)	Iron 7
1:30	Self Made (12)		Williamsburg Starz (12)	Iron 7
3:00	MPH Blue May (12)		Williamsburg Starz (12)	Iron 7
4:30	Self Made (12)		Chesapeake Lightning (12)	Iron 7
7:00	12u Gold Championship			Iron 7
7:00	12u 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.

E) If a two way tie exists after applying rules 2a and/or 2b, tiebreaker reverts to Rule 1.



September Shootout

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 (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	Aftershock (12)			
H2	Top Hand Storm (12)			
H3	Glen Allen Blaze Obrien (12)			
H4	Havok 11 (12)			

Time	Team			Team	Field
9:00	Aftershock (12)			Top Hand Storm (12)	Iron 5
9:00	Glen Allen Blaze Obrien (12)			Havok 11 (12)	Iron 6
10:30	Aftershock (12)			Glen Allen Blaze Obrien(12)	Iron 5
10:30	Top Hand Storm (12)			Havok 11 (12)	Iron 6
3:00	Aftershock (12)			Havok 11 (12)	Iron 5
3:00	Top Hand Storm (12)			Glen Allen Blaze Obrien(12)	Iron 6
7:00	12u Gold Championship				Iron 7
7:00	12u 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.

E) If a two way tie exists after applying rules 2a and/or 2b, tiebreaker reverts to Rule 1.



September Shootout

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 (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	MPH White Rohr (12)			
J2	RVA Warriors Carino (12)			
J3	Coastal Breeze (12)			

Time	Team		Team	Field
12:00	MPH White Rohr (12)		RVA Warriors Carino (12)	Iron 5
1:30	MPH White Rohr (12)		Coastal Breeze (12)	Iron 5
4:30	RVA Warriors Carino (12)		Coastal Breeze (12)	Iron 5
4:30	MPH White Rohr (12)		Glen Allen Blaze Melton (12)	Iron 9
6:00	RVA Warriors Carino (12)		Ruckus (12)	Iron 5
6:00	Coastal Breeze (12)		Northern Neck Rage (12)	Iron 6
7:00	12u Gold Championship			Iron 7
7:00	12u 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.

E) If a two way tie exists after applying rules 2a and/or 2b, tiebreaker reverts to Rule 1.



September Shootout

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: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
K1	Glen Allen Blaze Melton (12)			
K2	Ruckus (12)			
K3	Northern Neck Rage (12)			

Time	Team		Team	Field
12:00	Glen Allen Blaze Melton (12)		Ruckus (12)	Iron 6
1:30	Glen Allen Blaze Melton (12)		Northern Neck Rage (12)	Iron 6
4:30	Ruckus (12)		Northern Neck Rage (12)	Iron 6
4:30	MPH White Rohr (12)		Glen Allen Blaze Melton (12)	Iron 9
6:00	RVA Warriors Carino (12)		Ruckus (12)	Iron 5
6:00	Coastal Breeze (12)		Northern Neck Rage (12)	Iron 6
7:00	12u Gold Championship			Iron 7
7:00	12u 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.

E) If a two way tie exists after applying rules 2a and/or 2b, tiebreaker reverts to Rule 1.



September Shootout

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: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
X1	MPH Blue Bailey (10)			
X2	Va Roadrunners (10)			
X3	Ark Arsenal (10)			

Time	Team		Team	Field
9:00	MPH Blue Bailey (10)		VA Roadrunners (10)	Warbro 1
10:30	MPH Blue Bailey (10)		Ark Arsenal (10)	Warbro 1
12:00	VA Roadrunners (10)		Ark Arsenal (10)	Warbro 1
1:30	MPH Blue Bailey (10)		Glen Allen Blaze Gouffon (10)	Warbro 1
1:30	Va Roadrunners (10)		Hanover Hornets Underwood(10)	Warbro 2
3:00	Ark Arsenal (10)		Self Made (10)	Warbro 1
4:30	10u Championship: X 1 st vs Y 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.



September Shootout

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: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
Y1	Glen Allen Blaze Gouffon (10)			
Y2	Hanover Hornets Underwood (10)			
Y3	Self Made (10)			

Time	Team		Team	Field
9:00	Glen Allen Blaze Gouffon (10)		Hanover Hornets Underwood (10)	Warbro 2
10:30	Glen Allen Blaze Gouffon (10)		Self Made (10)	Warbro 2
12:00	Self Made (10)		Hanover Hornets Underwood (10)	Warbro 2
1:30	MPH Blue Bailey (10)		Glen Allen Blaze Gouffon (10)	Warbro 1
1:30	Va Roadrunners (10)		Hanover Hornets Underwood(10)	Warbro 2
3:00	Ark Arsenal (10)		Self Made (10)	Warbro 1
4:30	10u Championship: X 1 st vs Y 1 st			Warbor 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.