



## Spring Breakout Mar. 22

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.

Format: Teams will play 3 pool games. Pool Winners only advance to a championship.  
14u and 10u will be gold and silver.  
12u will be Gold only.

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:

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 1<sup>st</sup> Ironbridge Road Exit.  
Go to the light and the entrance to the park is on the right.

L.C. Bird Complex: Located behind L.C. Bird High School: (LCB)

10401 Courthouse Road

Directions are from I-95 : Take Exit 62 (Route 288)

Follow Route 288 to Ironbridge Rd (take the 2<sup>nd</sup> Ironbridge Rd Exit)

Turn Left onto Courthouse Rd. Stay straight on COURTHOUSE RD. L.C. Bird is on the left side of the road, across from the Chesterfield County Fair Grounds. (1.0 miles)

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



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Bracket: A (14 & Under)

Field: L C Bird Complex

	Teams	Wins	Losses	Tie
A1	RVA Warriors Crotts (14)			
A2	West End Waves (14)			
A3	Southern Stealth (14)			

Time	Team		Team	Field
9:00	RVA Warriors Crotts		West End Waves	LCB 1
10:15	RVA Warriors Crotts		Southern Stealth	LCB 1
11:30	West End Waves		Southern Stealth	LCB 1
1:00	Chesterfield Phoenix		RVA Warriors Crotts	LCB 1
1:00	Lady Braves		West End Waves	LCB 2
2:30	Team Ehrmantraut		Southern Stealth	LCB 3
4:00	14U Gold Championship			LCB 3
4:00	14U Silver championship			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.

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Bracket: B (14 & Under)

Field: L C Bird Complex

	Teams	Wins	Losses	Tie
B1	Chesterfield Phoenix (14)			
B2	Lady Braves (14)			
B3	Team Ehrmantraut (14)			

Time	Team		Team	Field
9:00	Chesterfield Phoenix		Lady Braves	LCB 2
10:15	Chesterfield Phoenix		Team VA Ehrmantraut	LCB 2
11:30	Lady Braves		Team VA Ehrmantraut	LCB 2
1:00	Chesterfield Phoenix		RVA Warriors Crotts	LCB 1
1:00	Lady Braves		West End Waves	LCB 2
2:30	Team Ehrmantraut		Southern Stealth	LCB 3
4:00	14U Gold Championship			LCB 3
4:00	14U Silver championship			LCB 4

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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: C (14 & Under)

Field: L C bird Complex

	Teams	Wins	Losses	Tie
C1	RBA 360 Keener (14)			
C2	RVA Warriors Carino (14)			
C3	5 Star Mafia Crawford (14)			

Time	Team		Team	Field
9:00	RBA 360 Keener		RVA Warriors Carino	LCB 3
10:15	RBA 360 Keener		5 Star Mafia Crawford	LCB 3
11:30	RVA Warriors Carino		5 Star Mafia Crawford	LCB 3
1:00	RBA 360 Keener		Ark Arsenal	LCB 3
1:00	RVA Warriors Carino		Rockville Rockets	LCB 4
2:30	5 Star Mafia Crawford		OC Elite Shiflett	LCB 4
4:00	14U Gold Championship			LCB 3
4:00	14U Silver championship			LCB 4

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2. Three Way Tie:
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Bracket: D (14 & Under)

Field: L C Bird Complex

	Teams	Wins	Losses	Tie
D1	Ark Arsenal (14)			
D2	Rockville Rockets (14)			
D3	OC Elite Shiftlett (14)			

Time	Team		Team	Field
9:00	Ark Aresnal		Rockville Rockets	LCB 4
10:15	Ark Arsenal		OC Elite Shiflett	LCB 4
11:30	Rockville rockets		OC Elite Shiflett	LCB 4
1:00	Ark Arsenal		RBA 360 Keener	LCB 3
1:00	Rockville Rockets		RVA Warriors Carino	LCB 3
2:30	OC Elite Shiflett		5 Star Mafia Crawford	LCB 4
4:00	Gold Championship			LCB 3
4:00	Silver championship			LCB 4

## **Tie Breaker Rules:**

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Bracket: J (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	RVA Warriors Lowery (12)			
J2	RBA 360 Roller (12)			
J3	Rockville Rockets (12)			
J4	Nottaway Misfits (12)			
J5	Maryland Hustle McMahon (12)			

Time	Team		Team	Field
9:00	RVA Warriors Lowery		RBA 360 Roller	Iron 10
9:00	Rockville Rockets		Nottaway Misfits	Iron 9
10:15	RVA Warriors Lowery		Rockville Rockets	Iron 10
10:15	Nottaway Misfits		Maryland Hustle McMahon	Iron 9
11:30	RBA 360 Roller		Maryland Hustle McMahon	Iron 9
1:00	RVA Warriors Lowery		Nottaway Misfits	Iron 10
1:00	RBA 360 Roller		Rockville Rockets	Iron 10
2:30	RVA Warriors Lowery		Maryland hustle McMahon	Iron 10
4:00	12u Championship: J 1 <sup>st</sup> vs K 1 <sup>st</sup>			Iron 10

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Bracket: K (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
K1	RVA Warriors Tipton (12)			
K2	Powhatan Total Chaos (12)			
K3	VA Mizuno Patten (12)			
K4	Organized Chaos (12)			

Time	Team		Team	Field
9:00	RVA Warriors Tipton		Powhatan Total Chaos	Iron 8
10:15	VA Mizuno Patten		Organized Chaos	Iron 8
11:30	RVA Warriors Tipton		VA Mizuno Patten	Iron 10
11:30	Powhatan Total Chaos		Organized Chaos	Iron 8
2:30	RVA Warriors Tipton		Organized Chaos	Iron 9
2:30	Powhatan Total Chaos		VA Mizuno Patten	Iron 8
4:00	12u Championship: J1st vs K1st			Iron 10

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Bracket: X (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
X1	Lady Braves (10)			
X2	Rockville Rockets (10)			
X3	HR Vipers Brown (10)			
X4	Lightning Hunzinger (10)			

Time	Team		Team	Field
9:00	Lady Braves		Rockville Rockets	Iron 7
10:15	HR Vipers Brown		Lightning Hunzinger	Iron 7
11:30	Lady Braves		HR Vipers Brown	Iron 7
1:00	Rockville Rockets		Lighning Hunzinger	Iron 7
2:30	Lady Braves		Lightning Hunzinger	Iron 7
2:30	Rockville Rockets		HR Vipers Brown	Iron 6
4:00	10u Gold Championship			Iron 7
4:00	10u Silver championship			Iron 6

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Bracket: Y (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
Y1	Havok (10)			
Y2	VA Legends Birkhead (10)			
Y3	540 Blackout (10)			

Time	Team		Team	Field
9:00	Havok		VA Legends Birkhead	Iron 6
10:15	Havok		540 Blackout	Iron 6
11:30	VA Legends Birkhead		540 Blackout	Iron 6
1:00	Havok		Top Hand Storm Breedlove	Iron 6
1:00	VA legends Birkhead		Hornets Lakey/Kelly	Iron 5
2:30	540 Blackout		OHE	Iron 5
4:00	10u Gold Championship			Iron 7
4:00	10u Silver championship			Iron 6

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



# Spring Breakout Mar. 22

**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: Z (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
Z1	Top Hand Storm Breedlove (10)			
Z2	Hornets Lakey/Kelly (10)			
Z3	OHE (10)			

Time	Team		Team	Field
9:00	Top Hand Storm Breedlove		Hornets Lakey/Kelly	Iron 5
10:15	Top Hand Storm Breedlove		OHE	Iron 5
11:30	Hornets Lakey/Kelly		OHE	Iron 5
1:00	Havok		Top Hand Storm Breedlove	Iron 6
1:00	VA legends Birkhead		Hornets Lakey/Kelly	Iron 5
2:30	540 Blackout		OHE	Iron 5
4:00	10u Gold Championship			Iron 7
4:00	10u Silver championship			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.
  - 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.