



Spring Open

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: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
A1	VA Adrenaline (14)	1	2	
A2	Miss Fits (13)	0	3	
A3	Hughesville Lady Canes (14)	2	1	
A4	Hanover Sports (14)	3	0	

Time	Team			Team	Field
9:00	VA Adrenaline (14)	12	2	Miss Fits (13)	Warbro 1
10:30	Hughesville Lady Canes (14)	1	11	Hanover Sports (14)	Warbro 1
12:00	Hughesville Lady Canes (14)	14	3	Va Adrenaline (14)	Warbro 1
1:30	Miss Fits (13)	0	17	Hanover Sports (14)	Warbro 1
3:00	VA Adrenaline (14)	0	12	Hanover Sports (14)	Warbro 1
3:00	Hughesville Lady Canes (14)	14	3	Miss Fits (13)	Warbro 2
4:30	Gold Championship Hanover Sports	5	8	Madison Mystics	Warbro 1
4:30	Silver Championship Glen Allen Xtreme	6	0	Hanover Hornets Keys	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.

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.



Spring Open

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: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
B1	Hanover Hornets Keys (14)	2	1	
B2	Glen Allen Xtreme (14)	3	0	
B3	Southern MD Velocity (14)	0	3	

Time	Team			Team	Field
9:00	Hanover Hornets Keys (14)	4	7	GA Xtreme (14)	Warbro 2
10:30	Hanover Hornets Keys (14)	9	4	Southern MD Velocity (14)	Warbro 2
12:00	GA Xtreme (14)	12	0	Southern MD Velocity (14)	Warbro 2
1:30	Hanover Hornets Keys (14)	11	1	Hit Doctor Leonard (14)	Warbro 2
1:30	GA Xtreme (14)	9	1	VA Stingrays (14)	Warbro 3
3:00	Southern MD Velocity (14)	0	10	Madison Mystics (14)	Warbro 3
4:30	Gold Championship Hanover Sports	5	8	Madison Mystics	Warbro 1
4:30	Silver Championship Glen Allen Xtreme	6	0	Hanover Hornets Keys	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.
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.





Spring Open

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: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
C1	Hit Doctor Leonard (14)	0	3	
C2	VA Stingrays (14)	1	2	
C3	Madison Mystics (14)	3	0	

Time	Team			Team	Field
9:00	Hit Doctor Leonard (14)	1	10	VA Stingrays (14)	Warbro 3
10:30	Hit Doctor Leonard (14)	0	15	Madison Mystics (14)	Warbro 3
12:00	VA Stingrays (14)	4	10	Madison Mystics (14)	Warbro 3
1:30	Hanover Hornets Keys (14)	11	1	Hit Doctor Leonard (14)	Warbro 2
1:30	GA Xtreme (14)	9	1	VA Stingrays (14)	Warbro 3
3:00	Southern MD Velocity (14)	0	10	Madison Mystics (14)	Warbro 3
4:30	Gold Championship Hanover Sports	5	8	Madison Mystics	Warbro 1
4:30	Silver Championship Glen Allen Xtreme	6	0	Hanover Hornets Keys	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.
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.



Spring Open Resvied for 12u

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: Dumbarton Complex

	Teams	Wins	Losses	Tie
H1	Hanover Sports (12)	3	0	
H2	Vortex (12)	1	2	
H3	Southern MD Velocity (12)	0	3	
H4	Southside Fury (12)	2	1	

Time	Team			Team	Field
9:00	Hanover Sports (12)	8	3	Vortex (12)	DB 2
10:30	Southern MD Velocity (12)	0	10	Southside Fury (12)	DB 2
12:00	Hanover Sports (12)	17	1	Southern MD Velocity (12)	DB 2
1:30	Vortex (12)	5	12	Southside Fury (12)	DB 2
3:00	Hanover Sports (12)	11	7	Southside Fury (12)	DB 2
3:00	Vortex (12)	12	4	Southern MD Velocity (12)	DB 3
4:30	Championship Game Elite Black (12)	3	1	Hanover Sports (12)	DB 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.
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.





Spring Open Revsided for 12u

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: Dumbarton Complex

	Teams	Wins	Losses	Tie
J1	Richmond Rapids (12)			
J2	VA Edge (11)			
J3	Starz Gold (12)			
J4	Elite Black (12)			

Time	Team			Team	Field
9:00	Richmond Rapids (12)	6	4	VA Edge (11)	DB 1
9:00	Starz Gold (12)	0	10	Elite Black (12)	DB 3
10:30	Richmond Rapids (12)	2	7	Starz Gold (12)	DB 3
12:00	Va Edge (11)	0	14	Elite Black (12)	DB 3
1:30	Richmond Rapids (12)	4	11	Elite Black (12)	DB 3
3:00	Va Edge (11)	2	10	Starz Gold (12)	DB 3
4:30	Championship Game Elite Black (12)	3	1	Hanover Sports (12)	DB 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.
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.